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INTRODUCTION

This book is for Game Masters playing games set in the Iron Kingdoms, as well as those who want new creatures and foes to pit against the adventurers in their own games.

The world of western Immoren is full of unique and dangerous creatures. Some might be similar to ones you've seen before, with a bit of a Full Metal Fantasy twist, while others are unique to the Iron Kingdoms. In the pages that follow, you'll find threats to challenge groups at every level of play—from the humble farrow brigand up to the one and only Deathjack, a mechanikal monstrosity that combines the arcane engineering of steamjacks with the soul-consuming horror of necromancy.

A WORLD OF ITS OWN

The Iron Kingdoms isn't a traditional fantasy setting, and this holds true with the monsters in this book. Although some of them are similar to existing monsters, there are some exceptions to keep in mind.

ARCHONS

The archons of the Iron Kingdoms are awe-inspiring and terrifying creatures that are the very embodiment of divine will. The manifestation of these beings is a sign of the direct hand of greater powers. These spiritual entities act as agents of the gods of Caen, enacting the will of their creators on the mortal world.

Although archons are considered celestials, they do not come from the Upper Planes, as no such thing exists in the Iron Kingdoms. Instead, they emerge from Urcaen, the spirit world, to carry out the wishes of the gods. And these archons are as diverse as the deities whose wills they carry out. Some serve the benign warrior-prophet Morrow or his cunning sister, Thamar; others obey the stern creator god Menoth, or his rival, the primal Devourer Wurm. There even exist archons, such as the enigmatic void archons, that seem aligned to no specific god—or none that mortals can fully comprehend, at any rate.

GRYMKIN

Grymkin are bizarre creatures that have seemingly emerged from folktales and nursery rhymes to visit mischief and suffering upon the wicked mortals of the world.

Although the grymkin share many aspects in common with traditional fey, they are something else altogether: souls distorted and transformed by the Defiers, a group of demigods who were once trapped in Urcaen. Reshaped to bear the physical characteristics of their sinful natures, the grymkin are unpredictable and malicious creatures who seek out mortals who harbor certain wickedness in their souls.

INFERNALS

Infernals are outsiders from beyond Caen and Urcaen—incredibly powerful supernatural entities that covet mortal souls, which they use to create horrifying creatures and lesser servants. In pursuit of this most precious resource, infernals cut deals with those willing to bargain away their souls (and the souls of others) in exchange for great power.

Infernals share some overlap with fiends, but they are a metaphysical threat unique to the Iron Kingdoms—one that was responsible for claiming an unfathomable number of souls in recent years. Although the peoples of the Iron Kingdoms eventually triumphed, the infernals are still a lingering threat to the world of Caen and all of its inhabitants. Cabals of cultists who swear loyalty to these dark beings remain hidden in the shadowy parts of the world, rebuilding their strength as they seek to bring their infernal masters back to finish the work that was interrupted years ago.

Dear Reader,

My name is Viktor Pendrake. If you have taken the time to find a copy of this volume, it appears you and I share a common interest: the world of extraordinary zoology and all that it entails.

In my career, I have served my nation both on its frontiers and as an educator in one of its most prestigious universities. I have devoted my life to cataloging and understanding the truly remarkable creatures we share our world with, and I hope that my experiences can benefit you as well. It is my conviction that the greatest instrument one can arm oneself with is a comprehensive understanding of the world. When paired with a curious mind and a courageous heart, there is no challenge that cannot be overcome—though I do advise carrying a sharp blade and a reliable sidearm, as a precaution.

Use the knowledge I have gathered, dear reader. Our world has not felt so grim, so bleak, since the days of the Orgoth. But knowledge shines a light in the darkest corners. Together, let us be the light that drives the shadows back.

Yours,

Viktor Pendrake



ARCHONS



Archons are awe-inspiring and terrifying creatures of divine will embodied. The manifestation of these beings is a sign of the direct hand of more extraordinary powers. Their appearance, which began during the Claiming, proves the conflict with infernals on Immoren represents so significant a threat that tremors are felt even in Urcaen.

Archons are powerful spiritual intermediaries between the gods in Urcaen and the mortals of Caen. The barriers between the physical world and the spirit realm are such that the gods themselves cannot easily manifest in the world, causing them to rely on these empowered agents instead. While the god Morrow is best known for his use of archons, drawn from the pious champions of his faith and the primarchs of the Morrowan church, the other gods also employ their own equivalents of the archons.

Though they take on tangible form on Caen, archons are inherently spiritual entities, like the gods and the infernals and the souls of the dead. The shapes they adopt are not always identical, and even witnesses at the same sighting have given many contradictory descriptions of their form. Given their nature, it is entirely plausible that they appear differently in the eye of each beholder.

Immortal Nature. An archon doesn't require food, drink, or sleep.

It is one thing to believe in the power of the gods, another entirely to witness it firsthand. These divine avatars can inspire awe even beyond the populations of a god's worshippers because they are physical proof we have not been abandoned.

—Viktor Pendrake

My Dear Professor Pendrake,

Lynus and I are fine or as fine as can be expected, considering the circumstances. We wish to return to the university at the earliest opportunity, but you know how difficult it can become when one is enrapt with one's field studies.

Regarding your question about my opinion on the archons and what it might mean for my own people's pantheon, I can only say that I am conflicted.

Of course, when the archons first arrived, it was a blessing of indescribable proportions. Having manifested agents of the gods helping to hold back the darkness of the infernal invaders would cause any spirit to lift, whether a person swore that spirit to Morrow, like yourself, or to any other divinity.

But speaking as a daughter of Ios, it was unsettling, and perhaps revealing, that agents of the Divine Court did not visit our people. I am not a child, nor am I naive. Anyone of Iosan ancestry knows far too well that the Regent Narcissar is too diminished to help us, that the Scyir of Winter also is unable to lend much aid.

Like many of my people, though, I held a tiny spark of hope that we would again feel the Divine Court's presence in the world one day.

The so-called void archons that accompanied the Retribution of Scyrah were strange, alien things that I could see no whisper of the gods within. No heroes of Iosans past flew down to save us from the infernals. I am convinced that our gods really are no more, or if they still exist, have no power left to assist their creations.

That tiny spark is dead.

We are abandoned.

—Assistant Professor Edrea Horyrr

Dhunian Archon

Dhunia is the goddess of life, Caen, and the seasons, as well as the cycle of birth, death, and rebirth. Although she is often depicted as a nurturing goddess, her wrath can be great, especially when roused against those who harm her chosen people or threaten Caen itself.

The mother-goddess's archons are viewed as an embodiment of her anger, yet even as these beings mete out Dhunia's fury on those who would harm her children, they grant blessings of life and vigor to those who follow the goddess. The forms these wrathful archons adopt are as varied as the gifts they bestow. Sometimes the Dhunian faithful perceive her archons as resembling their own kind, often appearing in the image of ancient heroes of the faith; at other times, they take on a more elemental guise, as if torn from the earth itself. When they appear upon Caen, these beings often embody aspects related to one or more seasons. For example, Dhunian archons bearing the mark of spring manifest with features suggesting the fecundity of life, including leaves and branches woven into their bodies, still-living trees wielded as cudgels, and so on.



Dhunian Archon

Large celestial (archon), neutral good

Armor Class 20 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	19 (+4)	20 (+5)	20 (+5)

Saving Throws Con +10, Wis +11, Cha +11
Skills Animal Handling +11, Insight +11, Perception +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 21
Languages Molgur (any dialect), telepathy 120 ft.
Challenge 17 (18,000 XP)

Forest Passage. Difficult terrain composed of trees and undergrowth doesn't cost the archon extra movement.
Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 19). The archon can innately cast the following spells, requiring no material components:
At will: *druidcraft*
3/day each: *barkskin, entangle, spike growth*
1/day each: *grasping vine, greater restoration, wall of thorns*
***Legendary Resistance* (3/Day).** If the archon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Magic Weapons. The archon's weapon attacks are magical.
Regeneration. The archon regains 10 hit points at the start of its turn. If the archon takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The archon dies only if it is hit by an attack that deals 10 or more acid or fire damage while the archon has 0 hit points.
Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from friendly creatures.
Mother's Fury. If a friendly creature drops to 0 hit points while within 60 feet of the archon, until the end of its next turn, the archon has advantage on attack rolls and can make one melee attack as a bonus action.

Actions

Multiattack. The archon makes three melee attacks.
Old Oak Staff. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage plus 7 (2d6) radiant damage.

Reactions

Mother's Embrace. If a friendly creature drops to 0 hit points while within 60 feet of the archon, the archon can use a reaction to restore hit points equal to half the killed creature's Hit Dice to another friendly creature within 60 feet of the archon.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Detect. The archon makes a Wisdom (Perception) check or a Wisdom (Insight) check.
Move. The archon moves up to half its speed without provoking opportunity attacks.
***Thread of Life* (Cost 2 Actions).** The archon can choose up to five friendly creatures it can see within 60 feet of it. Until the end of the archon's next turn, it loses the Regeneration trait, and the chosen creatures gain its Regeneration trait.

Menite Archon

The Lawgiver's archons are fiery champions who enact his will and protect the flocks of the Menite faithful. They are the spirits of devoted clergy and fervent defenders who are given a special purpose in the afterlife. Wielding weapons ablaze with holy fire, these great generals and other leaders of Menoth's armies in Urcaen defend the City of Man from the Devourer Wurm and other jealous powers.

Accounts given by Menites of their god's archons are fairly consistent, albeit varied. Some say these beings have a form that matches those of the great statues of the Creator of Man that have stood for thousands of years, going back to Cinot, the First City. Others insist the masked faces of the archons are those of former hierarchs and other ancient priest-kings. Some of the faithful have even reported seeing Hierarch Severius striding into battle in this form even though only a few years have passed since his tragic death. Whatever their true form, Menoth's archons, limned in the constant light of a cleansing fire, are a terror to those who have abandoned the True Faith.



Menite Archon

Large celestial (archon), neutral good

Armor Class 17 (natural armor)
Hit Points 285 (30d10 + 120)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Int +8, Wis +9, Cha +10
Skills Insight +9, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP)

Fuel for the Flames. Any creature hostile to the archon that starts its turn within 20 feet of the archon loses resistance to fire damage and cannot gain resistance to fire damage until it is no longer within 20 feet of the archon.
Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Flaming Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 38 (7d10) fire damage (included in the attack).
Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from friendly creatures.

Actions

Multiattack. The archon makes two attacks: one with its sword and one with its flail.
Blazing Sword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage plus 38 (7d10) fire damage.
Flail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 38 (7d10) fire damage, and the target can't regain hit points until the start of the archon's next turn.

Reactions

Swift Vengeance. When a friendly creature within 15 feet of the archon drops to 0 hit points from an enemy spell or attack, the archon can use its reaction to make a melee attack against that enemy creature.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Ashen Veil. A cloud of ash and embers envelops the archon. The cloud is a 20-foot-radius sphere centered on the archon. The sphere's area is heavily obscured. It lasts until the start of the archon's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures in the area without immunity to fire damage have disadvantage on melee attacks.
Sword Attack. The archon makes a sword attack.
Divine Inspiration (Costs 2 Actions). Until the end of the archon's next turn, other friendly creatures within 30 feet of it make attack rolls with advantage.

Morrowan Archon



Morrowan Archon

Large celestial (archon), neutral good

Armor Class 16 (natural armor, shield)
Hit Points 199 (21d10 + 84)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Int +8, Wis +9, Cha +10
Skills Insight +9, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Blinding Radiance. Any creature hostile to the archon that starts its turn within 20 feet of the archon must make a DC 18 Wisdom saving throw unless the archon is incapacitated. On a failed save, the creature is blinded until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the archon's Blinding Radiance for the next 24 hours.
Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Radiant Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 38 (7d10) radiant damage (included in the attack).
Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from friendly creatures.

Actions

Multiattack. The archon makes two melee attacks.
Holy Spear. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 38 (7d10) radiant damage, and the target must succeed on a DC 18 Wisdom saving throw or be blinded until the start of the archon's next turn.

Reactions

Shield Guard. When a friendly creature within 15 feet of the archon is hit by a ranged attack, the archon can use its reaction to be hit instead.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Move. The archon moves up to its speed without provoking opportunity attacks.
Spear Attack. The archon makes one spear attack.
Divine Inspiration (Costs 2 Actions). Until the end of the archon's next turn, other friendly creatures within 30 feet of it make attack rolls with advantage.

The term "archon" has become synonymous with the Morrowan faith to most people living in western Immoren. The Host of Archons is accepted as the manifestation of Morrow's will on Caen, and their awe-inspiring appearances are always momentous. The sight of a single Morrowan archon can chill the blood of even the most pious, as these beings herald events that are both terrifying and world-changing.

Although the host is believed to include all former primarchs, other souls are counted among its number, including great heroes and champions of the faith who fell after unwavering service. Morrowan archons have been described in various ways, although "angels of light" is the most common. Some observers have said that these archons' wings are made of pure light, like the radiance of the sun in Morrow's holy symbol made manifest on Caen. Although most Morrowan archons are either faceless or unrecognizable, some have been seen in the guise of a fallen hero of the faith, whether a former primarch, a knight, or even an ascendant. Similarly, these beings have manifested wearing various armor and clothing and wielding different weapons or other symbols of the faith.

Primal Archon

Primal archons are thought to be minor manifestations of the Wurm sent from the hellish wilds of Urcaen. Creatures of action and violence rather than words and prophecy, primal archons leap into the fray without hesitation as soon as they manifest on Caen.

Blazing with natural power and howling with raw hunger, these beings seek to annihilate anything that does not belong on Caen. Each is both a force of nature and a flesh-and-blood creature of claw and fang. Their bodies are as durable as mountains, and their massive arms and claws are made of granite, obsidian, and chunks of crystal. Their mass allows them to stand unmoving against massive odds, and their seemingly imperishable nature allows them to swiftly regenerate any parts severed in battle. Primal archons fight with unpredictable ferocity and an utter lack of hesitation, and they tear through their enemies without a thought of self-preservation.



Primal Archon

Huge celestial (archon), chaotic neutral

Armor Class 20 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	20 (+5)	20 (+5)	11 (+0)	1 (–5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 19 (22,000 XP)

Immutable Form. The archon is immune to any spell or effect that would alter its form.
Earth Shaker. When the archon hits a target with a melee weapon attack, each creature within 20 feet of the target must succeed on a DC 17 Strength saving throw or be knocked prone.
Legendary Resistance (3/Day). If the archon fails a saving throw, it can choose to succeed instead.
Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Magic Weapons. The archon's weapon attacks are magical.
Regeneration. The archon regains 10 hit points at the start of its turn. If the archon takes acid damage, it regains only 5 hit points at the start of its next turn. The archon dies only if it is hit by an attack that deals 10 or more acid damage while the archon has 0 hit points.

Actions

Multiattack. The archon uses Rolling Earth, if it can. It then makes three attacks: two with its rock claws and one with its horn.
Rock Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the archon's next turn.
Horn. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) slashing damage. If the target is Large or smaller, the archon can push it 10 feet away.
Rolling Earth (Recharge 5–6). The archon causes the ground to heave in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Reactions

Reality Anchor. When a hostile creature is summoned within 60 feet of the archon, the archon can use its reaction to deal 33 (6d10) force damage to the creature.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Claw Attack. The archon makes an attack with its rock claw.
Reform (Costs 2 Actions). The archon's form crumbles and then reforms within 90 feet in an open space it can see.
Trembling Strike (Costs 2 Actions). The archon strikes the ground with its fists, triggering an earth tremor. Each creature on the ground within 60 feet of the archon must succeed on a DC 17 Strength saving throw or be knocked prone.

Thamarite Archon



The goddess Thamar is a shatterer of expectations, a defier of limits, an oracle of unrestrained power, and a being who delivered hope when all signs pointed to doom and destruction. Although her preferred course of action is one of subtlety and craft, she too has offered the support of her chosen to the mortal world. Her archons are the spirits of Thamarites who proved themselves to be among the greatest occultists and practitioners of the Dark Twin's philosophies.

Those who have witnessed a Thamarite archon rarely retain a clear memory of the being's shape after it is gone. The Dark Twin's chosen have been described in terms one might use when trying to recall the elusive details of a fading dream. They are said to be beautiful and graceful beings composed of dancing shadows and flickering light, near silhouettes whose movements are more suggested than clearly seen. Some are male and others female; others still are of indeterminate gender. Their faces frequently bear the familiar guises of the deceased—both those known to have been Thamarites and those thought to have served Morrow, Menoth, or another power. Some archons resemble a scion, and others a figure of authority not yet deceased, but Thamar's faithful know better than to trust their senses where such beings are concerned.

Thamarite Archon

Large celestial (archon), chaotic neutral

Armor Class 15
Hit Points 171 (18d10 + 72)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	19 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Int +8, Wis +9, Cha +10
Skills Perception +9, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Shadow Stealth. While in dim light or darkness, the archon can take the Hide action as a bonus action.
Sharpshooter. The archon's ranged weapon attacks ignore half cover and three-quarters cover.
Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from friendly creatures.
Thamarite Tricks. The archon can take the Disengage or Dodge action as a bonus action on each of its turns.
Weapons of Guile. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 38 (7d10) necrotic damage (included in the attack).

Actions

Multiattack. The archon makes two ranged attacks.
Murmur Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 38 (7d10) necrotic damage, and the target must succeed on a DC 18 Charisma saving throw or suffer one of the following effects:

- ***Beguiling Arrow.*** The target is charmed by the archon and its allies for 1 minute. The target can attempt a DC 18 Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Thamar's Teeth.*** If the target has spell slots, it loses one spell slot of the highest available level.

Reactions

Evasive Flight. The archon adds 2 to its AC against one melee attack that would hit it. To do so, the archon must see the attacker.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Move. The archon moves up to its speed without provoking opportunity attacks.
Bow Attack. The archon makes one longbow attack.
Divine Inspiration (Costs 2 Actions). Until the end of the archon's next turn, other friendly creatures within 30 feet of it make attack rolls with advantage.

Void Archon

Large celestial (archon), unaligned

Armor Class 15 (natural armor)
Hit Points 152 (16d8 + 48)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Int +8, Wis +9, Cha +10
Skills Perception +9, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone
Senses truesight 120 ft., passive Perception 19
Languages understands all languages but doesn't speak them
Challenge 17 (18,000 XP)

Entropic Force. While within 10 feet of the archon, creatures make death saving throws with disadvantage and can't regain hit points.
Incorporeal Movement. The archon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.
Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from friendly creatures.
Void Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 38 (7d10) force damage (included in the attack).

Actions

Multiattack. The archon makes two melee attacks.
Void Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) slashing damage plus 38 (7d10) force damage. If the target has another creature's soul in its possession, the creature loses the soul, and the archon gains it. The archon can have up to three souls in its possession at any one time.
Void Howler (Recharge 4–6). Void energy erupts from the archon in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or take 55 (10d10) force damage and be stunned until the end of the archon's next turn.
Strength of Death. If the archon has a soul in its possession, it can consume the soul as a bonus action. If it consumes a soul, the archon has advantage on attack rolls until the end of its turn.

Legendary Actions

The archon 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. The archon regains spent legendary actions at the start of its turn.
Howling Storm. The archon uses its Void Howler.
Dark Shroud (Costs 2 Actions). The archon creates a magical field of dark energy around itself. Hostile creatures within 10 feet of the archon take a –2 penalty to AC until the start of the archon's next turn.
Void Walk (Costs 2 Actions). The archon teleports up to 120 feet to an unoccupied space it can see.



Void Archon

There exists a type of archon that defies conventional reason. Like the others sent by the gods, these beings are clearly archons, yet many do not possess apparent associations to any known divinities. Whatever their nature, whether they are connected to gods hidden or lost or forgotten, void archons have manifested on Caen since the Claiming.

These beings are most commonly perceived as humanoid constructs of elaborate manufacture, as if puppets made by the gods. They take on many forms, which observers have interpreted in equally many ways, from divine machines of Cyriss to the servitors who once protected the Veld on behalf of the Divine Court.



Although I confess that all my attempts to domesticate an argus have failed, I've always been fascinated by the idea of having one as a pet. Just imagine: it can play a game of tug-of-war against itself! On a more practical level, it can restrain two attackers at the same time—an ability I've found myself in need of on more than one occasion.

Viktor Pendrake

Argus

An enormous two-headed dog built of thick bone and dense muscle, the argus is a predatory pack animal whose various breeds can be found throughout the wilds of western Immoren. A short, thick pelt of fur regulates the beast's temperature, allowing it not only to live comfortably in a wide territorial range, but also to blend into its surroundings better. Argus possess remarkable stamina and can stalk or harry prey across long stretches before attacking. They are opportunistic feeders that assault anything they do not consider a threat. The bite of an argus is powerful enough to shatter a bone as thick as an ox's thighbone; the bones of humans provide them little resistance.

Paralyzing Bark. An argus' twin heads can combine their barks to produce an unsettling blast that addles the mind and stills the flesh. Victims are slowed—even paralyzed—by this terrible sound, providing a pack of argus with the opportunity to pounce and tear their prey to shreds.

Pack Hunters. When a pack of argus is on the hunt, one of the lead dogs will initiate combat by unleashing its bark to paralyze prey before its pack mates attack. Groups of argus then attack the disoriented target in an attempt to overwhelm it with numbers, and they circle continuously in the hopes of striking the target's unprotected back.

Short vocalizations allow these animals to coordinate during a hunt, thereby letting the pack overwhelm a target from many sides with precise timing. Attacks against larger prey typically involve a lead dog grabbing the prey's limbs to grant the rest of the pack access to its unprotected underbelly.

Common Argus

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	3 (–4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +4, Survival +5
Senses passive Perception 15
Languages —
Challenge 2 (450 XP)

Two Heads. The argus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
Keen Tracker. The argus has advantage on Wisdom (Survival) checks to track prey.
Pack Tactics. The argus has advantage on an attack roll against a creature if at least one of the argus' allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The argus makes two melee attacks.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the argus can't use this bite on another target. The argus has two bites, each of which can grapple only one target.
Doppler Bark (Recharge 6). The argus unleashes a disorienting sonic attack in a 25-foot cone. Each creature in that area must succeed on a DC 13 Wisdom saving throw or be stunned for 1d3 rounds.

Argus, Winter

Of all the many breeds of argus, none is feared as much as the great white predator of the north, the winter argus. The beast's white fur allows the animal to blend in with its snowy surroundings. Winter argus often stalk under the cover of blizzards, when their natural camouflage grants them a distinct advantage. Entire hunting parties are simple game to a pack of winter argus, who strike from the hoary drifts and bring down their prey in a flurry of snapping jaws and blasts of freezing breath.

We were traveling along the northern edge of the Blackroot Wood, miles from civilization, when the blizzard fell upon us. Blinded by driving sleet, we had no recourse but to stop and make camp, hoping the storm would pass us by before our supplies were exhausted. The pack struck on the third day. One by one, great white dogs bounded through the camp, snapping up the tired and weak among us in their two sets of jaws and dragging them beyond sight—but not beyond hearing. Day and night, we were subjected to the screams of our fellows as the pack feasted on them. By the time the storm blew inland, only three of us remained. Of the pack and our fallen friends, there was no sign; the dogs had dragged the remains with them as they followed the storm.

—Viktor Pendrake

Winter Argus

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 75 (10d8 +30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	3 (–4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +4, Survival +5
Senses passive Perception 15
Languages —
Challenge 3 (700 XP)

Two Heads. The argus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
Keen Tracker. The argus has advantage on Wisdom (Survival) checks to track prey.
Pack Tactics. The argus has advantage on an attack roll against a creature if at least one of the argus' allies is within 5 feet of the creature and the ally isn't incapacitated.
Snow Camouflage. The argus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The argus makes two bite attacks.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the argus can't use this bite on another target. The argus has two bites, each of which can grapple only one target.
Frost Breath (Recharge 5–6). The argus exhales a blast of freezing wind in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.



Bog Trog

Bog trogs are a race of primitive humanoids that dwell in swamps and marshes. Belligerent and intolerant of other races, they jealously and violently defend their territory from any intrusion. Bog trogs claim large swaths of marshland throughout western Immoren, and they compete fiercely with swamp gobbers and gatormen for resources.

Although bog trogs are humanoids, they have pronounced reptilian and ichthyoid features. Their scaled skin is a dark olive green but can change rapidly when the creatures need to blend into their environment. A typical bog trog stands as tall as a human but has a heavier build. Unlike humans, however, bog trogs continue to grow throughout their lives. The largest specimens are nearly seven feet tall and weigh over three hundred pounds.

Although fiercely territorial and primitive, bog trogs can be convinced to leave you in peace. I can think of no better reason to remember a few handy phrases in Quor-Og.

—Viktor Pendrake

Bog trogs are completely amphibious and can survive indefinitely either on land or underwater. They eat whatever they can catch and will happily devour swamp gobbers, gatormen, and even humans who wander into their territory.

Muscle and Mystics. Bog trog society is organized into tribes that typically number between fifty and a hundred individuals. Each tribe is led by the largest and strongest male bog trog, whose title roughly translates to "big fish." This individual leads the tribe in every matter from hunting to warfare, although he consults the tribal elders, called "mist speakers," on spiritual matters. Bog trog religion is based on the veneration of ancient swamp spirits the mist speakers beseech for guidance and magical aid.

Bog Trog

Medium humanoid, neutral evil

Armor Class 15 (natural armor)
Hit Points 9 (2d8)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	9 (–1)	8 (–1)	10 (+0)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 9
Languages Quor-Og
Challenge 1/4 (50 XP)

Amphibious. The bog trog can breathe air and water.
Chameleon Camouflage. The bog trog has advantage on Dexterity (Stealth) checks made to hide.

Actions

Multiattack. The bog trog makes two melee attacks: one with its bite and one with its fishing gaff.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Fishing Gaff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



Bog Trog Trawler

Physically imposing specimens, bog trog trawlers easily stand out amongst their tribes. Able to wield heavy harpoon guns thanks to their great size and strength, trawlers are as cruel as they are deadly hunters. These bog trogs delight in nothing more than springing upon their foes from behind, impaling their unaware prey in a spray of crimson before reeling them in for the killing thrust.

It is the rare fish that tries to catch you back.



Bog Trog Trawler

Large Humanoid, neutral evil

Armor Class 15 (natural armor)
Hit Points 42 (5d10+15)
Speed 30 ft, swim 50 ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	16(+3)	9(-1)	8(-1)	10(+0)

Skills Stealth +4
Senses Darkvision 60 ft., passive Perception 9
Languages Quor-Og
Challenge 1/2 (100 xp)

Amphibious. The bog trog can breathe air and water.
Chameleon Camouflage. The bog trog has advantage on Dexterity (Stealth) checks made to hide.

Actions

Multiattack. The bog-trog makes two melee attacks: one with its bite and one with its harpoon thrust.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.
Harpoon Thrust. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) piercing damage.
Harpoon Gun. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the bog trog or be pulled up to 20 feet toward the bog trog.

Bog Trog Mist Speaker

While rarely the actual leaders of their tribes, mist speakers are the spiritual advisors and counselors to the chieftains who command the bog trogs. These cunning viziers are adept at deception and misdirection. Mist speakers communicate with the spirits of the swamp, who direct them in all things and give them insight beyond the understanding of their tribal brothers. In battle, mist speakers support the tribe by wielding powerful magic that calls upon the forces of the bog trogs' swampy homes.



Bog Trog Mist Speaker

Medium Humanoid, neutral evil

Armor Class 12 (natural armor)
Hit Points 45 (10d8)
Speed 30 ft, swim 50 ft

STR	DEX	CON	INT	WIS	CHA
12(+1)	10 (+0)	11(+0)	9(-1)	15 (+2)	10(+0)

Skills Stealth +4
Senses Darkvision 60 ft., passive Perception 12
Languages Quor-Og
Challenge 2 (450 xp)

Amphibious. The bog trog can breathe air and water.
Chameleon Camouflage. The bog trog has advantage on Dexterity (Stealth) checks made to hide.
Spellcasting. The mist speaker is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *druidcraft, poison spray, resistance*
1st level (4 slots): *entangle, fog cloud, jump, thunderwave*
2nd level (3 slots): *animal messenger* (creatures with a swim speed only), *gust of wind, spike growth, web*
3rd level (3 slots): *dispel magic, plant growth, wind wall*

Actions

Multiattack. The bog-trog makes two melee attacks: one with its bite and one with its fishing gaff.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4+1) piercing damage.
Fishing Gaff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used with two hands to make a melee attack. If the target is a creature, it must succeed on a DC 11 saving throw or be knocked prone.

Mist speakers seem constantly annoyed by having to use the gifts of Ashiga, the slumbering god of bog-trog kind. Perhaps it has something to do with the fact that the god hasn't woken up to free their people from the oppression of gatormen. Or perhaps they just dislike being clammy?

Boneswarm

Animated masses of skeletal remains, boneswarms are undead creatures that manifest in swamps, marshes, and lonely waterways marked by a preponderance of suffering, agony, and death. The dark swamp spirits drawn to these sites inhabit the skeletal corpses left behind, transforming the lifeless remains into a massive gestalt entity driven by horrible predatory instincts.

These creatures lie in wait for victims to add to their bulk. Those who fall prey to a boneswarm are torn apart by its snapping teeth and clattering bones, and their remains are added to its form, either whole or in part. This malignant scavenger will also strip the flesh and viscera from any corpse it comes across, tearing bones from lifeless bodies and incorporating them into its shapeless bulk.

Wholly alien and inhuman, boneswarms are cruel mockeries of the predators of the natural world. Despite being assembled from the bones of numerous species, these creatures draw nothing but malevolence from such mortal remains and are driven by an insatiable need to consume and exterminate all life. This loathing imbues them with a preternatural ability to sense nearby living creatures regardless of darkness or intervening obstacles. Although boneswarms can detect everything from fish to flying beasts, the proximity of intelligent life drives them into a focused and murderous frenzy.

Undead Nature. A boneswarm doesn't require air, food, drink, or sleep.

Few things are as unsettling as watching a boneswarm attempt to "eat." Dozens of skulls gnawing away the flesh of a carcass so that its denuded hands can pull the bloodied bones into its mass? I shudder at the thought of it, to say nothing of the noise—like a sack full of antlers in a whirlwind.

—Viktor Pendrake

Boneswarm

Large undead, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	6 (–2)	10 (+0)	7 (–2)

Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Lifesense. The boneswarm can sense all living things within 60 feet of it. This ability works like blindsight except that it can only detect living creatures. No physical material can block this sense within its area of effect.

Swarm of Bones. The boneswarm can occupy another creature's space and vice versa, and the boneswarm can move through any opening large enough for a Small humanoid.

Actions

Multiattack. The boneswarm makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the boneswarm uses its Engulf on it.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Engulf. The boneswarm engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, and it must succeed on a DC 15 Constitution saving throw at the start of each of the boneswarm's turns or take 18 (3d8 + 5) bludgeoning damage. If this damage reduces the target to 0 hit points, the boneswarm regains hit points equal to the slain target's Constitution score. If the boneswarm moves, the engulfed target moves with it. The boneswarm can have only one creature engulfed at a time.



Burrow-Mawg

Burrow-mawgs are small, vicious creatures with a ceaseless hunger for flesh. They are found throughout the Iron Kingdoms but are most common in the more temperate areas to the south. In small numbers, they are usually no more than dangerous pests that prey upon livestock and the occasional lone traveler, but larger groups can pose a serious threat.

Roughly the size of a badger, these mammals have a dense coat of red-brown fur. They are quadrupeds but can stand upon their hind legs for short periods when necessary. Each of the creature's powerful limbs ends in a wide paw armed with prodigious claws up to four inches long. These claws are used primarily for digging but can rend flesh as easily as soft clay. Burrow-mawgs have bat-like ears set high upon their skulls, two large eyes that glow red at night, and short, powerful jaws filled with serrated fangs. They have excellent hearing and a keen sense of smell and can easily detect the slightest noise or scent when hunting.

An average burrow-mawg may be no bigger than a large housecat, but I can tell you with absolute certainty that were cats even one-tenth as ferocious, you would not find a feline in any city from Uldenfrost to Caspia.

Viktor Pendrake

As their name indicates, burrow-mawgs dwell in subterranean dens. These lairs consist of many small chambers connected by dozens of tunnels. Despite their extremely aggressive demeanor, burrow-mawgs are communal beasts that gather in extended family groups called clusters, which number between six and twelve individuals. Each cluster is led by an alpha—the largest, strongest, and fiercest burrow-mawg in the group. An alpha that no longer meets these criteria is soon replaced by a worthier specimen.



Burrow-Mawg

Tiny beast, unaligned

Armor Class 14
Hit Points 11 (2d4 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	15 (+3)	4 (–3)	12 (+1)	6 (–2)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Aggressive. As a bonus action, the burrow-mawg can move up to its speed toward a hostile creature that it can see.
Reckless. At the start of its turn, the burrow-mawg can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
Sunlight Sensitivity. While in sunlight, the burrow-mawg has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The burrow-mawg makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) piercing damage.
Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

Buzzard Beetle

Buzzard beetles are insectoid scavengers the size of a bloated bilge rat. Swarms of these creatures burrow into cadavers and consume them from the inside out, using their acidic secretions to soften the bodies. Buzzard beetles are quick to agitation, and a swarm will enter a frenetic state as it nears a corpse and prepares to feast. Although these creatures prefer to feed on the dead, they are quite willing to attack any living creature who disturbs their meal.

Cleanup Crew. Buzzard beetles are voracious. The combination of their vast hunger and their acidic spittle allows a sufficiently large swarm to strip a whole battlefield of corpses to bare skeletons overnight. A feeding swarm poses a danger to any corpse pickers or battlefield scavengers on the hunt for still-useful weapons and armor, but their diet provides a small benefit: by consuming the dead, they deny raw materials to any necromancer who might seek to create undead thralls from the fallen.

Although buzzard beetles are useful for stripping cadavers prior to putting them on display, they are a hazard one must always be mindful of. The ones outside of my zoology department aren't courteous enough to wait until after death before they begin to feed.

—Viktor Pendrake

Swarm of Buzzard Beetles

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 31 (7d8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	1 (−5)	10 (+0)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Damage Transfer. While it is attached to a creature, the swarm takes only half the damage dealt to it, and the creature it is attached to takes the other half.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Flesh Burrow. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a living creature, the swarm attaches to it and begins burrowing into its flesh. The swarm remains in the same space as the creature it is attached to if the creature moves. If the swarm hits a creature it is attached to with a melee attack, the attack deals an extra 2d6 acid damage. If the swarm takes any damage while it is attached to a creature, it detaches from the creature and remains in the creature's space.



Cataphract Beetle

The hunting behavior of the cataphract beetle is a fascinating adaptation. Hailing predominantly from the Bloodstone Marches, this creature has developed a method of passive hunting that allows it to secure prey while at rest. Thanks to the ingenious design of the traps it digs, clumsy beasts are drawn directly into its waiting mandibles.

—Viktor Pendrake



Cataphract Beetle

Small beast, unaligned

Armor Class 12 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 20 ft., burrow 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (–1)	14 (+2)	1 (–5)	10 (+0)	1 (–5)

Damage Resistances acid
Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

Sand Trap. The beetle can create a dangerous trap by burrowing circles in loose earth, turning stable ground into a precarious 10-foot-diameter pit. A DC 15 Wisdom (Perception) check is able to spot the trap, and it cannot be disabled through traditional means. A creature that notices the trap can place a sturdy object longer than the diameter of the trap, such as a plank of wood, across the trap in order to cross it safely.

When the trap is triggered, the ground sinks 10 feet, creating a pit of sliding earth. Any creature in the trap must succeed on a DC 13 Dexterity saving throw or be knocked prone. Any creature that starts its turn in the pit must succeed on a DC 13 Dexterity (Acrobatics) check or be restrained until the start of its next turn. The beetle is immune to the effects of the trap. Creating a sand trap takes the beetle 10 minutes.

Spiked Shell. A creature that touches the beetle or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Acid Spray (Recharge 5–6). The beetle spews acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much on a successful one.

Cataphract beetles are large carnivorous insects that dwell in dry, sandy environments but have been known to range into temperate areas, especially places where the soil is loose enough to accommodate their burrows and pit traps. In areas where these creatures are common, they are considered a dangerous threat. These squat, six-legged insects, which are about three feet long and stand two to three feet above the ground, are armored with a thick, spiky carapace stout enough to repel small-arms fire and have mandibles powerful enough to rend steel. In addition, they can spray streams of caustic digestive juices at their foes.

Communal insects, cataphract beetles dig extensive underground burrows that can hold as many as fifty individuals. The majority of cataphract beetles in a burrow are drones tasked with gathering food and caring for their large, immobile queen. The rest are soldiers, which protect the burrow from intruders and dig the deadly pit traps for which these insects are infamous.

Cataphract beetles are predatory, and foraging drones will attack any creature they encounter, dismember it, and drag it back to their burrow piecemeal. Closer to their burrows, however, these insects employ a very different method of capturing prey. The soldiers burrow ever-widening circles in loose earth or sand, creating an unstable pit that collapses inward when anything but another cataphract beetle enters the area. The shifting earth in these pits makes them exceedingly difficult to climb, and any creature unfortunate enough to be trapped inside one is inevitably sucked toward the center, where a cataphract beetle soldier awaits, its mandibles clacking in anticipation.

At the professor's request, I shared a dish of roasted cataphract beetle with one of our Idrian guides. I would describe the experience as "unpleasant" and the indigestion that followed as "unforgettable."

—Lynus Wesselbaum

Cephalyx Cognifex

Cognifexes are a special order of cephalyx whose job is dismantling the minds of sentient beings in order to increase the knowledge of a cephalyx hive. Through excruciating, mind-destroying labor, the cognifex learns about potential sites for new abductions, identifies potential threats to the hive, and keeps the cephalyx abreast of the goings-on of the world above.

When a cognifex leaves its hive, it wears an armored cephalomek shell. This durable armor can be sealed off completely from the outside world, protecting the cognifex from any potential harm. Even while the armor is not fully enclosed, its plating is proof against bullets and blades of all description.



Cephalyx Cognifex

Medium humanoid, lawful evil

Armor Class 16 (armored shell)
Hit Points 82 (15d8 + 15)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Int +8, Wis +5
Skills Arcana +8, Insight +5, Medicine +8, Perception +5, Stealth +6
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages understands all languages but chooses not to speak, telepathy 200 ft.
Challenge 7 (2,900 XP)

Command Drudge. Cephalyx drudges obey the cognifex's telepathic commands, no matter how suicidal.
Innate Spellcasting (Psionics). The cognifex's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:
At will: *detect thoughts, hold person, mage hand*
3/day: *animate objects, arcane eye, wall of force*
1/day each: *mind blank, telekinesis*
Master Chirurgeon. The cognifex has advantage on Wisdom (Medicine) checks.

Actions

Multiattack. The cognifex makes four melee attacks.
Prosthetic Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid and is hit by all four of the cognifex's melee attacks in a single turn, the target is surgically mutilated in some capacity and must succeed on a DC 15 Constitution saving throw or have one its ability scores (the cognifex's choice) permanently reduced by 1. The reduction lasts until removed by the greater restoration spell or similar magic. Other curative magic simply forms scar tissue.
Mind Blast (Recharge 5–6). The cognifex magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 41 (8d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Hull Down. The cognifex seals its armor. Until it emerges, it has immunity to bludgeoning, slashing, and piercing damage from nonmagical attacks. While its armor is sealed, its speed is 0 and can't be increased, it automatically fails Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to unseal its armor.

When one's mind becomes the enemy's battlefield, one's victory becomes irrelevant.

Cephalyx Drudge

Without an attendant cephalyx to guide them, drudges are rendered almost harmless. I say "almost" because they still respond to hostility, and even their blind flailing can ruin one's day.

—Viktor Pendrake



Cephalyx Drudge

Medium humanoid, unaligned

Armor Class 10
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (–4)	3 (–4)	5 (–3)

Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft., passive Perception 6
Languages —
Challenge 1/2 (100 XP)

Inhuman Fortitude. If damage reduces the drudge to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the drudge drops to 1 hit point instead.
Respirator. The drudge is immune to any effects that require it to breathe in a gas, such as airborne poisons.
Variable Weaponry. The drudge is outfitted with modular prosthetic weaponry. At the start of a combat and at the start of each of its turns, the drudge must choose one of its actions. The weapon used for that action is the only weapon the drudge is considered to be wielding for the purpose of making melee attacks and opportunity attacks.

Actions

Circular Saw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. This attack scores a critical hit on a roll of 19 or 20.
Extended Blade. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Prosthetic Gauntlets. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends or the drudge chooses a different melee weapon, the target is restrained, and the drudge can't use its gauntlets on another target.
Wrecking Ball. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Dwelling far beneath the surface of Caen, the enigmatic cephalyx are known to few but feared by all who have encountered them. For centuries, this race had little contact with humanity, whose awareness of these hidden monsters came relatively recently.

The cephalyx's primary contact with outsiders comes via nocturnal raids conducted to capture prisoners, who are dragged back to the creatures' subterranean lairs for medical experimentation and transformation into drudges—mindless, surgically augmented slaves. These mysterious slavers have subjugated countless numbers of every intelligent race over the centuries in order to maintain small armies of grotesque servants and soldiers that dwell with them in their underground hives.

For generations, most human contact with the cephalyx has occurred in isolated mountain communities, particularly mining camps and other locations where men delve beneath the surface of Caen. The disappearance of the populations of entire towns high in the Wyrmwall and Nyschatha Mountains has been attributed to these creatures; if that assumption is accurate, the cephalyx have been responsible for the abduction of whole villages throughout Cygnar, Khador, and Rhul in particular.

Cephalyx Slaver



Cephalyx Slaver

Medium Humanoid, Lawful Evil

Armor Class 13
Hit Points 63 (14d8)
Speed 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	18(+4)	14(+2)	16(+3)

Saving Throws Int +7, Wis +5
Skills Arcana +7, Insight +5, Medicine +7, Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages understands all languages but chooses not to speak, telepathy 200 ft
Challenge 5 (1,800 xp)

Command Drudge. Cephalyx drudges obey the cephalyx slaver's telepathic commands, no matter how suicidal.
Innate Spellcasting (Psionics). The cephalyx slaver's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:
At will: *detect thoughts, mage hand*
3/day: *mage armor*
1/day each: *hold person, suggestion*
Master Chirurgeon. The cephalyx slaver gains advantage on all Wisdom (Medicine) skill checks.

Actions

Multiattack. The cephalyx slaver can make four attacks with its prosthetic blades.
Prosthetic Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage. If the target is a humanoid creature, and it is hit by all four of the cephalyx slaver's prosthetic blade attacks in a single turn, the creature is surgically mutilated in some capacity. The creature must succeed on a DC 15 Constitution saving throw or have one its ability scores (of the cephalyx slaver's choice) permanently reduced by 1. Heal, regeneration, greater restoration, or comparable magic restores the lost ability score, other curative magic simply forms scar tissue.
Mind Blast (Recharge 5-6). The cephalyx slaver magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All cephalyx demonstrate potent psychokinetic powers that seem entirely distinct from the magic employed by other races. Their emaciated and atrophied bodies float above the ground with an unsettling, alien grace, and the clacking of their metal prosthetics is the only sound that marks their passage. They can move other objects with their minds as well, whether delicately floating a desired object toward their grasp or violently hurling an opponent back with ease. Their ability to manipulate the world around them with this psychokinetic power manifests in myriad forms, from slowing attacks directed at them to acting as a powerful weapon in its own right.

Cephalyx do not speak aloud among themselves, instead seeming to communicate telepathically with each other and their near-mindless slaves. On rare occasions when cephalyx speak with outsiders, they communicate with mechanically augmented vocal organs that produce inhuman, harshly artificial speech. Although this speech is difficult to understand, the cephalyx clearly have a thorough command of numerous languages, both human and otherwise. They can also speak telepathically with other races, but this is a jarring and painful experience that has been known to cause madness in beings of lesser intellect.

Cephalyx Subduer

These humongous and little-known creations of the cephalyx are poorly understood by the people of western Immoren, who have taken to calling them simply "monstrosities." Culled from the most physically powerful victims enslaved by the cephalyx, monstrosities are a heavily augmented variety of drudge. Those selected for the transformation undergo cruel alchemical treatments that force them to rapidly grow to an alarming size. Once suitably enhanced, the slaves undergo extensive surgical and mechanical alterations that turn them into monstrosities. To the cephalyx, each monstrosity is an incredible investment of both time and resources.

Once a subject has been properly prepared, cephalyx surgeons cobble flesh and machinery together to create a form pleasing to them. As the monstrosity takes shape, its body is reinforced by a hulking lattice of brass and iron and then flooded with numerous alchemical fluids that further increase its muscle mass and stimulate the healing process. When the work is complete, the monstrosity's flesh strains at the seams running throughout its body, puckered and scarred around the metallic devices protruding from its flesh, and its nervous system is tortured by relentless and powerful surges of adrenaline and endorphins.

Like an ordinary drudge, a monstrosity acts only according to the mental commands of a cephalyx master. The surgery performed on the creature's mind causes it to become incredibly aggressive even when outside of a cephalyx's direct control. Only the truly powerful cephalyx known as exulons are able to push through this cloud of rage and violence and impose their will upon a monstrosity, forcing it to act in accordance with their whims.



These abominable creatures are the byproduct of prolonged and exhaustive manipulation by cephalyx flesh-crafters. Although passingly similar to drudges, they are far more dangerous.

Viktor Pendrake

Cephalyx Monstrosity, Subduer

Large humanoid, unaligned

Armor Class 10
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (–4)	3 (–4)	5 (–3)

Saving Throws Con +8
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP)

Inhuman Fortitude. If damage reduces the monstrosity to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the monstrosity drops to 1 hit point instead.
Respirator. The monstrosity is immune to any effects that require it to breathe in a gas, such as airborne poisons.

Actions

Multiattack. The monstrosity makes two melee attacks.
Prosthetic Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.
Net Launcher. The monstrosity targets a single creature it can see within 60 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or be knocked prone and pulled up to 55 feet toward the monstrosity. The monstrosity then makes one melee attack against the affected creature.

Cephalyx Warden

Crafted to react quickly to any attack and inured to even catastrophic injury, a warden instinctively places itself in harm's way to shield its makers. Muscles like corded steel soak up bullets and cannon fire, and its hardened armor plates can withstand a warjack's fists.

A warden's defensive actions are purely the product of insidious biological manipulation. The cephalyx artfully reconfigure the architecture of a warden's mind, rewiring the monstrosity's reflexes. Autonomic responses that once helped the subject avoid pain instead compel it to hurl itself into the path of attacks meant for a cephalyx. When a warden suffers too much damage to quickly repair, its makers discard it like a scalpel that has lost its edge.

When in need of a bodyguard, most of us look to hire the strongest, most loyal combatant we can find. The cephalyx skip such niceties and simply create theirs. I have often noted how successful they have been in guarding their vulnerable bodies.

—VO



Cephalyx Monstrosity, Warden

Large humanoid, unaligned

Armor Class 12 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (–4)	3 (–4)	5 (–3)

Saving Throws Con +8
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP)

Inhuman Fortitude. If damage reduces the monstrosity to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the monstrosity drops to 1 hit point instead.

Respirator. The monstrosity is immune to any effects that require it to breathe in a gas, such as airborne poisons.

Actions

Multiattack. The monstrosity makes three attacks: one with its head plate and two with its mecha fist.

Head Plate. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Mecha Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). The monstrosity has two claws, each of which can grapple only one target.

Reactions

Shield Guard. When a friendly creature within 15 feet of the monstrosity is hit by a ranged attack, the monstrosity can use its reaction to be hit instead.

Cephalyx Wrecker

The cephalyx are masters of transforming flesh, crafting killing machines of meat and bone to fight their battles. When a straightforward application of brute force is needed, the cephalyx turn to the wrecker, a monstrosity created to topple fortifications and mow through ranks of the most formidable resistance an enemy can offer. Whipping its two flail-like limbs at high speed, a wrecker carves through massed enemies and rips through the hulls of heavy warjacks. Everything within reach is flattened and torn apart by the cruel weapons it swings. Whirling blades are mounted in the reinforced heads of its flails, magnifying the damage dealt with each strike. The ear-splitting, high-pitched shriek the blades produce when carving through heavy armor is enough to send weak-willed soldiers running, and the sight of a comrade crushed and ripped asunder by a wrecker causes even the stouthearted to tremble.

The wrecker has been aptly named. Once so directed, the thing becomes a living battering ram, more than capable of bringing down walls and warjacks. Consider that force brought to bear with relentless and merciless brutality against a mere human body, and you might understand why nearly everyone flees before it.

Cephalyx Monstrosity, Wrecker

Large humanoid, unaligned

Armor Class 10
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (–4)	3 (–4)	5 (–3)

Saving Throws Con +8
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP)

Inhuman Fortitude. If damage reduces the monstrosity to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is psychic or from a critical hit. On a success, the monstrosity drops to 1 hit point instead.

Reckless. At the start of its turn, the monstrosity can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Respirator. The monstrosity is immune to any effects that require it to breathe in a gas, such as airborne poisons.

Actions

Multiattack. The monstrosity makes two melee attacks.

Bladed Flail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.





Croaks

Not as intractable as the bog trogs and gatormen they frequently ally with, croaks—or anura, as I prefer to call them—are handy companions should one require a guide to navigate boggy terrain. Just try not to shake their hands if you have any cuts or scratches: the poison glands in their skin will cause sudden nausea, shortness of breath, and, in many cases, death.

Viktor Pendrake

Croaks, called anura by some, are bipedal amphibians who live in small tribal communities throughout many wild swamplands across western Immoren. They stand around four and a half feet tall and have frog-like features and spotty skin whose color ranges from dull brown and green to bright yellow and orange. A heavy build and broad pads on their fingertips make them excellent climbers. Although often underestimated by more advanced cultures, croaks are intelligent, if primitive. They arm themselves with basic weapons and utilitarian tools. Mature croaks secrete a toxin from glands on their skin, and they coat the blades of their weapons with the substance.

Along with their natural skill at climbing and swimming, their mastery of spears and javelins makes croaks excellent hunters. They also excel as guides and warriors. Only a few croaks, almost all of whom are conjoined twins, are capable of magic. These anomalies are revered among croak culture but rarely rise to positions of leadership, usually serving as counselors to tribal authorities instead.

Croaks' bulky bodies mask a surprising nimbleness. When fighting, croaks use their environment to maximum advantage, whether climbing to great heights and hurling javelins from afar or hiding underwater and attacking foes with long spears.

Native to the hot and humid jungles of the Shattered Spine Islands, their home islands, these creatures live in loose tribes organized around the most powerful and successful hunters. Each tribe has between fifteen and fifty members living communally in huts of branches and reeds woven into the low forks of the giant trees that grow out of the warm and murky water in this region.

Croaks prefer to act during the hottest part of the day. In cold environments, they become sluggish and irritable. Adult males are capable of producing an incredibly loud call that can be heard over an astonishing distance, and croaks use these signals both to communicate between tribes and to indicate tribal boundaries.

An average croak stands a full foot shorter than a man and has a thick, heavy build. A croak's skin tone ranges from a deep, muddy, greenish brown to a vibrant yellowish green. Younger croaks and females tend to have a slightly paler complexion, but males and females alike have dark spots along their hide that increase in number as they age. The skin of every croak secretes a potent toxin that they use to coat the blades of their weapons, but this natural oil is effective only if

ingested or introduced directly into the bloodstream.

The broad pads at the end of each of a croak's fingers help them cling to any surface. The outermost digits of a croak's hand are both opposable, lending additional strength to their grip. Between the opposable digits and the finger pads, a croak can maintain its grip in even the most testing conditions. Despite their broad and clumsy-looking fingers, croaks handle their spears and other tools with a great deal of dexterity.

Some croaks manifest magical talents, but these cases are both extreme and unusual. Most croaks who possess sorcerous ability are the product of conjoined births. One of the twins is invariably stunted and misshapen and lives as

Croak Hunter

Medium humanoid (anura), neutral

Armor Class 14 (hide armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft., swim 30 ft.

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

Skills Athletics +4, Perception +2, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Kworak plus one other language (usually Quor-Gar)
Challenge 1/4 (50 XP)

Hold Breath. The croak can hold its breath for 15 minutes.
Poison Glands. A creature that grapples the croak or otherwise comes into contact with the croak's skin must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage and become poisoned until the end of its next turn.
Standing Leap. The croak's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.
Wall Crawler. A croak has advantage on Strength (Athletics) checks made to climb.

Actions

Spear. Melee or *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.



A popular story tells of a villain once assassinated by an anura hunter when he least expected the attack. Appropriately enough, he was in the bath at the time.

—VD

a parasite on the body of its stronger sibling, its malformed forelimbs and head protruding from the larger twin's torso. These twins are venerated as counselors and sages by other croaks but are never chosen to lead a tribe.

Many croaks were enslaved by the skorne as the latter race moved west into the Bloodstone Marches. Those croaks who survived the journey were used as auxiliary skirmishers and hunters in the swampy, unfamiliar environments at the northwestern edge of the marches. Some of these croaks escaped their masters and established colonies in the marshes and bogs to the north. When these small communities are not competing with the bog trogs and gatormen who claim the same territories, they can be found alongside them in battle.

Croak Sorcerer

Medium humanoid (anura), neutral

Armor Class 13 (hide armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	16 (+3)

Skills Perception +2, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Kworak plus one other language (usually Quor-Gar)
Challenge 3 (700 XP)

Hold Breath. The croak can hold its breath for 15 minutes.

Poison Glands. A creature that grapples the croak or otherwise comes into contact with the croak's skin must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage and become poisoned until the end of its next turn.

Spellcasting. The croak is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:
Cantrips (at will): *acid splash, dancing lights, mage hand, poison spray, resistance*
1st level (4 slots): *color spray, feather fall, mage armor*
2nd level (3 slots): *spider climb, web*
3rd level (2 slots): *stinking cloud*

Twin Soul. The croak has advantage on Constitution saving throws made to maintain concentration.

Actions

Swarm Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 7 (1d8 + 3) poison damage.

While I cannot recall the establishing sections of the joke, I remember the punchline well enough: "So, the croak sorcerer turned him into a frog and fed him to the gatorman." I've little use for humor, especially regarding anura.

-Vlad

Crypt Spider

These large arachnids are more a nuisance than anything, for they feed not on the living, but rather on the dead. Imagine: one spends months and months poring over ancient tomes in search of the resting place of the Orgoth warlord Kyarna only to finally get there and find the tomb violated by blasted spiders! They're everywhere!

Viktor Pendrake

Crypt Spider

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	1 (–5)	11 (+0)	4 (–3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) acid damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the acid damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Acid Spray (Recharge 5–6). The spider spews acid in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.
Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to acid, bludgeoning, poison, and psychic damage).

Crypt spider acid can be quite useful when fighting risen, boneswarms, or other skeletal undead.

V



The bane of scholars and grave robbers alike, crypt spiders are giant arachnids that dwell within dusty tombs, crumbling ruins, and well-stocked mausoleums. Their choice of lairs is a function of these bizarre creatures' peculiar dietary needs. Crypt spiders eat the dead—more specifically, they gain their only sustenance from the bone marrow of corpses.

One of the largest arachnids in western Immoren, adult crypt spiders are roughly as long as a man is tall and stand nearly half that distance above the ground. They have a bloated, corpulent appearance, and their flesh is partially translucent in bright light, exposing the pulsing innards beneath. Like all arachnids, crypt spiders have eight legs, each tipped with a serrated barb that allows the beasts to easily cling to stone walls. They have six bulbous eyes and can see in complete darkness, and their oversized mandibles allow them to crack the bones of the dead and get to the nourishing marrow within.

Although crypt spiders spin webs, they do not rely on their webbing to capture prey. Instead, they coat the walls and ceilings of their lairs with webs in order to make them easier to climb. Crypt spiders also use their webs to build elaborate nests that serve as shelter for themselves and their young. A tomb infested with crypt spiders usually holds a colony of two or three adults and may also contain hundreds of spiderlings. Larger crypts can serve as lairs for up to a dozen adults or more. Occasionally, these creatures are even found nesting in graveyards and devouring the corpses of the more recently deceased.

Deathbound Revenant



In my travels, I have encountered tales of curses dark and cruel enough to curl a man's beard, but the curse that besets the poor souls known as revenant pirates tops them all. I hear some seek this curse willingly, even fervently, rather than risk death in the cold waters of the Meredius.

Viktor Pendrake

Deathbound revenants are undead creatures that stand apart from common thralls. They are animated not by necromantic runes carved into their flesh, but by the continuance of a supernatural contract forged over a thousand years ago between the dragon Toruk and his earliest vassal, Captain Rengrave of the Dirgenmast ship Atramentous. Captain Rengrave is said to have the power to create new revenants by extracting a terrible promise from his prisoners, forever indenturing them into service as part of his undying crew.

Binding Locus. A revenant is anchored to a specific person, place, or thing called a locus. The most widely known locus is the Atramentous, although other vessels, officers, and even objects within the Ghost Fleet of Cryx serve to bind the many revenants to service. These bindings can even consist of complex, interlocking chains. For example, several pirate revenants may be anchored to a quartermaster revenant, anchored to a revenant captain, which is anchored to a ship.

Eternal Service. If they are defeated in battle, deathbound revenants return again in their rotting, corpse-like forms.

When a revenant is defeated, the revenant's incorporeal spirit moves as quickly as it can back to the locus that binds it, whereupon it reforms its corporeal shell within seconds, regenerated with all its equipment. Despite being compelled to return periodically to its locus, a deathbound revenant is fully self-willed, and its behavior in undeath resembles its behavior in life. Destroying a revenant's locus or somehow eradicating its incorporeal form is the only way to permanently slay it.

Undead Nature. A deathbound revenant doesn't require air, food, drink, or sleep.

Deathbound Revenant

Medium undead, chaotic evil

Armor Class 13 (leather armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	8 (–1)

Skills Athletics +5, Perception +3
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Scharde plus the languages it knew in life
Challenge 3 (700 XP)

Gang Tactics. The revenant has advantage on attack rolls against a creature if at least one other allied deathbound revenant is within 5 feet of the creature and the ally isn't incapacitated.

Hullbound. The revenant's soul is bound to its ship. While the revenant is within 500 feet of its ship, it regains 5 hit points at the start of its turn, and if damage reduces the revenant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the revenant drops to 1 hit point instead. If an attack that hits the revenant is a critical hit or the revenant takes radiant damage, these effects do not function until the end of the revenant's next turn.

Additionally, regardless of the revenant's range from its ship or the type of damage it has taken, when the revenant drops to 0 hit points, its corporeal form disintegrates before reconstituting on the deck of its ship in 1d10 rounds.

Actions

Multiattack. The revenant makes three attacks: three with its cutlass or two with its cutlass and one with its musket pistol.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Musket Pistol. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Deathjack

For over two centuries, the nightmare construct known as the Deathjack has haunted the Iron Kingdoms. Between prolonged periods of inactivity, it emerges without warning to indulge in wanton slaughter, harvesting the souls of its victims to feed its infernal engine.

Unknown Origins. The secrets of the Deathjack's manufacture are rumored to be hidden within the pages of the *Librum Mechanicrus,* a horrible tome outlining a fusion of necromancy, mechanika, and the secret occult practices of the Orgoth, but these mysteries have escaped even the most talented necrotechs serving the Dragonfather. Even failed attempts to do so have proven useful, however, resulting in the mad Seether helljacks, which are dangerous weapons even though they are a pale imitation of the Deathjack's perfection.

Self-Motivated. Self-driven, the Deathjack needs no warcaster to guide it on its rampages. Two infernal lanterns mounted on the Deathjack's shoulders seem to feed the machine and are the source of its many powers. These potent arcane relics, known to occult scholars as "the Skulls of Hate," utter dire premonitions and spew forth an unending stream of necromantic spells, augmenting the Deathjack's already incredible deadly potential.

Unleashed and Unending. The Deathjack cannot truly be controlled. It may fight for a particular master for a time—most often a powerful Cryxian warcaster or general—but its actions and desires are its own. Bonding with this infernal machine is impossible, and those who try are usually rewarded for their effort by being ripped apart and stuffed into the Deathjack's soul-consuming furnace. Despite this independence, the Deathjack has been seen in the company of Cryxian forces with increasing frequency since 605 AR, suggesting some manner of black dealing between the



Nightmare Empire and the mechanikal monstrosity.

Just as the Deathjack cannot be yoked to a warcaster, it cannot be truly destroyed. Its chassis has been pulverized to scrap on multiple occasions, but such actions have proven insufficient to terminate the machine. The Skulls of Hate seem to be impervious to any known damage, and as long as they exist, the Deathjack will continue to be a scourge upon Caen. Mounting the lanterns to any steamjack will, over time, transform the recipient 'jack into the Deathjack once more. Worse yet, the skulls have an arcane allure to them, compelling mechaniks to toil endlessly until the deadly artifacts have once again found a home.

Deathjack

Huge construct (helljack), chaotic evil

Armor Class 20 (natural armor)
Hit Points 378 (28d12 + 196)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	24 (+7)	14 (+2)	21 (+5)	16 (+3)

Saving Throws Con +15, Wis +13, Cha +11
Skills Perception +13
Damage Resistance bludgeoning, piercing, slashing
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 23
Languages —
Challenge 25 (75,000 XP)

Immutable Form. The Deathjack is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the Deathjack fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The Deathjack's weapon attacks are magical.

Skulls of Hate. At the start of each of the Deathjack's turns, roll 1d10. On a roll of 1–9, the Deathjack regains a spell slot of that number or lower. On a roll of 10, the Deathjack regains all expended spell slots.

Soul Furnace (5d10). The Deathjack has a pool of soul dice representing the soul energy in its furnace. It can use a bonus action to roll any number of dice in its pool to either restore lost hit points or add the number rolled as extra necrotic damage to any weapon attack before making the attack roll. The Deathjack can use a bonus action to consume the soul of a creature it kills. If it does, it replenishes one die in its pool.

Spellcasting. The Deathjack is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). The Deathjack has the following spells prepared:
1st level (4 slots): *bane, detect magic, hunter's mark, jump*
2nd level (3 slots): *darkness, see invisibility, shatter*
3rd level (3 slots): *animate dead, counterspell, fear*
4th level (3 slots): *black tentacles, blight*
5th level (3 slots): *contagion, hold monster*
6th level (2 slots): *circle of death, create undead*
7th level (2 slots): *finger of death, forcecage*
8th level (1 slot): *dominate monster*
9th level (1 slot): *foresight*
If an allied spellcaster is within 120 feet of the Deathjack, the Deathjack can expend a spell slot to cast any spell the allied spellcaster has prepared. To cast such a spell, the Deathjack must expend a slot of the spell's level or higher.

Actions

Multiattack. The Deathjack makes three attacks: two with its necroclaws and one with its horns. It can replace one of these attacks with its Necrovent action.

Necroclaw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 47 (6d12 + 8) slashing damage plus 33 (6d10) necrotic damage, and the target is grappled (escape DC 18) if it is Large or smaller. Until this grapple ends, the target is restrained. The Deathjack has two necroclaws, each of which can grapple only one target.

Horns. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 60 (8d12 + 8) piercing damage.

Necrovent (2/Day). The Deathjack releases a black, greasy, necrotic ash out of its smoke vents and engine seams. Any non-undead creature within 30 feet of the Deathjack must make a DC 21 Constitution saving throw. On a failed save, the creature takes 44 (8d10) necrotic damage and is poisoned for 1 hour. On a successful save, the creature takes half the damage and is not poisoned.

Swallow. The Deathjack makes a necroclaw attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed into the Deathjack's soul furnace, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Deathjack, and it takes 44 (8d10) necrotic damage at the start of each of the Deathjack's turns. A creature reduced to 0 hit points in this way is killed, and the Deathjack replenishes all the dice in its Soul Furnace dice pool.

The Deathjack can have only one target swallowed at a time. If the Deathjack is not incapacitated, it can release the creature at any time (no action required) in a space within 5 feet of it. If the deathjack takes 60 damage or more on a single turn from a creature inside it, the deathjack must succeed on a DC 20 Constitution saving throw at the end of that turn or release all swallowed creatures, which fall prone in a space within 10 feet of the deathjack. The creature exits the Deathjack's soul furnace prone If the Deathjack dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone. If a character swallowed by the Deathjack drops to 0 HP, it can swallow another character.

Legendary Actions

The Deathjack 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. The Deathjack regains spent legendary actions at the start of its turn.

Attack. The Deathjack makes one necroclaw attack, attacks once with its horns, or uses its Necrovent action.

Cast a Spell. The Deathjack casts one spell from its spell list with a casting time of 1 action.

Trample (Costs 2 Actions). The Deathjack moves 30 feet straight toward a creature and then attacks the creature with its horns. If this attack hits, the target creature must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is knocked prone by this attack or was already prone, the Deathjack can make one necroclaw attack against it.

Deathless

We have seen neither the limit of the Orgoth's depravity nor the full extent of their determination to deny death. Some have lingered on by sheer force of will, still dreaming of their empire of old.

—Viktor Pendrake



The deathless are perhaps the most terrifying remnants of the Orgoth Empire: ancient Orgoth lords whose dark powers have sustained them into undeath within their macabre halls, which serve as both tomb and seat of power. Although their bodies have long since turned to dust, leaving little but armor and bone, not even death has stifled their mad ambition. Despite being completely confined within their tombs, these would-be masters of Caen believe their reach is as vast as their innate power, and in their minds, they remain the rulers of a continent-spanning empire and the governors of countless mortal lives.

Delusions of Splendor. It is almost impossible for those unlucky enough to confront a deathless to understand the depths of madness and self-delusion these beings possess. To the eyes of an outsider, a deathless is surrounded by undeniable signs of decay and death, including its own withered, desiccated body, but to the eyes of a deathless, its tomb shines like a throne room resplendent in glory. Faded frescoes of the time of the Orgoth Occupation gleam bright, chipped flagstones remain polished to a dull luster, and the decayed treasures that surround its throne glitter with untold wealth.

Similarly, a deathless believes that its body remains at the peak of its physical power. It feels the warmth of blood pumping through its veins, the thump of its enduring heart beating within its chest, and the power of thickly corded muscles honed by decades of war. In the creature's mind, it is not only at its most virile, but also at the height of both its power and its station in life. The passage of decades and even centuries is neither marked nor noticed by a deathless, whose memories are frozen in amber. Such is the power of its delusion that nothing can lift the veil from its eyes, and any who attempt to do so quickly realize their folly. A deathless will go to any length to maintain its delusion, and its preferred method of dealing with those who question its beliefs is a quick but excruciatingly painful death.

Living beings who encounter a deathless are perceived and treated as the creature's slaves. The deathless confronted by outsiders will imperiously issue commands in one of the ancient tongues of western Immoren and will not hesitate to slaughter those incapable of following its edicts. Inability to understand the deathless is treated as insubordination, but those capable of understanding the deathless are no better off than those who fall quickly to its blade. They are forced to serve the creature's whims, although such servitude is usually cut short when they fail to understand the nuances of the deathless' self-delusion.

Masters of Death. The threat posed by the deathless extends beyond their own substantial powers to the minions and slaves they still command in death. Even though most deathless lie silent, their chambers are often filled with terrifying shades and revenants, such as dread and excruciators willing to execute their master's will without question or thought.

Undead Nature. A deathless doesn't require air, food, drink, or sleep.

Deathless

Medium undead, neutral evil

Armor Class 19 (Orgoth plate)
Hit Points 313 (33d8 + 165)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Constitution +11, Charisma +10
Skills Arcana +8, Deception +10, History +8, Intimidation +10, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Orgoth plus one other language (usually Caspian, Khardic, Ryn, Thurian, or Tordoran)
Challenge 20 (25,000 XP)

Innate Spellcasting. The deathless' spellcasting ability is Charisma (spell save DC 20). The deathless can innately cast the following spells:
At will: *darkness, fear*
3/day each: *blight, hold person*
Legendary Resistance (3/Day). If the deathless fails a saving throw, it can choose to succeed instead.
Magic Resistance. The deathless has advantage on saving throws against spells and other magical effects.
Magic Weapons. The deathless' weapon attacks are magical.
Turn Resistance. The deathless has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The deathless makes four melee attacks. It can cast a spell in place of one of these attacks.
Orgoth Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Legendary Actions

The deathless 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. The deathless regains spent legendary actions at the start of its turn.
Frightful Presence. Each creature of the deathless' choice that is within 120 feet of the deathless and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deathless' Frightful Presence for the next 24 hours.
Move. The deathless moves up to its speed without provoking opportunity attacks.
Sword Attack. The deathless makes one attack with its Orgoth greatsword.
Cast a Spell (Costs 2 Actions). The deathless casts a spell it knows.

A Deathless' Lair

Deathless lair in subterranean tombs or great underground necropolises, often littered with treasures and relics significant to the deathless during its lifetime. It rules its lair attended by undead servants like dread and eldritch. A deathless is bound to its lair and does not emerge from it.

Lair Actions

The deathless can assert its dominion over the Orgoth ruins it inhabits to take lair actions. On initiative count 20 (losing initiative ties), the deathless can take a lair action to cause one of the following effects:

- Until initiative count 20 on the following round, the deathless weaves phantasmal images of its former domain over its lair. Creatures other than the deathless and its allies that try to move must succeed on a DC19 Charisma saving throw or move at half speed.
- Black tendrils emerge from the ground in a 20-foot-radius circle within 60 feet of the deathless. The area becomes difficult terrain. A creature that moves through the affected area takes 1d8 necrotic damage for every 5 feet it moves inside the area.
- The deathless targets one creature it can see within 30 feet of it. The creature must make a DC15 Constitution saving throw. On a failed save, the creature takes 33 (6d10) necrotic damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects

A region containing a deathless' lair is warped by the creature's magic, which creates one or more of the following effects:

- Powerful illusions blanket the region within 1 mile of the deathless' location. The illusion replicates perfectly, down to the smallest detail, the fortress, palace, or estate the deathless once occupied. While in its tomb, the deathless and its undead retinue look as they did in life. A creature can see through these illusions by succeeding on a DC 15 Wisdom (Perception) check.
- Stones within 1 mile of the deathless' lair take on the appearance of Orgoth icons. These icons—usually a leering face on a field of stars—vary in size from one square foot to massive, wall-sized carvings.
- Eerie sounds of chanting, phantom armies, and the pleas of damned souls echo through the air within 1 mile of the deathless' lair.

If the deathless is destroyed, the regional effects fade over the next 1d10 days.

Devil Rats

Distinguished from normal rats by their size and by the long bony spurs along their spines, devil rats are a common sight in the sewers and abandoned urban centers of the Iron Kingdoms. Far more intelligent than common vermin, a devil rat possesses a clever mind, a malevolent nature, and a seemingly endless appetite. Enormous devil rat swarms are found anywhere there is an overflow of refuse and a damp, dark place for them to nest.

By stowing away on merchant vessels and traveling down the many waterways of the Iron Kingdoms, devil rats have spread to most major cities. Corvis in particular suffers from an infestation, and the rats make good use of the derelict tunnels and catacombs beneath the city to avoid any efforts at extermination.

Devil rats are prolific breeders, and swarms of the creatures can number in the thousands. These ravenous packs plague the sewers and refuse pits of the cities they infest, feeding on rotting garbage, other subterranean animals, and even each other if no other food source if available. Swarms are fiercely competitive, and this is particularly true of newly formed splinter swarms, which often battle the established host swarm for control of territory.

Devil rats tend to nest in dark, wet areas such as tunnels, basements, sewer systems, and urban trash piles. A typical nest is littered with the filth of the rats and the inedible remains of their victims. These nests are virulent sources of disease and have been responsible for multiple citywide epidemics throughout western Immoren.

Devil Rat Fever. Devil rats are known to carry a debilitating disease called devil rat fever. The fever is spread by the rat's bite and causes even those of hardy constitution to wither and die over the course of a long and torturous illness.

These irritating creatures display problem-solving abilities and can use simple tools such as keys and switches. They also adeptly avoid detection and traps set for them. In fact, I dare say they are just as likely to set a trap for their hunters as they are to be trapped themselves.

Viktor Pendrake

Devil Rat

Tiny Beast, neutral evil

Armor Class 13
Hit Points 3 (1d4+1)
Speed 40 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	13(+1)	3(-4)	11(+0)	4(-3)

Skills Stealth +5
Senses darkvision 60 ft, passive Perception 10
Challenge 1/8 (25xp)

Keen Smell. The devil rat has advantage on Wisdom (Perception) checks that rely on smell.
Nimble Escape. The devil rat can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1(1d1) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see the "Devil Rat Fever" in Swarm entry).



Putrid Devil Rat

Small beast, neutral evil

Armor Class 12
Hit Points 22 (5d6 + 5)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	13 (+1)	3 (–4)	11 (+0)	4 (–3)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.
Stench. Any creature that starts its turn within 5 feet of the rat must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see "Devil Rat Fever" in Swarm entry).
Bile Spray (Recharge 6). The putrid devil rat vomits a 15-foot cone of noxious matter. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Devil Rat Matriarch

Large beast, neutral evil

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (–1)	16 (+3)	4 (–3)	12 (+1)	5 (–3)

Skills Stealth +1
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Keen Smell. The matriarch has advantage on Wisdom (Perception) checks that rely on smell.
Rupture. When the matriarch drops to 21 or fewer hit points, place a new swarm of devil rats in her space.

Actions

Multiattack. The matriarch makes one bite attack and one tail trip attack.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see "Devil Rat Fever" in Swarm entry).
Tail Trip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Swarm of Devil Rats

Medium swarm of tiny beasts, neutral evil

Armor Class 13
Hit Points 38 (7d8+7)
Speed 40 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	13(+1)	3(-4)	11(+0)	4(-3)

Damage Resistance bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft, passive Perception 10
Challenge 1/2 (100 xp)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny devil rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract devil rat fever (see the "Devil Rat Fever" below).

Devil Rat Fever

This disease targets humanoids. While afflicted with Devil Rat Fever, bleeding lesions slowly appear across the victim's skin, eventually covering their entire body. This disease is carried by Devil Rats, and victims most often acquire it by being bitten by the vermin. The disease's lesions manifest in 1d3 days, causing the victim's Constitution and Strength scores to decrease by 1 each. Each day that the victim is diseased, more of the lesions will appear.

At the end of each long rest, an infected creature makes a DC 11 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Strength lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim's Constitution and Strength scores each decrease by 1 again. If a creature's Constitution score or Strength score is reduced to 0 as a result of this disease, they are slain. Anyone attempting to dispose of their corpse must succeed on a DC 10 Wisdom (Medicine) check. If they fail, they must immediately make a DC 11 Constitution saving throw or contract devil rat fever.





Dracodile

I should take a moment here to address the "legend," as Lynus calls it, which is circulating about my encounter with a dracodile and my subsequent riding of the beast. I must tell you: it was nothing of the sort, and I wouldn't dare "play" with one of these most vicious creatures. I suppose I was "riding" the dracodile at one point, but that was just a matter of circumstance. It was the easiest way to reach the thing's eyes with my blade!

—Viktor Pendrake

The dracodile is an unfathomably large amphibious predator that dwells in western Immoren's swamps and along its major waterways. It is encountered most frequently in the Lothpool River, in the Black River near the Bloodsmeath Marsh, and where the Dragon's Tongue River feeds Lake Thornmere.

A fully grown dracodile is over thirty feet long from tip to tail, and within its territory, it sits unshakably at the top of the food chain. Fortunately for travelers, dracodiles are among the rarest creatures in the wilds of western Immoren and do not normally stray from their natural habitat. Unfortunately, however, dracodiles are easily angered, and the territory of even a single dracodile can extend throughout many miles of swampy terrain and along the course of major rivers, the very arteries of trade in the Iron Kingdoms.

Irascible Reptiles. A dracodile will attack if it perceives a threat to its territory or its young or if it is on the hunt. Larger animals will be attacked and eaten first, but a dracodile rarely turns down any opportunity for a meal. Dracodiles are quick to anger and slow to calm, and attacks against them often result in the relentless pursuit of the dracodile's attacker, even beyond the boundaries of the beast's territory. A dracodile uses its breath attack when it feels threatened or is injured, and it will often spray the largest targets first.

Dracodile

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	3 (–4)	10 (+0)	10 (+0)

Skills Perception +4, Stealth +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 10 (5,900 XP)

Hold Breath. The dracodile can hold its breath for 5 hours.
Underwater Camouflage. The dracodile has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The dracodile makes two attacks: one with its bite and one with its tail.
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the dracodile can't bite another target.
Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.
Poison Breath (Recharge 5–6). The dracodile exhales poisonous gas in a 50-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

DRAGONS



I am including an excerpt from my essay "On the Nature of Dragonkind," which I'd planned to distribute as an appendix to an earlier volume. Suffice it to say that circumstances surrounding dragons may have changed, but the nature of these creatures has not.

—Viktor Pendrake

Immortal creatures that have existed for millennia, dragons stand apart from all other fauna on Caen. Each of these incredibly powerful entities is capable of standing against an entire army of mortals, and collectively, their intelligence far surpasses that of most sentient races. No race on the planet has been unaffected by these terrifying creatures, although their reactions have varied. Among the elves, who once nearly sacrificed an entire city to slay one of these fearsome beasts in battle, numerous works of art have illustrated the dragons' fierce yet terrible beauty. The dwarves of Rhul have dedicated untold chapters of their ancient codexes to the devastation of dragons, and men whisper fearfully of the beasts and their nightmarish creations.

DRAGON PHYSIOLOGY

Spare your people the ruin of dragons!
—Khardic inscription on an unearthed tablet, *circa 792 BR*

Dragons bear no similarity to any other living thing on Caen. Some adventurers claim to have crossed paths with dragons, but most of these claims are eventually discovered to be a case of mistaking one terrifying beast for another. Many creatures are often confused with dragons by the uneducated. Dracodiles, various breeds of drakes and tatzylwurms, and even the fear-inducing dune prowlers of the Bloodstone Marches—all have been mistaken for dragons at one time or another.

Dragons do not require any of the substances lesser beings crave—not food, not water, not even air. Although they vary slightly in size, all known dragons are enormous creatures capable of great destruction. They superficially resemble reptiles, and their large, leathery wings allow them to fly at great speed.

ATHANCS

Inside each dragon's heart rests a perfect crystal whose division merely replicates its miraculously infinite complexity in smaller form. These crystals—powerful, immortal life stones known as *athancs*—are shards from the very heart of Lord Toruk, the Dragonfather, and they are the pure essence of each dragon's being.

Dragons are creatures of conflict. They battle each other with the intent of consuming each other's life stone, but a mere thirst for power does not compel such clashes; the desire to become whole is what drives dragons to hunt one another. If a dragon slays one of its kin and consumes its athanc, the two crystals pull together like two lodestones, fusing unerringly into one as the victor grows in power.

A dragon cannot be destroyed permanently as long as its athanc endures. If an athanc is mistakenly left within the dead heart of a dragon's corpse, the beast will regenerate in just a few days. If the athanc is removed, it will eventually transform into an infant dragon, or wyrmling. Over the next few years, the wyrmling will undergo accelerated growth into an adult dragon.

Destroying an athanc has so far proven impossible. The few existing records related to the subject indicate that entire covenants of wizards have tried and failed, but those who have made such attempts or studied them believe that the rebirth of a dragon from an athanc may be hastened, slowed, or stopped in various ways, including placing an athanc in ice to prevent regeneration; placing an athanc in a source of extreme heat, such as a volcano, to accelerate its regeneration and growth; and placing an athanc in a magic container designed either to stop or to accelerate its growth, depending on the desired outcome.

Handling an athanc is very dangerous. The *Wyrmsaga Cycle*, one of the most comprehensive tomes on draconic lore, contains a passage detailing an attempt to recover one of the stones:

The coveners bade us touch it not!
The stone glistened softly there,
Amidst the ruined heart of the dead wyrm.
It smoldered, a thing of pure evil.
And as a company we raised our gauntlets
[to shield our eyes]
And whispered oaths to the Creator
While the pines bent and blackened,
And the wrens of the dale fell from on high.
Rash Prince Arworn charged his banners
to take it up,
But their hearts failed as a warrior reached,
And his flame was snufféd in a trice.
—Book II, *The Wyrmsaga Cycle*

The cults that worship dragons believe that the Dragonfather's athanc was the first sentient entity on all of Caen— that Toruk rose to consciousness and assumed his name in a language of his own devising before he clothed himself in flesh and scale. They even go so far as to claim that the generative properties of this original athanc sparked the seed of all life on Caen. Nearly all scholars have dismissed this theory, and Menites regard it as especially heretical, but it has been known to attract the desperate and the deranged alike to the Scharde Islands.

DRAGON BREATH

Few alive in western Immoren can claim to have witnessed the attack of a dragon, but numerous historical documents share details of what it is like when a dragon vents its fury.

Each dragon can produce an exhalation of chemicals with unique properties specific to the dragon. Some of the beasts unleash large streams of fire, while others spew acid or clouds of ash. One passage from Book II of the *Wyrmsaga Cycle* reads, "And the vast, magnificent beast smote the Cerylian fleet with buffets of his sandbar wings and therewith unleashed burning oil from his terrible snout, burning the very rocks of the great coast for seven nights and seven days."

In addition to being capable of melting flesh and searing armor, the breath of some dragons is said to have more exotic powers. For example, there are reports that Toruk's green fire turns its victims into undead servants bound to the Dragonfather's will.

BLIGHT

The dragons of Caen warp and taint the land and creatures around them. This effect, called *blight*, can extend for miles around a dragon's lair, depending on the age and power of the dragon. Land affected by a dragon's blight often appears as a twisted shadow of its natural state.

The presence of a newly settled dragon in an area becomes more noticeable as its blight strengthens and spreads. For the first day after the creature's arrival, the blight extends only a few feet outward from the dragon, but this area grows rapidly, spreading a mile every few days until it reaches its maximum size. A dragon's blight permeates everything around the creature. The effects of a dragon's blight include tainted water, stunted vegetation, fouled crops and game, stillborn infants, and strange weather patterns, but its effects on living creatures varies considerably.

BLIGHTED BOG

Of all the natural resources that can be affected by a dragon's corruption, water is perhaps the most dangerous. Even after a dragon has left an area, a blighted water source can spread the dragon's blight to the local flora and fauna with tremendous speed. The phenomenon known as blighted bog is an example of this type of corruption. Created by the presence of blight in large pools of stagnant water, a blighted bog is a festering sore that leeches natural energy from its surroundings.

The air around a blighted bog is thick with death and decay, and the bog's waters are a dark, oily sludge. The effects of this substance on living creatures are devastating. Within seconds of contact with the blight-saturated muck, a living creature begins to feel its dire effects. Wounds immediately become infected, and no natural or arcane means can cure them. Skin exposed to the blighted water seems to crawl as it begins to transform, and a creature that drinks any amount of the substance will soon feel its organs rebelling against the natural order. Even the creature's mind becomes vulnerable to the effects of the blight, as the raw shock of being exposed to such corruption can cause even the most stalwart hero to go insane with rage. Pain and suffering are all that await those who enter a blighted bog; nothing escapes such an area unchanged.



Blight is a perversion of the natural order—a contaminating force inimical to the balance shaped between Dhunia and the Devourer Wurm. In addition to its malignant effects on living creatures, a dragon's blight taints and corrupts the land around it, seeping into soil and rock to poison the very body of Orboros. It is even capable of annihilating the natural flows of Caen's ley lines altogether.

The Circle Orboros has developed several techniques for correcting and mitigating this damage, but these solutions have been unreliable. The Scharde Islands, for example, were once fertile with natural energies, but the innermost islands of Cryx are now useless for druidic rites due to the pervasive blight of Toruk. In an effort to head off similar catastrophes in the future, many high-ranking druids have pushed for urgent action against the spawn of the dragon Everblight, whose mastery of his corrupting influence has allowed his forces to wield blighted energies as weapons of war.

THE BLIGHTED

Those who dwell close to a dragon for an extended period of time will notice a gradual and very apparent effect: they become blighted themselves. Whatever their original form, blighted creatures gradually begin to take on a more reptilian appearance. Their skin toughens and becomes scaly, they often sprout horns and bony ridges, and their eyes darken and assume a snakelike demeanor, giving them enhanced vision even in the absence of light. Their teeth and nails sharpen to points, and their olfactory senses become as keen as the edge of a dragon's talon. A dragon's blight will often create unique creatures or affect an entire group in different yet homogenous ways. For example, the blight that spread when Toruk slew Shazkz in the skies above the Scharde Islands created the race of horned warrior-women, the Satyxis.

The amount of time required for a creature to become blighted varies from dragon to dragon, but it is usually close to one year of near-constant exposure. Some dragons have found a way to accelerate the effects of their blight by having their minions drink their blood, but this is a dangerous process that often results in a painful death for the imbiber. A creature who survives the consumption of the dragon's blood is well on its way to becoming blighted and irrevocably dominated by the dragon's will.



If a creature that is becoming blighted leaves the blighted area, it ceases transforming but will once again begin changing should it reenter a region affected by dragon blight. If the individual has consumed some of a dragon's blood, however, the effects are irreversible and unstoppable.

DRACONIC HISTORY

More than mere legend and far more than just "wyrms," some dragons have been regarded by men of ages past as gods. Their power is such that entire civilizations have been destroyed and others enslaved—or blighted—by their will and actions. These days, dragon worship is limited to the island kingdom of Cryx, where Toruk reigns supreme. Without a doubt, the Dragonfather is both powerful and ancient, and he relishes the homage paid unto him. A church in his name stands deep in the Scharde Islands, and the dragon grants power to his priests just as Morrow provides gifts to his own devoted clergy. Toruk's followers hail him as the Font of All Blight and the oldest of gods, and they are unrepentant in carrying out his will, both on Cryx and beyond the shores of the Nightmare Empire.

It is believed that thousands and thousands of years ago, Toruk decided to create servants worthy of him, so he brought forth from his own blood the very first dragon brood. He made these creatures in his image and nurtured them, but once they had grown, their hunger and pride were too great, and they sought to break free of Toruk's dominion. The Dragonfather's creations rebelled against him, and a great struggle ensued. In his rage and indignation, Toruk destroyed all but a handful of his progeny, but these few escaped into the world and went into hiding. Toruk searched the realm for his offspring, but they hid deep within the earth, so the Dragonfather eventually engaged in other matters, seeming to forget about his disloyal brood. Over the next several thousand years, the young dragons grew in power until their hunger finally forced them to emerge from their earthen lairs and establish their own territories. Ultimately, they attacked one another. In the middle of this new havoc, Toruk easily found his offspring and once more fell upon them with a vengeance. It took an alliance of all his children to drive him away, and the surviving progeny made a pact that if Toruk ever came among them again, they would drop their quarrels and join against their creator.

Dragons rarely fall to attacks from lesser creatures. One record dating back to the Orgoth Occupation recounts how the invaders slew an unnamed dragon and stored its athanc in a temple to be sacrificed on their next holy day. Within a few short days, the creature was reborn, and in the resulting carnage, it laid waste to the temple before flying off under the cover of darkness. The Iosans are known to have slain the dragon Everblight in 390 AR after it emerged from beneath the city of Issyrah and laid waste to its inhabitants.

IMPORTANT DRAGON-RELATED DATES

Unknown date BR	Toruk divides his athanc, thereby creating his dragon brood.
1387 BR	Toruk kills the dragon Gaulvang and consumes his athanc.
c. 1000 BR	Toruk's offspring drive him from the mainland to the Scharde Islands, where he founds Cryx.
c. 800 BR	The dragon Halfaug begins terrorizing the far north.
370 BR	The Orgoth defeat an unnamed dragon at Uld Vroggen. They place the slain dragon's athanc in a temple. Within a month, a newly reformed wyrmling burns the temple to the ground and escapes to parts unknown.
390 AR	The dragon Everblight destroys Issyrah and is slain by an elven army. Everblight's athanc is reportedly buried at the Top of the World.
608 AR	The dragon Pyromalfic is destroyed in battle at the Castle of the Keys.

The Iosan army suffered horrendous losses but eventually felled the great beast. Everblight's athanc lay dormant, ensorcelled within elven wards at the peak of Nrynrr Lyss, "the Top of the World," until it was freed by the ogrun Thagrosh Hellborne, leading to a disaster in the Shard Spires that claimed the majority of the Nyss as Everblight's devoted legion.

THE WYRMSAGA CYCLE

The *Wyrmsaga Cycle*, originally penned in 600 BR, is said to be the most complete tome of draconic lore ever compiled, and it traces Toruk's dark brood back to its origins. Alphus Elyse translated the work into Llaelese in 301 AR. Although this edition of the book is said to lose a little in the translation, Elyse's copious notes and original drawings more than make up for the language barrier. The noble d'Lyn family owned the book—a Llaelese national treasure—for nearly two centuries before the execution of Archduke Tymeck d'Lyn following Khador's occupation of Llael. The present whereabouts of Elyse's tome are unknown, and it is feared to be in the hands of the Greylords Covenant.

Over the many years since their alliance was formed, the lesser dragons have become more secretive, venturing from their lairs only when a task could not be handled by one of their servants. In recent years, however, those who live in western Immoren have witnessed a historic rise in draconic activity. As these terrible creatures have begun to stir, they have brought their all-consuming blight with them. Whether because of the presence of the dragons themselves or the spilled blood of their spawn, this corruption is now spreading farther and farther across the face of Caen.

DRAGONSPAWN

Blighted creatures are not the only ones that obey the will of dragons. Although the process is not fully understood by scholars, dragons are capable of creating minions from their very blood. These "dragonspawn" follow the bidding of their master without question. Indeed, records of a dragon's territory encroaching upon the borders of Cygnar tell of sightings of draconic servitors. The militias of western Immoren are known for employing bands of spawn hunters—specialists who venture into blighted areas to exterminate dragonspawn and blighted alike.

Dragons create dragonspawn at will; the creatures do not arise spontaneously. The amount of blood needed to create a single dragonspawn comes at no cost to the dragon whatsoever unless it is greatly injured. Because the process of creating such spawn requires a dragon's focus and attention for a significant amount of time, most dragons do not create large numbers of these creatures. An injured dragon appears to be able to devour any of its spawn to regain lost vitality. Elven records from the battle against Everblight indicate that the dragon devoured numerous spawn during the battle in an effort to preserve itself, although its attempt was ultimately unsuccessful.

Dragonspawn are soulless creatures that are extensions of their master's body, and all of them can see in complete darkness. Dragonspawn from the same master share a similar physiology. The dragon Everblight, also known as Ethrunbal, seems to have perfected the creation of dragonspawn, and it alone among all dragons can recreate the same "species" of spawn over and over as needed.

CUSTOMIZING A DRAGONSPAWN

Dragonspawn share some common body types but vary wildly in other respects. A particular spawn might have wings, extra limbs, or other abilities. To customize a spawn, first pick the base creature, whether a dragonspawn or a lesser dragonspawn. Next, pick the dragon that spawned the creature, which determines the damage type of the spawn's Blighted Presence trait and breath weapon, as shown in the Draconic Progenitor table. For split damage types, the GM

Dragonspawn, Lesser

Medium aberration (dragonspawn), neutral evil

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	17 (+3)	3 (–4)	9 (–1)	6 (–2)

Skills Perception +2
Damage Immunities the damage type of its breath weapon
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Blighted Presence. At the start of each of the dragonspawn's turns, each creature within 5 feet of it takes 5 (2d4) damage. A creature that touches the dragonspawn or hits it with a melee attack while within 5 feet of it takes 5 (2d4) damage. The damage type is determined by the dragonspawn's draconic progenitor.

Actions

Multiattack. The dragonspawn makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.
Breath Weapon (Recharge 5–6). The dragonspawn unleashes its breath weapon in a 40-foot line. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined by the dragonspawn's draconic progenitor.

Dragonspawn

Large aberration (dragonspawn), neutral evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	19 (+4)	3 (–4)	9 (–1)	6 (–2)

Saving Throws Con +8
Skills Perception +2
Damage Immunities the damage type of its breath weapon
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 8 (3,900 XP)

Blighted Presence. At the start of each of the dragonspawn's turns, each creature within 5 feet of it takes 11 (2d10) damage. A creature that touches the dragonspawn or hits it with a melee attack while within 5 feet of it takes 11 (2d10) damage. The damage type is determined by the dragonspawn's draconic progenitor.

Actions

Multiattack. The dragonspawn makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.
Breath Weapon (Recharge 5–6). The dragonspawn unleashes its breath weapon in a 100-foot line. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined by the dragonspawn's draconic progenitor.

must try to divide the damage dice for the Blighted Presence trait and the breath weapon as evenly as possible. When rolling an uneven amount of dice—3d6, for example—the GM must choose which damage type rolls more dice.

To finish customizing a spawn, roll once on the Primary Features table and once on the Secondary Features table (or choose an option from each table) and then add those features to the base creature.

Draconic Progenitor

Dragon Name	*Damage Type*
Ashnephos	Fire
Blighterghast	Acid
Everblight	Cold and fire
Halfaug	Cold and fire
Scaefang	Poison
Toruk	Necrotic

Primary Features

d4	*Feature*
1	**Long Neck.** The reach of the dragonspawn's bite attack increases to 10 feet.
2	**Carapace.** The dragonspawn has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
3	**Wings.** The dragonspawn has wings that grant it a fly speed of 80 feet.
4	**Serpentine.** The dragonspawn has no legs but has a long, snakelike tail. It can't be knocked prone.

SECONDARY FEATURES

d4	*Feature*
1	**Venomous.** When the dragonspawn hits a creature with a bite attack, the creature must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2	**Keen Senses.** The dragonspawn has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.
3	**Regeneration.** The dragonspawn regains 10 hit points at the start of its turn. If the dragonspawn takes radiant damage, it regains only 5 hit points at the start of its next turn. The dragonspawn dies only if it is hit by an attack that deals 10 or more radiant damage while the dragonspawn has 0 hit points.
4	**Magic Resistance.** The dragonspawn has advantage on saving throws against spells and other magical effects.

DRAGON DESCRIPTIONS

TORUK

. . . And I, weeping at the sight of the land laid waste,
Witnessed the Black Wyrm fall then 'pon us,
Bear up two score and eight,
And all went screaming into the maw.
Swords and spears were nothing to it,
And their skins were boiled from their bones.
The great Blight-Bringer, the terrible Father of Dragons,
Toruk of the Black Scale had been beckoned,
Defending his mountain on the isle . . .

—Book I, *The Wyrmsaga Cycle*

Toruk is the first and greatest of all dragons. He rules the nation of Cryx as a god, and he yearns for the day when he consumes the last athanc of his unruly brood. Scholars suspect that he originally came from the east, beyond the dreaded Stormlands. He was driven from the mainland by his children and settled in the Scharde Islands during the Thousand Cities Era. His motives for founding Cryx and ruling as a god-king are obscure, but he clearly has a rapacious desire for conquest and enslavement. For over a thousand years, those on the western mainland have lived with the covetous eye of the Dragonfather upon them, yet the dragon's patience easily outlasts the lives of men. Toruk appears only to grow stronger with each century, his very presence twisting the islands into an undead-infested nightmare.



A lack of eyes is common among all Dragonspawn.
—VP

ERDROSS

Tales speak of a single great dragon named Erdross that once terrorized northeastern Immoren. Legends claim that the beast had wings that could eclipse the entire sky and enough fire to boil the oceans dry. Seeking shelter from its unrelenting sire, Toruk the Dragonfather, Erdross settled among the smoky peaks and jagged spires of the Suneater Mountains, where it soon came into conflict with the civilization of the giants. Even in ancient times, when the giants had many cities other than Bemoth, Erdross commanded their fear and respect and supposedly slew hundreds of them, if not thousands.

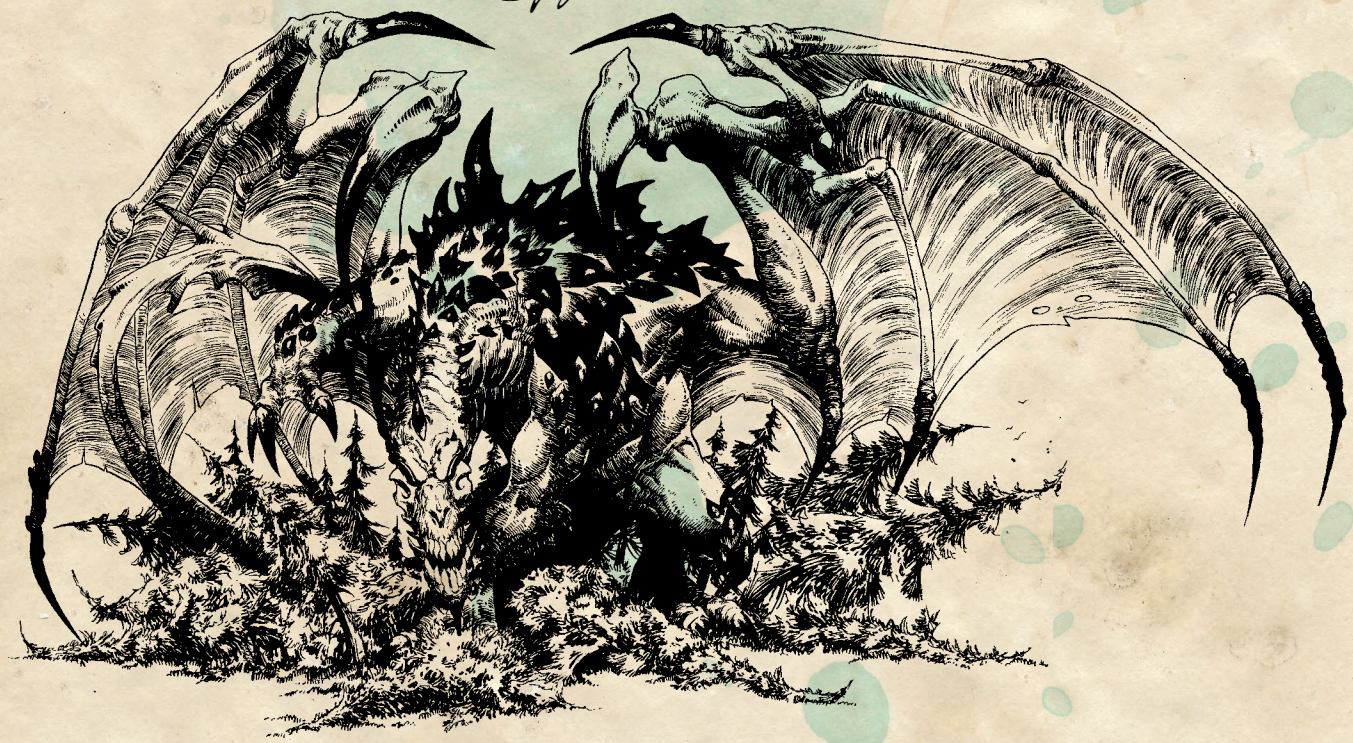
The giants eventually organized against their foe, concentrated their considerable powers, and endured great sacrifice to bring Erdross low. Sensing that the pulsing athanc was the heart of the creature's unholy power, they divested its carcass of the strange crystal, only to have their terrors multiplied by their efforts to destroy it. Succeeding only in dividing the stone, they foolishly hurled the shards into a volcano, thereby giving birth to two dragons instead of one. Even though these two creatures were not as powerful as their progenitor, they were too powerful to overcome. The giants of Bemoth and the two dragons they inadvertently created have engaged in duels of wit and claw, hammer and blight, and axe and talon for millennia. Although the dragons have not yet gained the upper hand, they have slowly won the war as the giants' ranks have thinned while the dragons themselves have remained as powerful as ever.

ASHNEPHOS

One of the dragons spawned from the divided athanc of Erdross is Ashnephos, regarded by the giants as the more rapacious and cruel of the pair, if also the less clever. Ashnephos is insane, but this insanity grants it periodic visions, which come to it as though instructions from its deceased sire. Ashnephos menaces the northern giants with particular enthusiasm and seems to find no greater joy than burning the flesh from their frames with its blighted breath. None know what plans Ashnephos has beyond obliterating Bemoth. It spends all its time engaged in one campaign or another against its ancient enemies. The giants, who were already suffering badly after the calamity that shattered eastern Immoren, blame Ashnephos for accelerating the withering of their species. Even after that disaster, the three great strands of giantkind stretched across the river valleys and circled the lake of the Suneater Mountains in myriad hardy tribes and villages that struggled against the elements for their survival. Despite triumphing over natural and unnatural forces alike, these lesser communities fell like wounded prey when Ashnephos descended upon them with fang and fire.

The giants of Bemoth describe Ashnephos as equally beautiful and terrible. Its scales seem to shimmer like oiled steel in the sun, and its fangs gleam as brightly as polished silver blades. The roiling beauty of the dragon's fire hypnotizes all who see it, and the dragon's victims stand paralyzed with rapture even as their flesh boils away. The giants have many poems and songs about the deadly beauty

Dragons possess a range of natural weaponry and durable hides. —VP





of Ashnephos, all of which tell how those who witnessed its slaughters were unable to shake the memory and would find themselves longing for the beautiful death brought by this unrepentant wyrm.

THE CHIMERA

The skorne inhabit some of the harshest lands I've ever traveled, enslave beasts capable of beating a warjack into scrap, and dare the elemental fury of the Stormlands, but even they know bone-shaking fear. In the shadow of their preposterously named "Conqueror's Bridge," skorne troops whisper of the chimera. Many skorne call it the Child of the Pit, thinking it a terrible beast spawned from the black void of the Abyss like an all-devouring emptiness given form. Some theorize that this horrid, pitiable creature is truly some tortured form of dragon. If that is true, then woe to us all if it consumes another athanc and reclaims its full draconic form.

—Professor Viktor Pendrak

The chimera is an ancient dragon that laired in the region near the Bridge of Worlds before the cataclysm that created the Stormlands. When the Bridge of Worlds collapsed, the ensuing destruction was not powerful enough to destroy the creature's athanc, but it was strong enough to permanently warp and flaw the dragon's life stone. Although its physical form regenerated, the creature could no longer remember its past life, its true form, or its true nature.

Standing more than ten stories tall, the chimera possesses unnatural flexibility of form and can change aspects of its body as it desires. Descriptions of the beast have varied wildly over the centuries, but it is almost always described as having a ferocious set of fanged jaws and some number of savage claws. Sometimes it is said to have enormous horns or a powerful tail; other times, frightened travelers claim to have seen numerous tentacles, vast wings, or appendages that defy description. These physical aspects are commonly chronicled as being imbalanced to the point of giving the creature a clumsy appearance. The chimera and its misshapen spawn make their way through the melted stone ruins that dot the plateau islands jutting from the Abyss's unfathomable depths, taking out their fury on all but the most insignificant beings they encounter.

Despite its keen native intellect and draconic cunning, the chimera has no long-term memory, and it functions completely on instinct. It does not remember any languages, does not plot, and does not collude with other creatures; it knows only rage and incomparable loss. In battle, the chimera forgoes tactics and loses itself in the black indulgence of its unbridled rampages. Untouched by fear, the creature never retreats, finding relief only in devastation and slaughter.

The chimera's breath seems to change properties along with the beast's physical form. It has variously been described as having the properties of fire, electricity, and acid. The creature's blight affects the area around it just as any other dragon's blight affects the dragon's surrounding area. Living and nonliving creatures affected by the chimera's blight are transformed in unpredictable ways.

Like all dragons, the chimera yearns for servants, and to fulfill this need, it can spill its blood in order to create

abominable amalgamations of creatures it has seen. The chimera can create a large number of these creations, known as chimera-spawn. Creating spawn costs the chimera nothing unless it is severely injured.

All chimera-spawn possess blindsight, which allows them to sense things around them without the use of eyes. Beyond blindsight, these creatures have very little in common. The majority are bipeds or quadrupeds, but any number of legs is possible. A mix of tails, tentacles, and arms is also common, but wings are seldom seen. Rare chimera-spawn possess a weakened version of their sire's breath attack.

SCAEFANG

The flames of many elven [souls] hath been snuffed where the Lord of the Black doth dwell in the darksome nether; in that place where all light doth disperse as smoke to wind.

—Unknown author

A lone dragon lives in the mountains of Rhul. The dwarves of this ancient nation call this black-scaled monster Scylfangen, and he has, quite fortunately, not been seen or heard from in well over a century. Known as Scaefang to those outside of Rhul, this massive beast has barbed, leathery wings and is armed with teeth and talons larger than the largest man and black as pitch. A nimbus of pure evil surrounds his form, and his baleful gaze glows sometimes purple and other times red. Scaefang does not breathe fire, instead spewing clouds of ash and burning embers that spread quickly and burn everything caught within them. The dragon is also capable of secreting a fog of ash that has been called "unlight." This cloud clings to the ground, and to touch or inhale it is certain death. When this toxic vapor cools, it solidifies into a dark, coal-like substance. Anyone foolish enough to burn it will find that it gives off a cloud similar to Scaefang's breath, with all the same terrible properties. Even the smallest chunks can produce large clouds.

Scaefang is also called the Soul-Eater and the Lord of the Black.

BLIGHTERGHAST

My earlier evaluations of Blighterghast must be amended. During the so-called dragon war of recent years, Blighterghast's consumption of a rogue athanc has vastly increased his potency.

—VP

Blighterghast is an ancient, umber-colored beast with a maw the span of a single-mast war sloop and pearl-colored talons each as long as an Ordic destrier. Well known for his ochre underbelly and the deep orange webbing of his wings, Blighterghast emits a pungent and toxic aura that sailors claim oft heralds his arrival; according to some reports, it is a strong smell akin to "hot pepper on the wind." This property seems to be a quality of Blighterghast's breath, a smoldering and reeking naphtha referred to by many as "hell's acid." The dragon can also excrete an acidic miasma that obscures vision and burns flesh. Blighterghast can fan this cloud with his wings or release it midflight to create a rolling fogbank.

Some claim this beast lairs in the twisted peaks north of Highgate, an area infested with bogrin, trollkin, and drakes and avoided by all who claim to know these mountains. Scholars initially dismissed the rumors as drake sightings until rangers on patrol from Highgate brought back evidence of blighted beasts. Countless reports over the years have described a bright-colored fog that rolls down the mountains and burns like fire, further corroborating Blighterghast's presence in the area.

Many scholars throughout western Immoren believe that this dragon maintains a steady vigil from its mountain peak as it keeps a watchful eye on Cryx. One can only guess that the dragon gazes westward in anticipation of an attack by the Dragonfather himself.

Blighterghast is also called the Seether, the Old Ravager, the Boiler of Seas, and at least a hundred other names by seamen and others who dwell in the vicinity of White Bay and the Broken Coast.

HALFAUG

Morrow, deliver us from the ravages of that wicked beast! No longer consent to the shepherd suffering her taking of the calf. No longer concede the toiler enduring the pestilence of the field. We beseech you! Deliver us from the fiery shadow of the Frost Mother. Spare your people the ruin of dragons!

—Khard inscription upon an unearthed tablet, *792 BR*

Known to the people of Khador as Halfaug and to the Nyss as Glyssingfor, this massive silvery terror eventually turned her attention to the inhabitants of the frozen ranges of the Shard Spires. Thousands of winter elves fell to this ferocious predator, and entire tribes were lost to the dragon's guile. It was not until a great coalition of men and Nyss—the first and only of its sort—campaigned into Halfaug's lair that she was sent fleeing northward into the ice floes of the Windless Waste. The mirror-scaled terror has not been seen since, but lately there have been whispers of a dark, winged shape looming over the hoary peaks north of the towering timbers of the Scarsfell Forest.

Halfaug is reputed to be an offspring of Scaefang; she is a spiny dragon with black and silver wings and reflective scales that change from black to silver, depending on the light. She is described in *Boorman's Annotated Wyrmsaga* (and *Studies of the Ohk of the Northern Territories*) as a sleek creature with raking silver claws and of "such a swiftness in the ether she doth outpace her very shadow." In addition to breathing fire, Halfaug is capable of radiating a withering heat that, if reports are to be believed, is capable of melting armor and scorching lungs. According to one report, this aura "did turn their spears and armor to slag, and death did befall them as the warband choked, their final gasps stifled by intense shards of crimson flame in their ears, throats, nostrils, and eyes."

Like all dragons, Halfaug is known by many names.



Among humans, she is most commonly known as Wyrmlich, Frostfire, and the Frost Mother. Her most curious nickname is undoubtedly the Preserver, a name given by travelers who have come across what they claim to be her handiwork: intact beings encased entirely in ice in the far reaches of the frozen north. A lewd and age-old Khadoran slur brands her as Old Whorefrost; oddly, the Nyss refer to her in their native tongue as Glyssingfor, which means "Great Fire Wolf" in Aeric.

DECEASED DRAGONS

Many dragons have fallen in battle and been consumed by Toruk or another dragon. Most of these dragons were neither studied by scholars nor named in any records, but a few of them have been mentioned by name in historical records.

Little is known of the dragon Gaulvang except that it was involved in the last known battle between Toruk and a single dragon before all of Toruk's children allied against him. The Dragonfather's consumption of Gaulvang's athanc may have been the act that finally convinced Toruk's brood that they stood no chance acting alone against their creator.

Shazkz was a white dragon that laired in the Wyrmwall Mountains. Toruk slew Shazkz in the skies over the Scharde Islands. Some scholars believe that this dragon's blood is responsible for the blight that created the Satyxis.

The dragon Nektor was destroyed by Toruk near Blindwater Lake many years before the other dragons allied against the Dragonfather. As the gatormen of that region tell the tale, Toruk was pursuing a different dragon when he was attacked by Nektor. No record remains of what became of the first dragon.

Rumors from the east speak of a small dragon named Pyromalfic that was recently killed in a battle at the Castle of the Keys. Forces representing the skorne, the Circle Orboros, and possibly another dragon were present when Pyromalfic fell, but what few reports exist do not clearly indicate what became of the dragon's athanc.

Charsaug was the other dragon born from Erdross's fractured athanc. It was the more intelligent and reserved of the dragon pair, but no less malevolent. Like its "twin," Ashnephos, Charsaug seemed to prefer giants as its prey. Described as a black shadow against the night that eclipsed the stars, Charsaug possessed scales so dark that mortals could see the dragon only in daylight or when it was highlighted by a wash of lava, which the dragon frequently plunged into. Reports indicate that the dragon preferred slaying by claw and fang. During the clash of dragons over Cygnar in 612 AR, Toruk defeated Charsaug, whose athanc was devoured by the Dragonfather.

DRAKES



Drakes are large reptilian creatures that bear a superficial resemblance to the dragons of Caen. The natural variations among this highly adaptable species allow drakes to thrive in environments as diverse as the chasms of the Stormlands and the ice sheets of the Howling Wastes.

These large predators inhabit isolated regions seldom explored by humanity, but the folks who live in the wilds of western Immoren are familiar with signs of drake lairs and know to steer well clear of them. Although not as deadly as true dragons, drakes are nonetheless dangerous and quick to anger.

Solitary Creatures. Most varieties of drakes are solitary beasts, with males and females having overlapping territories and only encountering each other during rare mating seasons, about every thirty years or so. For the majority of a drake's centuries-long lifespan, it will be the only one of its kind for many miles around. Drakes are fiercely protective of their territory and drive away or kill any others of their kind they encounter. Even mother drakes force their young from the nest shortly after hatching to protect their food supply. A single drake requires a massive territory to guarantee enough prey to keep from going hungry.

Variety Beyond Counting. Fog drakes, frost drakes, and sea drakes are the most commonly known species of these enormous reptiles, but they are by no means the only ones in Immoren. The recently discovered deep drakes of the Stormlands point to other adaptations before unknown to extraordinary zoologists in the Iron Kingdoms. This discovery has opened up the possibility of different yet-to-be-discovered drakes, with theories about mountain-dwelling rock drakes, burrowing sand drakes, and even camouflaged woodland drakes the most popularly conjectured about undiscovered breeds. Explorers have begun to take it on themselves to locate these creatures and cement their fame, though none have been successful yet.

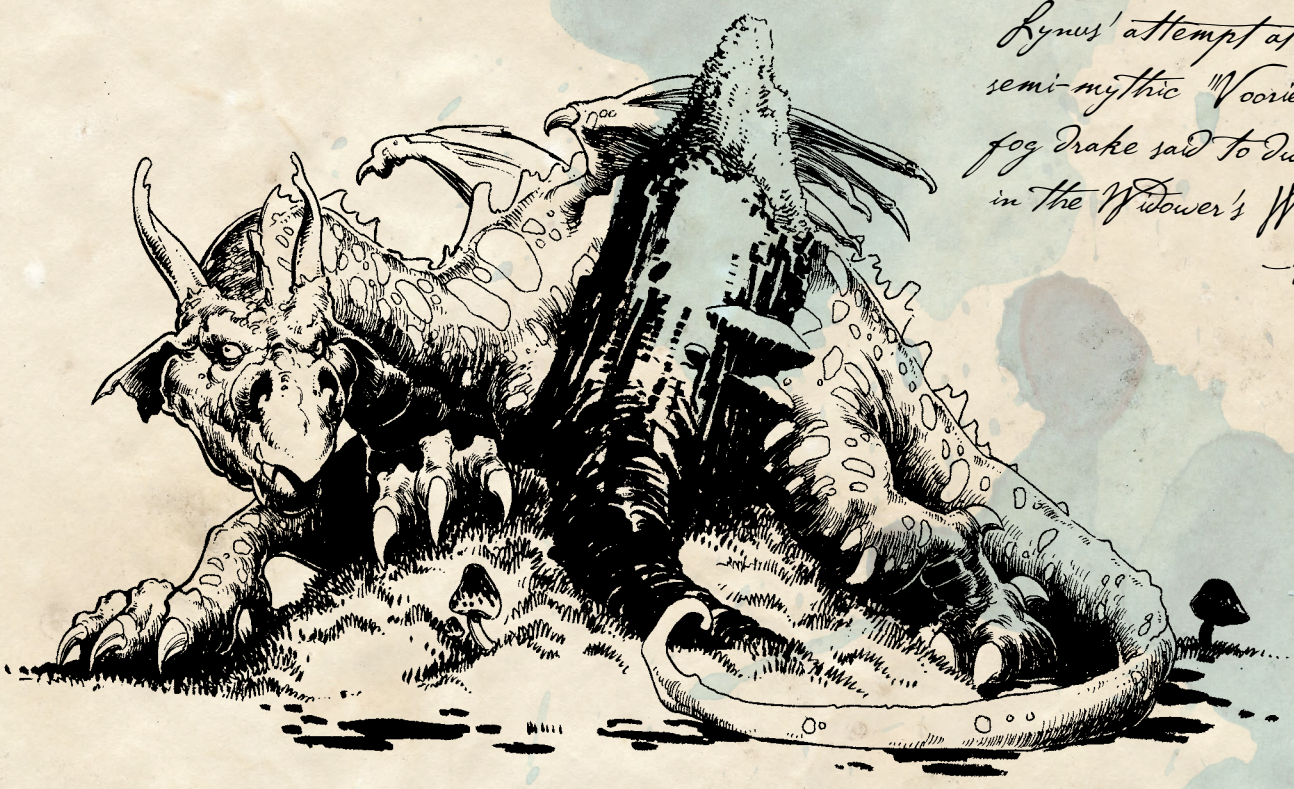
The physiology of drakes points to a branch of natural theory that, to me, suggests that certain forms are better adapted to survival than others. While superficially similar to true dragons and their spawn, these reptilian creatures share no ancestry with Toruk. It seems that the draconic shape is simply a useful one to have.

—Viktor Pendrake

Breath Weapons. Every known form of drake has some kind of breath weapon, though so far, none seem to share the fiery breath of dragons. In addition to this breath weapon, drakes share the ability to bellow with such significant volume and force that the power of their cry can crack a stone fortress and splinter a stout tree.

Adapted Senses. Drakes have uniquely adapted senses that aid them in hunting prey in their preferred environments. Running the gamut from the fog drake's ability to see through a thick mist to the frost drake, which can see a potential meal's body heat, these senses are ideal for the drake's environment. Those who travel through a drake's territory must take great pains if they wish to conceal themselves.

Vestigial Wings. Some breeds of drake possess vestigial wings, though no known drakes exhibit the ability to fly. It is possible that the creatures once had an ancestor with the power of flight, which was gradually lost as the beasts adapted to new ecological niches. Even the drakes with the largest wings, the fog and deep drakes, cannot even glide with these vestigial appendages, though they sometimes use them during mating displays or raise them to show agitation or aggression.



Lynus' attempt at the semi-mythic "Voorie," a fog drake said to dwell in the Widower's Wood.

—VP

Deep Drake

The deep drake is a rare breed of drake that dwells in underground caverns, lightless crevices, and the winding subterranean tunnels beneath the surface of Caen. A number of deep drakes also lair in the Abyss, skulking through the perpetual darkness of the region's deeper reaches and preying on the strange creatures that lurk in its depths.

A deep drake's grasping claws are as perfectly adapted to scaling the sheerest rock wall as they are to disemboweling prey. Deep drakes are known to scuttle up cliff faces and across the ceilings of caverns with remarkable agility for such large creatures, and they can drop from unexpected angles upon their startled prey.

Perpetual darkness has rendered deep drakes blind. Because their eyes are little more than milky-white spheres, these creatures rely on a combination of other senses to navigate their lightless world. A heightened sense of smell and acute hearing allow deep drakes to track prey and navigate their surroundings, but their ability to sense the tiniest electrical charge gives them a unique edge. Deep drakes can detect even the minute charges flowing through the stones around them, and living creatures are a sparkling bundle of electrical activity, which makes hiding from a deep drake almost impossible.

As I crossed the bridges spanning the Abyss, I could not help but look down. A whole ecosystem flourished in the ever-increasing darkness of those stygian depths. Our greatest discovery was the bizarre deep drake, an apex predator as well adapted to its world as a shark is to the sea.



Deep Drake

Huge dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	22 (+6)	4 (–3)	12 (+1)	15 (+2)

Saving Throws Str +13, Con +11
Skills Athletics +13, Perception +6, Stealth +7
Damage Immunities lightning
Condition Immunities blinded, charmed
Senses blindsight 120 ft., passive Perception 16
Languages —
Challenge 13 (10,000 XP)

Abyss Sight. Magical darkness doesn't impede the drake's blindsight.
Spider Climb. The drake can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Squeeze. The drake can move through a space as narrow as 10 feet wide without squeezing and can squeeze through a space that is large enough for a Medium creature.

Actions

Multiattack. The drake uses Bellow if it can. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.
Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.
Bellow (Recharge 5–6). The drake unleashes a deep sonic bellow in a 40-foot cone. Each creature in that area must make a DC 18 Strength saving throw. On a failed save, a creature takes 70 (20d6) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.
Static Breath (Recharges after a Short or Long Rest). The drake exhales electrical static and salty vapor in a 100-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 18 Dexterity saving throw or be blinded for 1d4 rounds. Any mechanika on a creature that fails the saving throw loses 1d6 charges.

Fog Drake

Large dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	4 (–3)	10 (+0)	15 (+2)

Saving Throws Str +7, Con +7
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Amphibious. The drake can breathe air and water.
Mist Sight. The drake can see through any mist or fog (natural or magical) as if it were clear air.

Actions

Multiattack. The drake makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Bellow (Recharge 5–6). The drake unleashes a deep sonic bellow in a 40-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failed save, a creature takes 35 (10d6) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.
Fog Breath (1/Day). The drake creates a 50-foot-radius sphere of fog centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Fog Drake

Fog drakes are amphibious creatures usually found near cold, secluded lakes and calm stretches of wide rivers. They lair in underwater caverns and rise from the water to hunt in the predawn hours, when groundswells of mist provide them with natural camouflage, making them particularly well suited to hunt in places such as the depths of the perpetually foggy Widower's Wood. A fog drake's eyes are adapted to pierce even the thickest fog, allowing the creature to stalk its prey unseen. Its hide is a speckled mixture of dark and light greys that conceal it equally well whether it is resting in murky water or stalking its prey through a veil of fog.

The fog drake gets its name not from its habitat, but from a unique method it uses to hunt for food. If no natural fog is present, a fog drake will produce a thick, obscuring mist in which to hunt. Massive glands in the creature's throat enable it to emit dense clouds from gills that sit just behind its jawline. By huffing through these gills, a fog drake produces a rapidly expanding cloud of mist that limits the vision of other creatures while presenting no difficulty to the drake.

Camouflage in the natural world is an extremely intriguing topic. Take, for instance, the fog drake of northern Cygnar. Whereas many other predatory animals rely on specific striations of color to conceal themselves from the eyes of potential quarry, a fog drake modifies its environment to better suit its needs. By producing voluminous clouds of mist, a fog drake ensures that it always hunts in an environment ideally suited to its talents and capabilities—a far more impressive feat than growing a few stripes of darker fur!

—VQP



Frost Drake

Frost drakes are one of the largest breeds of drakes, and they thrive amid the frozen mountain peaks and icy landscapes of Immoren's far north. More than twice the size of a fog drake, frost drakes are consummate predators, and their pure-white scales allow them to blend in with the endless plains of ice and snow despite their size. They commonly dwell near frozen lakes or on icy coastlines and spend as much time in the water as out of it, supplementing their usual diet of ulk and wolves with large lake fish and marine mammals. Frost drakes are capable of staying underwater for an incredibly long time, and injured frost drakes will often retreat to the nearest body of water, where most creatures cannot follow.

Because these giant beasts can see the body heat emitted by all living creatures, not even driving winter snow will shield prey from a hungry frost drake. Whether deep beneath the water of the Broken Mirror Lake or in the blinding whiteout of a midwinter blizzard, frost drakes have no trouble spotting a potential meal. Other sources of heat—campfires in particular—pique the interest of a frost drake on the hunt for prey. Men who build fires to ward off the killing cold of these beasts' frozen domains unwittingly light a beacon that lures the monsters into their midst.



Frost Drake

Huge dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	4 (–3)	16 (+3)	12 (+1)

Saving Throws Str +11, Con +9
Skills Athletics +11, Perception +7, Stealth +6, Survival +7
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 11 (7,200 XP)

Heat Vision. The drake can see the body heat of living creatures and the residual warmth of plants and earth. The drake ignores visibility penalties from snow, mist, or other weather (natural or magical).
Hold Breath. The drake can hold its breath for 1 hour.
Ice Climb. The drake can climb icy surfaces, including upside down on ceilings, without needing to make an ability check.
Ice Walker. The drake ignores movement restrictions caused by icy or snowy terrain.

Actions

Multiattack. The drake uses Bellow if it can. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.
Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.
Bellow (Recharge 5–6). The drake unleashes a deep sonic bellow in a 40-foot cone. Each creature in that area must make a DC 17 Strength saving throw. On a failed save, a creature takes 56 (16d6) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.
Sleet Breath (Recharges after a Short or Long Rest). The drake exhales frozen saliva and arctic cold in a 60-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or be knocked prone and become blinded for 1d4 rounds. The affected area becomes covered in a thin layer of ice and is treated as difficult terrain until thawed.

The frost drake seems perfectly made to increase the already prodigious suffering one must endure in the arctic north. Bigger than a dire troll and with a hunger to match, frost drakes possess the singular ability to see heat, such as that emitted by a body, and are single-mindedly compelled to investigate any such source. Building a fire in their territory is tantamount to inviting these enormous draconic beasts to consume you. If you intend an expedition into frost drake territory, dress in layers and get used to the cold. If you must build a fire, do so in a sheltered place that offers no easy access.

Sea Drake

Huge dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	4 (–3)	12 (+1)	15 (+2)

Saving Throws Str +10, Con +9
Skills Athletics +10, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Hold Breath. While out of water, the drake can hold its breath for 1 hour.

Water Breathing. The drake can breathe only underwater.

Actions

Multiattack. The drake uses Bellow if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bellow (Recharge 5–6). The drake unleashes a deep sonic bellow in a 40-foot cone. Each creature in that area must make a DC 16 Strength saving throw. On a failed save, a creature takes 42 (12d6) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Hurricane Breath (Recharges after a Short or Long Rest). The drake exhales a gust of hurricane-force wind in a 60-foot cone. Each creature in that area must succeed on a DC 16 Strength saving throw or be pushed up to 60 feet away from the drake and knocked prone. Flying creatures have disadvantage on this saving throw. Any Huge or smaller ships in the affected area are immediately capsized.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the drake if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the drake can use the Dash action as a bonus action.

Sea Drake

Sea drakes spend most of their lives in the water. These elusive creatures swim deep beneath the warm waters of the Gulf of Cygnar, Eyewall Bay, and secluded coves along the Broken Coast. Although capable of coming ashore, they are slow and clumsy on land. Only a significant threat or a guaranteed meal will lure a sea drake from its aquatic home.

In addition to its oversized jaws, a sea drake has another means of securing a meal: a terrible breath weapon that manifests as a blast of hurricane-strength wind. A single burst is strong enough to toss sailors overboard, snap rigging, and even flip smaller boats. As a ship's crew flounders and sinks, the sea drake swims among them, snaring fresh victims with each pass. In the unlikely event the swamped ship's crew manages to threaten the creature, it expels an opaque cloud of purple-black ink into the water to blind its attackers and then escapes to the safety of the depths.

Like their terrestrial cousins, sea drakes can move between land and sea, but unlike fog and frost drakes, their land-based movements are clumsy at best. They are clearly adapted to spend most of their time, if not all of it, amid the depths of the Meredius. In observing them, I wonder which type of adaptation sea drakes represent. Were they once land drakes that eschewed dry ground for an almost exclusively marine life, or are they the true drakes—the first drakes from which all other breeds spawned? Given the aquatic proclivities of the others, I suspect the latter, although sea drake physiology is certainly distinct. Of course, a seafarer threatened by a sea drake will not have time for any of these considerations before being consumed.

—VP



Dread

The dread are undead servitors created from the corpses of physically powerful slaves taken by the Orgoth. In a horrific, prolonged ritual, Orgoth torturers transformed these unfortunates into unliving weapons enslaved to their masters' will. As part of this process, a slave's torso would be flayed open so that boiling metal could be poured over the still-beating heart, binding the soul permanently to the scarred and broken flesh. The dread's body would then be studded with armored plates crudely grafted to its leathery skin, and its forearms would be sawed away and replaced with implements of shining steel.

Weapons of Terror. The Orgoth deliberately mutilated these creatures to strike as much fear as possible into the Immorese. Used as bodyguards and weapons of terror during the Orgoth Occupation, dread accompanied Orgoth warlords to help pacify resistant populations and guard important sites. They were later used in groups to patrol rebellious Immorese cities by night. Commanded to slaughter any who broke the curfews imposed by the Orgoth, the dread made ideal sentries, able to terrify the weak and slaughter the strong.

Horrible Relics. Many of these horrors still linger in the blasted and secret places abandoned in the wake of the Scourge. Countless numbers were buried alongside their Orgoth masters to guard their tombs and protect them in their final rest. Others were left to wander ancient mines, watching over slave populations long turned to dust. Those that remain today still follow the orders of their dead masters, protecting derelict sites across western Immoren. Explorers unlucky enough to enter a tomb guarded by dread are cut off from the surface and driven into dead ends, where the merciless creatures hack at them with prosthetic blades.

Undead Nature. A dread doesn't require air, food, drink, or sleep.

Of the many legacies the ancient Orgoth left behind, perhaps nothing speaks of their potential cruelty as plainly as the dread. These magically created abominations were designed as servants to the wealthy and powerful, though I expect they functioned more often than not as bodyguards and assassins.

Viktor Pendrake



Dread

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Magic Resistance. The dread had advantage on saving throws against spells and other magical effects.
Magic Weapons. The dread's weapon attacks are magical.
Turning Immunity. The dread is immune to features that turn undead.

Actions

Multiattack. The dread makes three melee attacks.
Handblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.
Frightful Presence. Each creature of the dread's choice that is within 60 feet of the dread and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread's Frightful Presence for the next 24 hours.



I've seen few terrors in combat like the dregg. Our weapons did little to harm their rugged bodies, and when we did hurt them, it only served to fire them up more. As I blasted the hand off of one with a grisly pistol shot, I swear I saw pleasure in its eyes.

—Viktor Pendrake

Dregg

Dregg are a wretched, hateful race of humanoids that dwell in lightless caverns, abandoned mines, and other dark, subterranean places. Because direct exposure to sunlight causes them to rapidly sicken and die, they emerge from their lairs only at night to raid and pillage, gleefully slaying and devouring any non-dregg they encounter.

Monstrous Appearance. Although outwardly humanoid, dregg are quite monstrous in appearance. A dregg stands roughly as tall as an adult human, but its bent posture makes it appear somewhat smaller. Dregg are extremely gaunt, and their dull gray skin is stretched so tightly over their emaciated frames that bones actually protrude from a dregg's flesh in places, creating a ghoulish, flayed appearance. A dregg's head is truly nightmarish, featuring a long, bony snout filled with ivory fangs and milky-white eyes that can move independently of one another. A lack of visible ears adds to their ghastly visage, but their hearing is very acute.

Hive Culture. Dregg gather in large groups called hives, and their society has a loose hierarchy based on martial prowess and the number of high-quality weapons an individual possesses. Dregg that survive numerous surface raids and return each time with food and valuables are afforded a great deal of respect by other dregg and often act as hive leaders.

Sneaky and Cruel. Dregg revel in pain and take great satisfaction in torturing their victims. They also derive pleasure and even strength from their own suffering, and many accounts indicate that these creatures become more ferocious when injured. When raiding, dregg prefer ambushes to direct assaults. They generally seek out targets that possess especially desirable items, primarily weapons. Victims are usually slain and eaten on the spot, but dregg have been known to take captives back to their lairs to devour in a more leisurely fashion.

Dregg

Medium humanoid, chaotic evil

Armor Class 14 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (–1)	8 (–1)	10 (+0)

Skills Athletics +5, Stealth +4
Senses darkvision 60 ft., passive Perception 9
Languages Dreggi
Challenge 2 (450 XP)

Masochist. The dregg has advantage on melee attack rolls if it has half of its hit points or fewer.
Sunlight Sensitivity. While in sunlight, the dregg has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dregg makes three melee attacks: one with its bite and two with its claws or forearm blade.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the dregg can't use its claws on another target.
Forearm Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.
Scavenged Rifle. *Ranged Weapon Attack:* +4 to hit, range 35/105 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Dregg Pain Monger

Pain mongers are particularly brutal members of dregg hives. Their abhorrent appearance is webbed with scars from self-inflicted wounds. These creatures are so familiar with pain and injury that attacks against them seem to have little effect, and they can keep on fighting far past the point at which their bodies have been rendered into a mauled mass of wounds.

Keep an eye open for the pain mongers of dregg hives. They are vastly more dangerous than their companions and are often seen leading their companions on raids. You can spot them easily: just look for the dregg with twice as many bits of metal jabbed into its body.

—Vop

Dregg Pain Monger

Medium humanoid, chaotic evil

Armor Class 14 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

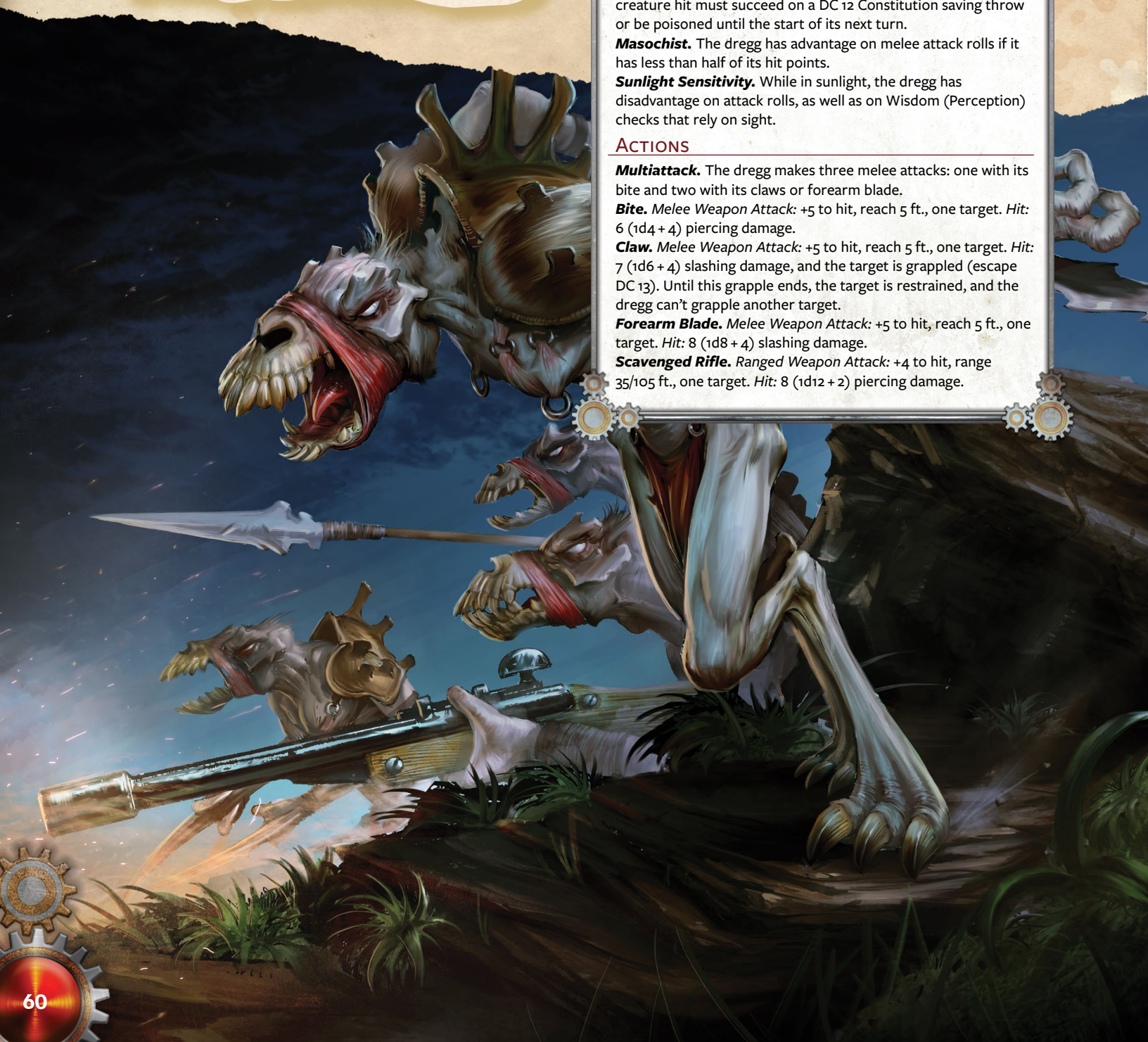
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	8 (–1)	8 (–1)	10 (+0)

Skills Athletics +5, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Languages Dreggi
Senses darkvision 60 ft., passive Perception 9
Challenge 3 (700 XP)

Inflict Suffering. If the pain monger scores a critical hit, the creature hit must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn.
Masochist. The dregg has advantage on melee attack rolls if it has less than half of its hit points.
Sunlight Sensitivity. While in sunlight, the dregg has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dregg makes three melee attacks: one with its bite and two with its claws or forearm blade.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the dregg can't grapple another target.
Forearm Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.
Scavenged Rifle. *Ranged Weapon Attack:* +4 to hit, range 35/105 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.



Dune Prowler

The dune prowler is an efficient ambush predator native to the Bloodstone Desert. Its hunched posture, elongated arms, and pronounced hump give the beast an ungainly silhouette. The dune prowler's thick reddish skin is covered in coarse spines and patches of thicker protective hide. It has long claws that allow it to dig deep furrows in hard-packed soil in moments, and its long arms provide superior reach and leverage.

During the heat of the day, a dune prowler will dig into the cooler sand or soil to rest, leaving only the top of its head and its snout above the sand, but this habit is more than just a means of regulating temperature. Even as the prowler lies quietly and its reddish hue blends in with the ruddy sandstone of the Bloodstone Marches, it remains alert and ready to burst out and seize any creature that passes within reach. The long, coarse bristles protruding from the beast's skin allows it to feel subtle vibrations in the sand that betray a potential meal's movements, no matter how stealthy. Oases and other well-traveled spots are favored places for such ambushes, but a dune prowler is quite capable of burrowing through the desert sand to stake out a new area if game is sparse.

It seems patience can, in fact, be a virtue. Dune prowlers are able to lurk for days at a time near oases, needing only to wait for their prey to become thirsty. How fortunate for them that they dwell in a desert!

—Viktor Pendrake



Dune Prowler

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 147 (14d10+ 70)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	3 (–4)	12 (+1)	8 (–1)

Skills Stealth +4
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Challenge 6 (2,300 XP)

Desert Camouflage. The prowler has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.
Tunneler. The prowler can burrow through solid rock at half its burrow speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The prowler makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.
Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the prowler can't use its claws on another target.

Duskwolf

Enormous wolves with intelligence and ferocity far outstripping that of mere beasts, duskwolves are dangerous predators that dwell within dark, primeval forests. They are infamous for their blood-chilling howls and the ability to become all but invisible when hunting. Duskwolves have been known to stalk and kill lone humans wandering the wilderness, and creatures as large and powerful as trolls have fallen to hungry duskwolf packs.

Some tribes of wilderness people use duskwolves as swift, deadly mounts. They pick the best specimens from a pack to use as steeds, and their wolves are often larger and more powerful than others seen in the wild. In addition, powerful druids and shamans have been known to use packs of duskwolves to hunt down those who intrude on their sacred sites and rituals. These trained duskwolves are allowed to roam the surrounding territory freely and fend for themselves, serving as a fearsome natural barrier to intruders.

Duskwolf

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Keen Hearing and Smell. The duskwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The duskwolf has advantage on an attack roll against a creature if at least one of the duskwolf's allies is within 5 feet of the creature and the ally isn't incapacitated.
Shadow Stealth. While in dim light or darkness, the duskwolf can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
Unnerving Howl (Recharge 5–6). The duskwolf looses a blood-chilling howl. Each non-duskwolf creature within 30 feet of the duskwolf that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened of the duskwolf until the start of the duskwolf's next turn.



Any scholar of extraordinary zoology must remain mindful of myths and exaggerations. Not every creature discussed around a campfire actually exists, at least as described. I heard a number of fanciful tales of duskwolf attacks over the years, but having never witnessed this elusive predator, I thought it nothing more than a campfire story. I discovered my mistake while climbing the peaks of the eastern Wyrmwall Mountains.

Viktor Pendrake

Eldritch

Although Iosans can live for two or three hundred years, many have immersed themselves in dark, occult lore out of an overwhelming fear of their own mortality. Terrified at the prospect of their death in light of the doom of their race and the uncertain fates of their deities, these individuals surrendered their morality and turned to undeath as the only option for staving off their destiny.

The first Iosans to become eldritch were corrupted priests of Nyrro, the Iosan god of day. Forming a cult in the city of Eversael under the pretense of the god's return, they fell prey to the dark urges of their souls—and perhaps to the whispers and promises of entities beyond Caen. These fallen holy leaders sacrificed their brethren in sinister rites previously unknown within the borders of Ios, and when their atrocities were uncovered and the Iosan authorities consigned them to execution, they sealed an unholy bargain to become eldritch. To this day, they remain hidden deep beneath the structure of the Fane of Nyrro in the heart of the elven nation. Some Iosans seek out these foul creatures in hopes of learning how to remake themselves in undeath. Ancient eldritch take an inductee through a ritual of sacrifice—a series of murders culminating with the would-be eldritch committing self-annihilation, thereby prompting its unholy rebirth.

New eldritch retain their memories and personalities, albeit twisted and shorn of empathy. Over centuries, their flesh becomes desiccated and taut, stretching over their bones like that of a mummified corpse. Despite this frail appearance, eldritch are incredibly powerful and are much stronger and more durable in death than they were in life.

Many of the first eldritch rarely venture beyond the dark crypts beneath the fane. Undeath allows them to pursue their goals despite the passing decades or centuries. Becoming an eldritch requires a complete obsession with one's continued existence, which the creatures are loath to imperil. Still, even these damned souls must occasionally emerge from their lairs, for in death they are motivated by an unnatural hunger. To maintain its existence, an eldritch must feed, which it does by siphoning the life essence of an intelligent living creature. The touch of an eldritch drains away the life of its prey, nourishing the eldritch and keeping its predatory instincts at their peak.

For all the mystery surrounding the eldritch and the land from which they come, know this: they are evil, completely and entirely. An eldritch lives to hunt the living, and unless someone puts it down, it will go on doing just that . . . eternally.

—Viktor Pendrake

Growing Numbers. The number of eldritch in the world has increased substantially since the last days of the Claiming. Beyond the borders of Ios, little is known about this sudden increase, although Iosans living in the Iron Kingdoms are wary of drawing the attention of these hungry and malevolent creatures.

Sythyss. Every eldritch has the power to completely drain the life of another Iosan and create an undying servant called a sythyss. This leeching of life harvests a piece of the victim's soul, thereby enslaving it to its new master. Because sythyss do not share any elements of their creators' corrupted appearance other than a deathly pallor, they are extremely useful as guardians and retainers, and many eldritch go to great lengths to disguise the nature of their servants in order to use them as agents among the living.

Although sythyss lack imagination and free will, they are not mindless. Their connection to their souls through their masters allows them to maintain an echo of their former selves in spite of their abject servitude.

Undead Nature. An eldritch doesn't require air, food, drink, or sleep.



Eldritch

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9
Skills Arcana +8, History +8, Perception +7, Stealth +9
Damage Vulnerabilities radiant
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with organic weapons (bone, wood, etc.)
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Aura of Desecration. Any living creature that starts its turn within 5 feet of the eldritch must succeed on a DC 18 Constitution saving throw or have vulnerability to necrotic damage until the start of its next turn. If the creature is not a construct and has resistance or immunity to necrotic damage, it instead loses the resistance or immunity until the start of its next turn.

Eldritch Weaknesses. Each year, an eldritch must commit a series of thirteen ritualistic murders. If it fails to complete this ritual, its Strength score is reduced by 1 each week until the murders are completed. The eldritch's Strength score cannot be reduced to 0.

Innate Spellcasting. The eldritch's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At will: *chill touch, darkness, disguise self, ray of frost*
1/day each: *circle of death, dissonant whispers, haste, hold monster*

Legendary Resistance (3/Day). If the eldritch fails a saving throw, it can choose to succeed instead.

Regeneration. The eldritch regains 20 hit points at the start of its turn if it has at least 1 hit point. If the eldritch takes radiant damage, this trait doesn't function at the start of the eldritch's next turn.

Actions

Multiattack. The eldritch makes two melee attacks.

Dread Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken, and the eldritch regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Sythyss. The eldritch targets an Iosan or Nyss within 10 feet of it that died from its Dread Touch attack less than 1 hour ago. The target rises as a sythyss under the eldritch's control. The eldritch can have no more than five sythyss under its control at one time.

Sythyss Template

An Iosan or Nyss can become a sythyss. It keeps its statistics, except as follows.

Creature Type. The creature becomes an undead.

Alignment. The creature's alignment changes to neutral evil.

Resistances. The creature gains resistance to cold and necrotic damage.

Immunities. The creature is immune to being poisoned.

Challenge. The creature's challenge rating increases by 1 level.

New Action: Breath Taker. The creature gains a ranged spell attack bonus with a spell attack modifier equal to the sythyss' proficiency bonus + its Wisdom modifier. The attack has a range of 100 feet, can be made against one target, and deals 10 (3d6) necrotic damage on a hit. If the target is a living creature, it must succeed on a Wisdom saving throw (DC equal to 8 + the sythyss' proficiency bonus + its Wisdom modifier) or have disadvantage on Strength checks and melee attack rolls until the start of the sythyss' next turn.

The example below applies the sythyss template to an Iosan mercenary veteran who wears plate armor.

Sythyss Mercenary Veteran

Medium undead, neutral evil

Armor Class 16 (infantry armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Athletics +4, Perception +3, Survival +3
Damage Resistances cold, necrotic
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 2 (450 XP)

Martial Society. When the sythyss rolls a 1 on the d20 for an attack roll, it can reroll the die and must use the new roll.

Tempered by War. The sythyss has advantage on saving throws against being frightened.

Actions

Multiattack. The sythyss makes two melee attacks with its Caspian battleblade.

Caspian Battleblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Repeating Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Taker. *Ranged Spell Attack:* +3 to hit, range 100 ft., one target. *Hit:* 10 (3d6) necrotic damage. If the target is a living creature, it must succeed on a DC 11 Wisdom saving throw or have disadvantage on Strength checks and melee attack rolls until the start of the sythyss' next turn.

Entombed

Orgoth lords were often interred with hoards of riches and powerful artifacts, and they demanded that powerful servants be crafted to protect their vaults. Through their twisted and cruel mastery of magic, the Orgoth created the perfect weapon to punish those foolish enough to defile their final rest and attempt to plunder what was not theirs. Whatever name the Orgoth originally bestowed upon these monstrosities has been lost to time, but modern-day adventurers who have survived an encounter with these creatures refer to them as the entombed.

Willing Sacrifices. Each entombed was once a living Orgoth warrior who volunteered for the privilege of being reborn into eternal servitude to his or her lord. After the warrior was ceremonially drowned, the lingering soul was placed in a special soul cage. This cage was then set inside the remains of the dead warrior, whose body was laid to rest in the burial chamber of the Orgoth lord. Clad in the armor it wore in its former life and wielding the weapons with which it was interred, the entombed is driven by an undying directive to protect its master and all the treasures in his grave.

The entombed is bound to the vault in which its body lies. Although it can pass anywhere within the tomb's many vaults and chambers, it cannot pass beyond the threshold of the tomb. Those who flee from a pursuing entombed find that the spirit's pursuit ends at the black stones that define the tomb's borders.

Never-Ending Watch. Few warriors are skilled enough to defeat an entombed in combat, but those who do find their victories short-lived; when the spirit is driven off, it returns to its body to recuperate, emerging again at full strength, ready to fight anew. The only way to permanently destroy an entombed is to find and destroy its soul cage, thereby driving the specter from Caen. Most who fight an entombed do not realize this in time and are slaughtered to the last, their bodies dragged to the depths of the very vault they attempted to plunder and set up as trophies to the glory of the dead Orgoth lord.

Entombed

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (–1)

Saving Throws Dex +7, Con +6, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Orgoth
Challenge 12 (8,400 XP)

Bound. The entombed is bound to an Orgoth tomb. It cannot pass beyond the borders of the tomb for any reason. If the tomb is destroyed or purified in some manner, the entombed is destroyed as well.

Incorporeal Movement. The entombed can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Rejuvenation. If its soul cage is intact, a destroyed entombed reappears in 1d10 hours, regaining all its hit points and becoming active again. The entombed appears within 5 feet of the soul cage.

Turn Resistance. The entombed has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The entombed makes two melee attacks.

Dreadmaul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Horrifying Visage. Each non-undead creature within 60 feet of the entombed that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this entombed's Horrifying Visage for the next 24 hours.

What I find most distressing about the entombed is that they volunteered for such a horrific eternal duty.

~Viktor Pendrake



Excruciator

Excruciators are the revenant spirits of Orgoth torturers. In life, they used their torturous implements to wring information out of captured rebels, fabricate creatures such as the dread, and bind tortured souls to Orgoth implements such as fellblades. In death, they linger in the ruins of Orgoth civilization scattered across western Immoren and continue this work upon those unlucky enough to encounter them.

Excruciators are most commonly encountered in undisturbed Orgoth ruins or natural catacombs utilized by the Orgoth as torture chambers. Although they are bound to these sites by necromancy and unable to escape them, they enjoy peerless mobility within their lairs, for the rites that made them into undead also granted them the ability to move unimpeded through the walls and floors of their domains. These creatures have stalked these darkened halls undisturbed for centuries, ruminating upon their dark secrets and scribbling them down in the blasphemous runes of their people. An excruciator's lair is littered with countless such secrets. Many are trivial, but some of these hidden mysteries are mind-rending.

Undead Nature. An excruciator doesn't require air, food, drink, or sleep.



Excruciator

Medium undead, neutral evil

Armor Class 13
Hit Points 88 (16d8 + 16)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	13 (+1)	16 (+3)	16 (+3)	16 (+3)

Skills Deception +7, Insight +7, Intimidation +9, Medicine +7, Perception +7, Persuasion +7, Stealth +7
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages Orgoth plus the languages it knew in life
Challenge 9 (5,000 XP)

Innate Spellcasting. The excruciator's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:
At will: *mage hand, minor illusion*
3/day each: *charm person, hideous laughter, sleep*
1/day each: *hold person, suggestion, tongues*
Master Tormentor. The excruciator has advantage on Wisdom (Medicine), Charisma (Intimidation), and Charisma (Persuasion) checks.

Actions

Torturous Implement. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 19 (4d6 + 5) necrotic damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Painwrack. If the excruciator is within 5 feet of a paralyzed or conscious incapacitated creature, it can torment the creature and project the creature's pain onto any creatures of its choice within a 30-foot radius of the creature, including the creature itself. Each affected creature in that area must make a DC 16 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Most excruciators are centuries old and plan accordingly, finding permanent lairs that provide them with a ready supply of victims. They feed upon pain and regenerate wounds by causing suffering. Excruciators can last indefinitely without victims but become ravenous when deprived of such sustenance and sometimes slump into protracted periods of inactivity. Take care not to stub a toe while in an Orgoth ruin: a minor bruise might be enough to waken an inert Excruciator lingering nearby.

—Viktor Pendrake

Farrow



Though often dismissed out of hand, the farrow are actually capable of moderate civilization. Some farrow tribes have been able to keep their stolen firearms in working order, but they have limited capacity to manufacture ammunition. Watch out for them when they are on the hunt for more bullets.

Viktor Pendrake

Farrow

Medium humanoid, neutral

Armor Class 13 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Skills Perception +2, Survival +2
Senses passive Perception 12
Languages Common, Grun
Challenge 1/8 (25 XP)

Keen Smell. The farrow has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Pig Iron. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Farrow are clever, pragmatic, and adaptable tribal peoples who have managed to endure and even thrive in hostile environments other races have shunned. Although sometimes dismissed by the other Dhunian races, farrow are proud of their accomplishments and revere Dhunia, whom they call "the Great Sow," in their own way, knowing she blessed them with strength and tenacious ingenuity. Farrow culture promotes ambition and aggression and leaves little room for hesitation or weakness. Few peoples are so accomplished at seizing opportunities and making the most of them. The fierce and hardy warriors of the farrow are as difficult to bring down as the boars they resemble. Armed with primitive rifles scavenged from raids on human caravans, farrow brigands are the equals of many nations' frontline soldiers.

Fighting over Scraps. Farrow are pernicious scavengers. They scour old human encampments for scraps of metal and machinery that can be repurposed, bodged back together in an approximation of their former use, or melted down to make new weapons and armor. Farrow consider survival the foremost imperative and have no stigma against stealing anything that isn't nailed down.

Big Pigs. Some farrow go to battle accompanied by unnaturally oversized members of their tribes. These enormous, slow-witted creatures are the warbeasts of the farrow and are outfitted with scraps of armor and weaponry salvaged from steamjacks. The birth of one of these beasts is celebrated as a blessing of the Great Sow—an auspicious occasion that will increase the might of the tribe.

Farrow Shaman

Farrow are rarely preoccupied with matters of faith except when reminded of their mortality. Most practice a variant of Dhunian worship. Short and simple rites are the norm, but longer rituals are used to mark auspicious occasions: the turning of the seasons, mating arrangements, births, and notable passings. These ceremonies are performed with little fanfare by a tribe's shamans at a small shrine usually kept near the center of the village. Farrow who seek a boon from their goddess generally make a small offering of food to a shaman, who consumes it in Dhunia's name. Farrow also look to their shamans for blessings in times of war. Capable battle-shamans rise to positions of leadership, although it is rare for one to become a chief.

Farrow Shaman

Medium humanoid, neutral

Armor Class 11 (16 with barkskin)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Skills Medicine +2, Nature +2, Perception +2
Senses passive Perception 12
Languages Common, Grun
Challenge 2 (450 XP)

Keen Smell. The farrow has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting. The farrow is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): *druidcraft, poison spray, shillelagh*
1st level (4 slots): *entangle, fog cloud, longstrider, thunderwave*
2nd level (3 slots): *barkskin, spike growth*

Actions

Totemic Polearm. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with shillelagh or if wielded with two hands.



While warlocks and bone grinders are often the first things mentioned during any discussion about magical talents among the farrow, let the humble shaman not be forgotten! The shaman is the beating heart of any farrow village. Why, without one, it is all just a bunch of squealing, eating, and stealing from one another!

Farrow Warlord

Might makes right in farrow society. Bloody battles are common between friends as well as foes, but only the strongest and most willful farrow can scrape together enough clout to rise to the top of their tribe. The rare few who do are known as warlords, and these cunning creatures have survived a lifetime of unbridled violence to achieve their station within their tribe.

No warlord's position is secure, and demonstrations of sheer brutality are required to keep the ambitions of a warlord's subordinates in line. The slightest hint of weakness can topple even the strongest of them, but to the farrow, this represents the natural order.

Farrow Warlord

Medium humanoid, neutral

Armor Class 13 (hide armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Survival +2
Senses passive Perception 12
Languages Common, Grun
Challenge 2 (450 XP)

Keen Smell. The farrow has advantage on Wisdom (Perception) checks that rely on smell.

Hog Wild. When the farrow makes a melee weapon attack, each allied farrow within 10 feet of it can make a club attack.

Warlord's Prey (1/Day). As a bonus action, the farrow can designate one creature it can see within 60 feet of it as its prey. The first time each turn that the farrow hits that target with a weapon attack, the target takes an extra 1d6 weapon damage.

Actions

Multiattack. The warlord makes three attacks: two with its club and one with its pig iron.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Pig Iron. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



It seems as if every farrow I encounter is a self-styled warlord of some description or other. Often, they give themselves grandiose names or titles like "The Splitter of Hooves," "Chewer of Bones," or my personal favorite: "Right Honorable King-General of the Kingdom of Mudwallow and Vice-Chancellor of the lake-about-two-hundred-paces-that-way-I-forgot-the-name."

—VP

Farrow Beast, Brute

Every few years, a farrow of exceptional size and limited intelligence is born in a tribe. As a rule, these farrow are much more brutish and bestial than average and grow to tremendous size at an accelerated rate. If the tribe is fortunate enough to have a warlock, this individual will take control of such young and begin integrating them into the village's defenses; if not, the brutes are beaten into submission by other members of the tribe and used as simpleminded laborers or shock troopers, depending on the tribe's needs.

Scholars disagree on the cause, but what is undisputed is the farrow's tendency to occasionally give birth to exceptionally large offspring. Although the majority of farrow are roughly man-sized, some tower twice as tall. These creatures not only grow larger than normal, but also develop a disproportionate amount of muscle and fat. These factors, along with a much higher bone density, give them a sturdier build than typical examples of the species.

—VP

Farrow Brute

Large humanoid, neutral

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	5 (–3)	10 (+0)	7 (–2)

Skills Perception +2
Senses passive Perception 12
Languages Grun
Challenge 2 (450 XP)

Charge. If the brute moves at least 20 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
Keen Smell. The brute has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The brute makes two melee attacks: one with its tusks and one with its claws.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.
Mounted Cannon. *Ranged Weapon Attack:* +3 to hit, range 60/180 ft., one target. *Hit:* 13 (2d12) piercing damage.



Farrow Beast, Giant

The frequency of gigantism among the farrow is a matter of much curiosity among researchers of extraordinary zoology, particularly in regard to the massive, degenerate hogs that make up a strange and enormous branch of the farrow's family tree. Even those who have seen brute boars are surprised by the sheer size and ferocity of these giant farrow offspring. Just as they do with brute boars, the farrow disavow any true kinship to these beasts and treat them no better than a human might treat an ornery and cantankerous ox.

Each farrow giant is a bundle of muscled, bristling rage standing over twelve feet tall and strong enough to rend steel and tear the living flesh from the bones of enemy warbeasts. Beyond its sheer size, the creature's defining feature is the pronounced nature of its tusks compared to those of smaller farrow. These teeth, which commonly grow to over four feet long, grind against the beast's lower jaw as it chews, rendering the inner edge extremely sharp.

Those unlucky enough to survive a farrow giant's charge soon find themselves disemboweled by the tusks of these merciless animals, who answer the screams of their victims with primitive grunts of delight as they continue to engage in wanton slaughter.

Giant Farrow

Large humanoid, neutral

Armor Class 14 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (–3)	10 (+0)	6 (–2)

Skills Perception +3
Senses passive Perception 13
Languages understands Grun but doesn't speak it
Challenge 5 (1,800 XP)

Charge. If the farrow moves at least 20 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Keen Smell. The giant farrow has advantage on Wisdom (Perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). If the farrow takes 16 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The farrow makes three melee attacks: one with its tusks and two with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tusks. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.



Although the giant strain of farrow is a tremendous hazard to encounter in the wilderness, I will say this to their credit: if your larders are depleted and you are willing to risk your life to get it, there is no more abundant source of ham and bacon in all the world.

VP

Feralgeist

Ethereal creatures that dwell in the darkness of the deepest forests of western Immoren, feralgeists are ghostly greenish specters that drift silently through trees and stones alike. As insubstantial as thought, these predatory spirits are considered by some to be manifestations of the Devourer Wurm. Whatever their origins, they are hungry and animalistic entities—spectral things that refuse to die but have never been truly alive.

A feralgeist's insubstantial form hungers for a body of flesh. It descends into the carcasses of freshly slain beasts and brings to them a semblance of reanimated life. Lashing out with the claws and fangs of the corpses it inhabits, the feralgeist poses a deadly threat to those unfortunate enough to encounter it.



Feralgeist

Medium undead, chaotic evil

Armor Class 12
Hit Points 55 (10d8 + 10)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Incorporeal Movement. The feralgeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Sense Death. The feralgeist senses any non-humanoid corpses within 1,000 feet of it.

Actions

***Spirit Bind* (*Recharge 6*).** If the feralgeist is within 5 feet of the corpse of a non-humanoid creature, the feralgeist can use an action to bind itself to the corpse. The feralgeist then disappears and takes control of the new body. The possessed corpse becomes an undead creature and gains hit points equal to half the feralgeist's current hit points. While it controls a body, the feralgeist can't be targeted by any attack, spell, or other effect except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the feralgeist ends it as a bonus action, or the feralgeist is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the feralgeist reappears in an unoccupied space within 5 feet of the corpse. The corpse is immune to this feralgeist's Possession for 24 hours after the possession ends.

I encountered my first feralgeist in a deep glade in the Glimmerwood, many miles from any sign of civilization. A widow bear had mistaken me for a meal, and I was forced to bring it down. Within moments of its death, I glimpsed a glowing apparition—a feralgeist that emerged from the forest and sank into the bear's corpse. I was startled to see the spirit appear, but I was even more surprised when the dead beast stood up and came for me anew.

—Viktor Pendrake

Gatorman

Masters of the marsh, gatormen are brutal creatures that can be found in nearly every bog and swamp in western Immoren. Although not as numerous as the swamp gobbers and bog trogs with whom they share this habitat, gatormen outstrip both in terms of raw physical strength and martial skill. In addition, gatormen have powerful magical traditions, and their shamans can command the great beasts of the swamp to do their bidding. These factors have largely allowed gatormen to subjugate other swamp-dwelling races and to simply annihilate those who will not bend to their will.

Sturdy and Scaly. Standing nearly eight feet tall and weighing up to four hundred pounds, an adult gatorman is massive by human standards. Gatormen have fully prehensile hands and can wield weapons and tools as well as any human, but their heads are similar to those of normal gators, replete with long, powerful jaws filled with ivory fangs. These gator-like qualities make it difficult for gatormen to speak in the tongues of other humanoids. Gatormen are covered from head to toe in thick, horny scales that range in color from drab olive green to dark gray.

Wild Culture. Gatorman society is tribal in nature. These tribes are usually fairly small and rarely exceed fifty individuals. Each tribe is led by both a chieftain and a bokor. The chieftain is usually the most adept hunter and fiercest warrior in the tribe, and the bokor is a powerful shaman who channels the will and magic of the great swamp spirits. In some tribes, the chieftain and bokor may be one and the same.

Gatormen are not always hostile when encountered, and some tribes are quite eager to trade for goods they cannot produce on their own. Other savage races hold the strength and martial prowess of the gatormen in high regard, and some gatorman tribes work as mercenaries for trollkin, skorne, and even the enigmatic blackclads of the Circle Orboros. By contrast, most tribes view outsiders as a threat and will savagely attack anyone who intrudes upon their territory or upon regions they hope to conquer.

Gatorman

Large humanoid, neutral

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

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

Skills Athletics +4, Stealth +3
Senses darkvision 30 ft., passive Perception 10
Languages Quor-Gar
Challenge 2 (450 XP)

Hold Breath. The gatorman can hold its breath for 15 minutes.
Swamp Camouflage. The gatorman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The gatorman makes two melee attacks: one with its bite and one with its glaive.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gatorman can't grapple another target.
Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.
Death Roll. A creature grappled by the gatorman is knocked prone and takes 15 (2d10 + 4) bludgeoning damage. In addition, if the grappled creature is underwater, the amount of time it can hold its breath is reduced by 1 minute. Creatures that can't be knocked prone are immune to this attack.



Despite their fierce nature, gatormen are not overly malicious creatures. They are far more intelligent than one might assume and can certainly be reasoned with, but I must warn you of their incredible stubbornness.

—Viktor Pendrake

Bokors are powerful mystics who live and breathe the foul necromantic arts that are their birthright. Life and death are two edges of the same bloody knife to bokors, who often see allies as nothing more than tools of battle to be moved between those two states as required, such as undead husks and soul slaves. Amid the morass of combat, bokors gather the vile totems required to power their spells, using their sacral blades to tear fleshy trophies from the carcasses of their vanquished foes. Their sibilant incantations impel the huge beasts they control in a wave of scaled and fanged death.

On only one occasion have I actually communicated with a bokor—it was in its death throes, and I inadvertently came close enough to hear its hisses and growls. At first, I thought it was offering me its sacral blade as if it were an inheritance meant for the one who vanquished it. Instead, I learned it hoped to kill me with its last breath, hoping my death might give it sustained life. The minds of bokors turn in unfathomable ways, for it still died, and its blade is now on a shelf behind me as I write this.

—Vol

Gatorman Bokor

Large humanoid, neutral

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., swim 30 ft.

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

Skills Athletics +4, Stealth +3
Senses darkvision 30 ft., passive Perception 10
Languages Quor-Gar
Challenge 3 (700 XP)

Hold Breath. The gatorman can hold its breath for 15 minutes.
Swamp Camouflage. The gatorman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.
Spellcasting. The gatorman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:
Cantrips (at will): *guidance, spare the dying, thaumaturgy*
1st level (4 slots): *animal friendship, guiding bolt, inflict wounds, speak with animals*
2nd level (3 slots): *blindness/deafness, hold person, spike growth, spiritual weapon*
3rd level (2 slots): *animate dead, bestow curse, feign death, spirit guardians*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gatorman can't grapple another target.
Sacral Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 7 (2d6) necrotic damage.
Death Roll. The gatorman can drag a creature it is grappling to the ground and begin to death roll. A creature grappled by the gatorman is knocked prone and takes 15 (2d10 + 4) bludgeoning damage. In addition, if the grappled creature is underwater, the amount of time it can hold its breath is reduced by 1 minute. Creatures that can't be knocked prone are immune to this attack.



Gatorman Husk

Large undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (–4)	5 (–3)	3 (–4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 7
Languages —
Challenge 3 (700 XP)

Death Burst. When the husk dies, it explodes in a cloud of stinging insects, Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. Additionally, the husk is replaced with a swarm of insects.
Swamp Camouflage. The husk has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.
Eruption of Flies (Recharge 5–6). The husk projects a stream of pestilent insects in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. As a bonus action on its turn, the husk can take 10 (3d6) bludgeoning damage to immediately recharge Eruption of Flies.

Reactions

Belligerent. When the husk takes damage from an attack other than an opportunity attack, it can use its reaction to move up to its speed toward the creature that damaged it.

Gatorman Soul Slave

Large undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

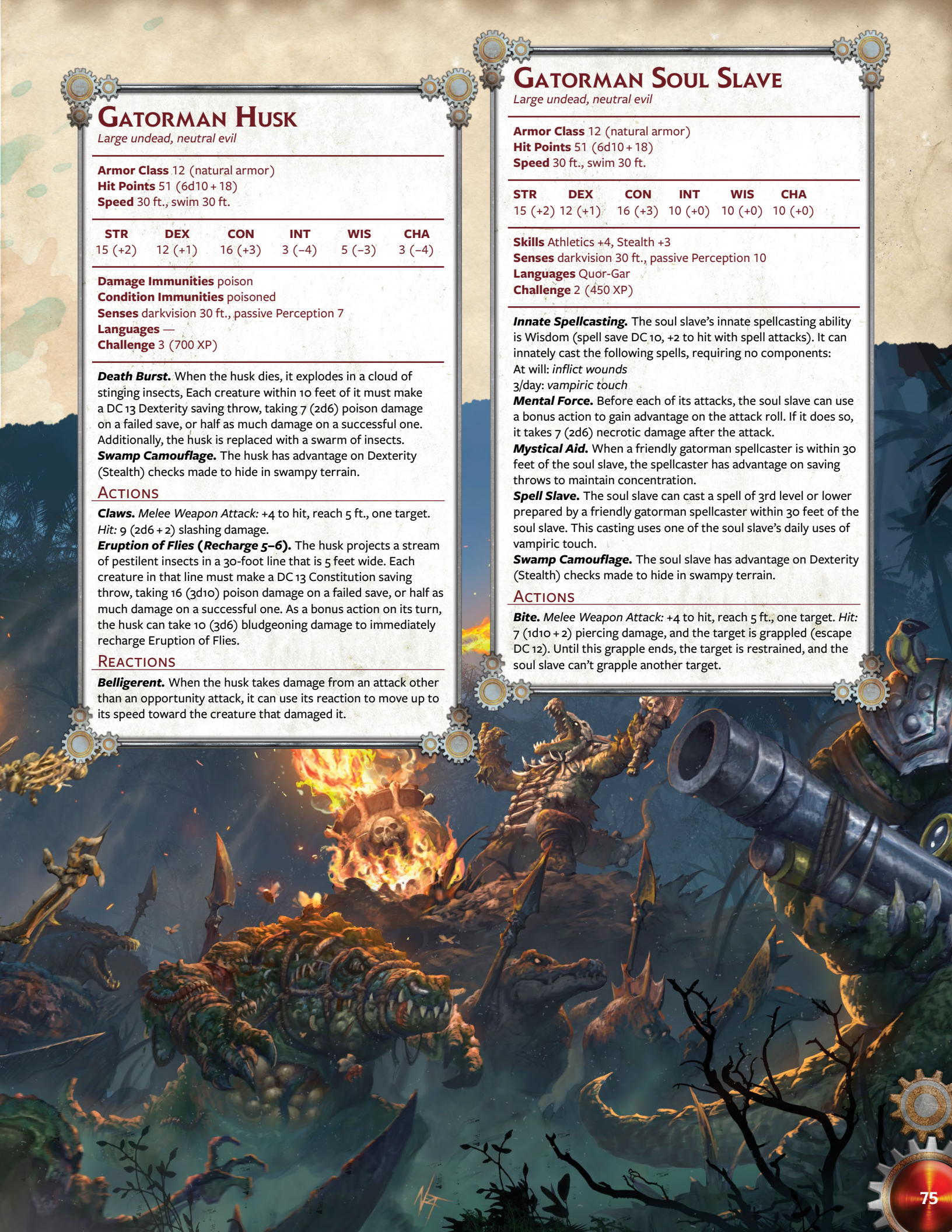
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Stealth +3
Senses darkvision 30 ft., passive Perception 10
Languages Quor-Gar
Challenge 2 (450 XP)

Innate Spellcasting. The soul slave's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no components:
At will: *inflict wounds*
3/day: *vampiric touch*
Mental Force. Before each of its attacks, the soul slave can use a bonus action to gain advantage on the attack roll. If it does so, it takes 7 (2d6) necrotic damage after the attack.
Mystical Aid. When a friendly gatorman spellcaster is within 30 feet of the soul slave, the spellcaster has advantage on saving throws to maintain concentration.
Spell Slave. The soul slave can cast a spell of 3rd level or lower prepared by a friendly gatorman spellcaster within 30 feet of the soul slave. This casting uses one of the soul slave's daily uses of vampiric touch.
Swamp Camouflage. The soul slave has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the soul slave can't grapple another target.



Gorax

Great, hulking brutes that inhabit the deepest wilds of western Immoren, gorax are primitive creatures that blur the line between man and beast. A gorax's body is thickly muscled, and its iron-hard tendons strain against bones as dense as hardwood. A heavy mane of matted hair grows down the creature's spine, matched by similar patches on its disproportionately long arms. A gorax's oversized hands end in enormous claws that are ideal for both digging in the ground and slashing deep furrows in the flesh of its prey, and its ugly face is dominated by a wide maw distended by massive tusks .

Fueled by Pain. A gorax's response to pain is even more terrifying than its brutish physique. Gorax are not simply inured to the effects of injury; they're fueled by it. This paradoxical response drives an injured gorax to attack with ever-increasing savagery until it enters a blind frenzy of bloodlust. A fully enraged gorax is strong enough to tear a warhorse in half.

Brutish Cunning. A gorax's primitive features belie its cunning mind. Gorax communicate with one another through a rough series of guttural vocalizations and can be taught to follow simple commands, although this requires some effort.

In the wild, most gorax make their homes in natural caverns. They expand the interior of these caves by scraping the walls with their huge claws. Gorax often keep a surplus of meat in their dens and will drag half-consumed beasts back to their lairs for later consumption.

Gruesome Diet. Gorax are obligate carnivores that care little about the source of the meat they consume. Any animal that comes close enough for a gorax to grab will be eaten, although they seem to hold human flesh in high regard. Gorax that taste the blood of mankind seek it out, which has caused some of the beasts to move from their wilderness domains closer to the fringes of civilization. More than one small village has been completely depopulated by the rampages of a single gorax seeking to sate its gruesome hunger.

Gorax

Large beast, neutral

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

Skills Athletics +6
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Pain Fueled. If the gorax takes damage, its claw attacks deal an extra 1d6 slashing damage until the end of its next turn.
Reckless. At the start of its turn, the gorax can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.
Stench. Any creature that starts its turn within 5 feet of the gorax must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the gorax's Stench for 24 hours.

Actions

Multiattack. The gorax makes two melee attacks.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



What can be said about the gorax? Other than "avoid at all costs," that is. A stinking, gluttonous, violent beast, a gorax is a brutish slab of muscle and hair driven by little more than anger and appetite. Compounding its awfulness, anything other than a lethal blow made against a rampaging gorax renders it stronger, deadlier, and, though it would seem impossible, angrier than before. A wounded gorax should only be approached with great caution—and ideally a warjack or two.

—Viktor Pendrake

Griffon, Scarsfell

The Scarsfell griffon is a solitary, stealthy hunter that roosts high in the cliffs and foothills bordering the Scarsfell Forest, particularly along the western edge of the Nyschatha Mountains. It prefers to strike suddenly, leaving little sign of its passage before retreating back to the safety of its unreachable nest with its latest meal. An indiscriminate carnivore, this predator will attack any creature small enough to be hoisted aloft in its talons.

A Scarsfell griffon attempts to strike its prey unaware, keeping its distance and waiting for an opportune moment to dive out of the sky. If the initial strike fails to kill the target, the griffon soars back up and out of reach, either waiting for injuries to overwhelm its quarry or searching for easier game.

Scarsfell Griffon

Large beast, unaligned

Armor Class 14
Hit Points 52 (7d10 + 14)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	4 (–3)	12 (+1)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Dive Attack. If the griffon is flying, dives at least 30 feet straight toward a target, and then hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage.
Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes three attacks: one with its beak and two with its talons.
Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



I have never encountered the fabled Scarsfell griffon myself, but I have heard a number of accounts told by woodsmen and hunters who probed too deep into the shadowy expanse of the Scarsfell Forest. They told me tales of great predators swooping down out of the sky and snatching up their mules, packs and all, before taking flight once more. I would have accused these men of exaggerating for the purpose of a good story, but the yard-long feather one gave me lent a good deal of veracity to their claims.

Viktor Pendrake

GRYMKIN



Grymkin are denizens of the wilderness of Urcaen. Although they hail from the spirit world, they possess both physical bodies and souls. Unfortunately for mortals, grymkin have been twisted by their existence in Urcaen and the presence of the reality-shattering Defiers, demigods who were imprisoned in the spirit realm for their disobedience to Menoth.

All grymkin are shaped by the wickedness they indulged in while they were alive. Each of these creatures is marked by some expression of wicked, selfish behavior and forced to exist as a mockery of humanity. Although grymkin have lingered in the pastoral countryside of the Iron Kingdoms for millennia, they were believed to be nothing more than superstitions and boogeymen until very recently, when the Defiers and their minions were released on the world.

Grymkin Tales. For many centuries, the grymkin were known primarily through bedtime stories and children's rhymes. They served as cautionary tales against certain vices, like gluttony or greed. Passed down from parent to child, the stories of grymkin became just that: fables and fanciful tales.

But the origin of every grymkin tale had a twisted knot of truth at its heart. The stories' origins came from first-hand encounters with the creatures and their cruel and often bizarre punishments. What would eventually turn into a bedtime story began as a dire warning against the consequences of acting in a way that would gain a grymkin's attention.

As time went on, the warnings were reinterpreted and watered down into their modern forms. For those living in the Iron Kingdoms cities, the idea of grymkin became fanciful and even silly. That was not always the case for those who lived in the countryside, however.

Imps seem to enjoy fouling the brew.

—VP



Once confined to nursery rhymes and cautionary stories to keep disobedient children in line, grymkin have lately shown themselves to be very . . . well, not "real," certainly. That term does not seem appropriate for the servants of the Wicked Harvest, which seem committed to defying natural law at every opportunity.

—Viktor Pendrake

Rural Wisdom. Those who lived beyond city walls have had a different relationship with the grymkin than city-folk. Grymkin were never fully discounted in rural areas since the people living there were often only a generation or two away from witnessing a grymkin's punishment first-hand. Rural communities provided the scattered grymkin with a fertile crop of wicked individuals to punish. Encounters with the wandering Twilight Sisters, while not frequent, happened often enough on the Iron Kingdoms' backroads to keep their legend—and fear of the pair—fresh in peoples' hearts. The swampies of the Widower's Wood had encountered the greedy boatmen often enough to be wary of any barge captains who offered them a ride through the misty swamp.

When the grymkin finally united en masse under the guidance of their creators, the Defiers, the Iron Kingdoms' rural populations were the best prepared to deal with them.

The Wicked Harvest. The grymkin, their Defier masters, and their towering nightmare beasts are collectively known as "the Wicked Harvest." These entities were released from their prison in Urcaen by the timeless, supernatural being known as the Old Witch of Khador in an effort to stymie the infernals' plans for the Claiming.

The Wicked Harvest ravaged the Iron Kingdoms, culling those who harbored wicked desires. Although the grymkin did not discriminate, this mass reaping resulted in the loss of many of the infernals' mortal agents. Fearing the loss of even more of their vital assets on Caen, the infernals launched the Claiming early and with less strength than they had planned on. The Wicked Harvest did not stop the Claiming, but it may have made the defeat of the infernals possible.

Reaping Season Never Ends. Now that the Defiers are freed, there is no returning them to their prison on Urcaen. They and their minions continue their work at the fringes of civilization, no longer thought of as children's stories but instead as a very real—and very strange—danger.

Grymkin Nature. Most grymkin do not require air, food, drink, or sleep, but some might choose to indulge in such things to fulfill their desires even if their survival does not depend on it.

Boatman

Boatmen are a type of grymkin that appear as ferrymen piloting small boats through the many waterways of western Immoren. Each is a cruel swamp spirit that prowls shadowed river paths, offering stranded travelers passage on its moss-covered barge.

Dedicated Drowners. Anyone foolish enough to step aboard a boatman's vessel is soon grabbed and drowned in the murky waters of the boatman's domain. The boatman poles its barge out to deep water, where it reveals its ruse, causes its craft to sink, and then holds its prey underwater long enough for nature to take its course.

The Sin of Greed. All boatmen were once greedy individuals who attacked lone travelers and looted their corpses for anything of value. This greed did not end with these creatures' mortal lives, and it is now a weakness that can be exploited by others. If a traveler carries an item a boatman desires, the creature may be persuaded to accept the item in exchange for sparing the passenger's life.

Progeny. Boatmen are not content to let their victims simply perish. Those who fall victim to a boatman rise in undeath as progeny, water-bound creatures who swim beneath the water's surface and trail behind the boatman's barge. When the boatman sinks its vessel with travelers aboard, these progeny lay bloated hands on the passengers and attempt to drown them.



Boatman

Medium fey (grymkin), lawful evil

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Wisdom +4, Charisma +5
Skills Deception +5, Perception +4
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages all
Challenge 7 (2,900 XP)

Amphibious. The boatman can breathe air and water.

Boatman's Bargain. When the boatman first picks up a traveling creature, it chooses a single item it can see that has sentimental or monetary value to the creature and then begins haggling for the item in exchange for passage. The boatman will settle for nothing less than the chosen item. In addition, if a creature asks the boatman to bargain or haggle, the boatman is charmed by the creature for 1 minute or until a deal is made. If the boatman agrees to a deal, it is bound by the deal for 1 day.

Innate Spellcasting. The boatman's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells:
At will: *charm person, disguise self*
3/day each: *confusion, misty step, ray of enfeeblement*
1/day each: *control weather, hold person*

Spawn Progeny. A humanoid slain by the boatman or that drowns within 60 feet of it rises 24 hours later as a progeny under the boatman's control unless the humanoid is restored to life or its body is destroyed. A progeny is a zombie with a swim speed of 20 feet. The boatman can have no more than fifteen progeny under its control at one time. A progeny can't survive out of water for more than 1 minute. A progeny that remains out of water beyond that time is destroyed and transformed into a puddle of murky water.

Watery Fortitude. While the boatman is on its boat, if damage reduces the boatman to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the boatman drops to 1 hit point instead.

Actions

Multiattack. The boatman makes three melee attacks. It can cast a spell in place of one of these attacks.

Barge Pole. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Boat of Shades (1/Day). The boatman can call forth a quasi-real boat. This boat functions as a normal boat and is under the control of the boatman. As a bonus action, the boatman can weaken the boat, which then springs a leak and begins sinking. This process takes 1 minute but may be halted by the boatman at any time. The boat lasts up to 8 hours, until the boatman dismisses it, or until the boatman is killed.

Ah, the boatman—proof of the idiom "There's no such thing as a free ride."

Cask Imp

Misshapen creatures standing four feet high, cask imps are souls rotted by overindulging in alcohol. Like many lesser grymkin, cask imps have oversized features and a clumsy demeanor that make them appear quite comical when first encountered.

Given their intense love of spirits, cask imps are among the few grymkin common to urban areas. They are often found lurking in drinking halls and wine cellars, and they love to stow away in casks in order to consume vast quantities of alcohol. Any mortals who happen to be in the vicinity, particularly drunkards and others who are prone to immodest consumption of inebriants, often find cask imps to be eager but volatile companions. When threatened, a cask imp will dash up to the nearest person—preferably one with boozy, alcoholic breath—and let loose a violent belch that fills the air with a cloud of mind-addling *uiske* fumes.

Go with the Flow. Cask imps are able to transform into a liquid form, which they use either to infiltrate barrels of liquor or to slip away from a location unnoticed. This ability makes these creatures difficult to keep out of any cellar or storehouse they are committed to entering. Fortunately, the alcohol content of a cask imp's blood makes them quite flammable while in their liquid state.

Drinking Buddies. Cask imps can dominate the minds of the drunken. Although they generally use this power to convince drunkards to imbibe more alcohol or join in bawdy drinking songs or perform other embarrassing but harmless actions, moody ones have been known to force the inebriated into dangerous situations.

Cask imps usually just choose to embarrass their victims, but some are malicious and compel the besotted to undertake more dangerous actions. This becomes more likely as the grymkin nears the bottom of a barrel and begins to get grumpy. The only creature more dangerous around booze than a cask imp is a first-year university student.

—VP

Cask Imp

Small fey (grymkin), chaotic neutral

Armor Class 13
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Intoxicated Empathy. The cask imp can sense the presence of any intoxicated creature within 100 feet of itself.

Shapechanger. The cask imp can use its action to polymorph into a body of alcoholic liquid with the same approximate volume as its normal form, or back into its true form. While in liquid form, the cask imp can enter a hostile creature's space and stop there and can move through a space as narrow as 1 inch wide without squeezing. Additionally, while in liquid form, the cask imp has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks but is vulnerable to fire damage. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Actions

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

Drunken Domination. One intoxicated humanoid the cask imp can see within 30 feet of it must succeed on a DC 11 Wisdom saving throw or be magically charmed for 1 minute. The charmed target obeys the cask imp's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the cask imp's Drunken Domination for the next 24 hours.

The cask imp can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Inebriating Belch (Recharge 6). The cask imp releases an intoxicating belch that affects all creatures that can breathe within 10 feet of it. Each creature in that area must succeed on a DC 13 Constitution saving throw or become poisoned (intoxicated) for 1d4 rounds. While poisoned in this way, a target provokes opportunity attacks whenever it takes any action.



Dread Rot

Myths and folk legends tell of dread rots—twisted terrors with pumpkins for heads. In life, these grymkin were cruel, greedy farmers who exploited their neighbors in times of famine and drought, bamboozled and cheated, and wielded the gifts of their fields as a cudgel against those in need. Before the dread rots come to claim these selfish men and women, a twisted pumpkin in the shape of a leering skull sprouts from the nearby soil. Those who heed the warning and sacrifice their crops immediately have a chance of surviving, but those who do not are condemned to join these malevolent creatures, who are quick to replace the head of a heartless victim with the recently sprouted gourd.

Bag of Bones. Dread rots are the relentless reapers of the Wicked Harvest. Upon defeating a mortal foe, these grymkin will pick up the dismembered pieces of their opponent and stuff them into hempen sacks. Whatever the purpose of this bloody harvest, dread rots go about their work with savage diligence.

Though they might look like a jolly decoration from a Longest Night festival, these pumpkin-headed things are as thoughtlessly cruel as grymkin come. Roving in small bands, they prey on the rural folk of the Iron Kingdoms like tireless field hands.

—VP

Dread Rot

Medium fey (grymkin), lawful evil

Armor Class 13 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

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

Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the dread rot hits with it (included in the attack).
Wicked Fortitude. If damage reduces the dread rot to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dread rot drops to 1 hit point instead.

Actions

Farming Implement. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.



Glimmer Imp

Small, spiteful, invisible creatures who hunt mortals consumed by vanity, glimmer imps covet nothing more than the eyes of others. Able to travel through mirrors and other reflections, these grymkin cannot be barred from entering even the most secure fortress. When a glimmer imp discovers its prey staring into a mirror, the glimmer imp will be staring back. The sight of a glimmer imp's empty eye sockets can leave a mortal weak and unable to resist the strike of the creature's spoon. Glimmer imps seem to enjoy scooping out eyes one at a time and then placing the stolen orbs into their own eye sockets. They covet eyes of the rarest colors but are often content to thieve a pair of simple browns.

Mystic Optometry. An eye claimed by a glimmer imp is unusually preserved and can be reclaimed and returned to its socket, where it will magically knit back into place and bestow its owner with immunity to the imp's paralyzing gaze. Only a handful of mortals have been so lucky as to recover a stolen eye, but even those who previously suffered from clouded vision, nearsightedness, farsightedness, or other ailments have remarked that the reclaimed organ was free of any defects, as if magically cured.

The glimmer imp has no eyes of its own and craves to see through the eyes of others. It prefers to gather a matched pair, or so it seems. One wonders how someone like myself, lacking a fully functioning pair, would affect the imp's behavior. I hope I never have reason to find out.



Glimmer Imp

Small fey (grymkin), lawful evil

Armor Class 14
Hit Points 17 (5d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +8
Condition Immunities blinded, frightened
Senses blindsight 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 4 (1,100 XP)

Glimmer Imp Invisibility. The glimmer imp is invisible but can be viewed normally in a mirror or another reflective surface.
Paralyzing Gaze. When a creature that can see the glimmer imp starts its turn within 30 feet of the glimmer imp, the glimmer imp can force it to make a DC 13 Charisma saving throw if the glimmer imp isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly paralyzed. Otherwise, a creature that fails the saving throw has disadvantage on attack rolls until the start of the glimmer imp's next turn and must repeat the saving throw at the end of its next turn, becoming paralyzed on a failure or ending the effect on a success. The paralysis lasts until the glimmer imp looks away or is incapacitated. A target that succeeds on the saving throw is immune to the Paralyzing Gaze of all glimmer imps for 24 hours. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the glimmer imp until the start of its next turn, when it can avert its eyes again. If the creature looks at the glimmer imp in the meantime, it must immediately make the saving throw.

Actions

Sharp Spoon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.
Scoop. The glimmer imp can spend 1 minute to scoop out the eye of an incapacitated target. Removing an eye partially blinds the target, which then has disadvantage on Wisdom (Perception) checks that rely on sight. If the glimmer imp removes both of a target's eyes, the target is blinded.
Borrowed Eye (1/Day). The glimmer imp may install a scooped eye into its eye socket. While the glimmer imp has a borrowed eye, the DC to resist its Paralyzing Gaze trait increases to 15. A borrowed eye lasts about six months before rotting away. If a creature can recover its borrowed eye before that time, it can place the eye back into its empty eye socket, and it becomes permanently immune to the Paralyzing Gaze trait of glimmer imps.

Gremlin

Mischievous and malicious in the extreme, gremlins delight in rooting around in mechanikal constructs with the intent of causing as much damage as possible for their own amusement. These mysterious grymkin are attracted to the hiss and clank of warjacks on the battlefield and have been known to bring mechanized weaponry grinding to a halt at the most inopportune times.

It's All Fun and Games. Despite the real damage their pranks and frolics can inflict, gremlins aren't exactly looking to hurt people. The havoc they wreak is merely a by-product of the mayhem they enjoy. Their personalities are like those of wild and disobedient children, and they have little regard for the consequences of their actions.

Ailurophobia. If there's one thing gremlins truly hate and fear, it's cats. Although gremlins can become invisible, this ability does not seem to impede a cat's ability to see them. For their part, cats seem to enjoy hunting gremlins and will bat the fleshy little monsters about like plump rats for their own amusement.



An engineer friend of mine asked me for advice on how best to deal with an advanced case of gremlin infestation. I recommended she burn down the building and hope to catch a few of them in the blaze.

—VP

Gremlin

Tiny fey (grymkin), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 4 (2d4)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	10 (+0)	6 (–2)	10 (+0)	14 (+2)

Skills Perception +2
Damage Vulnerabilities piercing and slashing from cats
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages an incoherent babble of strange chirps, grunts, and yowls
Challenge 1/8 (25 XP)

Incorporeal Movement. The gremlin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object that is not a machine or steamjack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

***Glitch* (Recharge 5–6).** The gremlin chooses one steamjack or one device not being worn or carried within 15 feet of the gremlin and causes it to suffer a mechanical failure. If the target is a steamjack, it can ignore the effect by making a successful DC 12 Constitution saving throw. The gremlin chooses one of the following options when it uses Glitch:

- ***Breakdown.*** The device takes 2d6 force damage.
- ***Component Loss.*** A critical component of the device (a repeating pistol's ammo wheel, a mechanikal device's capacitor, a steamjack's arm, etc.) falls off.
- ***Malfunction.*** The next ability check or attack roll made with the item in the next hour automatically fails. If the item is a weapon with the misfire property, it misfires.
- ***Random Discharge.*** The item turns on, triggers, or activates randomly once during the next hour.
- ***Touchy***. Sensitive components of the device keep slipping out of alignment the moment the device is used. A creature has disadvantage on any ability check made with the device for 1 minute.

Invisible Passage. The gremlin magically turns invisible until it attacks or uses Glitch or Machine Merge, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage and can't be tracked except by magical means. Cats are unaffected by this action and can see the gremlin normally.

***Machine Merge* (1/Day).** One steamjack that the gremlin can see within 5 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the gremlin; the gremlin merges with the machine, and the target steamjack is incapacitated and loses control of its body. The gremlin can use its action on a subsequent turn to cause the steamjack to move up to its speed in a random direction. At the end of this movement, the gremlin can force the steamjack to make a single attack against a creature of the gremlin's choice.

The possession lasts until the steamjack drops to 0 hit points, the gremlin ends it as a bonus action, or the gremlin forces the steamjack to make an attack. When the possession ends, the gremlin reappears in an unoccupied space within 5 feet of the steamjack. The steamjack is immune to this gremlin's Machine Merge for 24 hours after succeeding on the saving throw or after the possession ends.

Hollowman

Many deserters have followed the alluring glow of a strange lantern as they stumbled through the dark, only to perish rather than make good on their escape. Stripped of hate and fear, they rise again as empty husks bearing their rifles and marching beneath that same lantern in the ranks of the hollowmen.

When the person next to you in the trenches starts to ramble on about an empty-eyed soldier wandering through the clouds of blasting powder smoke and then vanishing from sight, it's easy to think your compatriot has had one too many close calls on the battle line. Many discount the stories of hollowmen as a consequence of combat fatigue, but ever since the emergence of the Wicked Harvest, I suspect we all are more likely to believe such tales.

—Vol

Hollowman

Medium fey (grymkin), unaligned

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities blinded, charmed, frightened
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Apparition. As a bonus action, the hollowman can teleport up to 10 feet to an unoccupied space it can see.

Actions

Multiattack. The hollowman makes two bayonet attacks.
Bayonet. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands.
Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.



Murder Crow



Hideously transformed for their transgressions against others, murder crows creep into the battles of the Wicked Harvest and reap a deadly toll. Appearing seemingly from nowhere, these unnatural assassins are adept at singling out and eliminating vital targets on behalf of the armies of the grymkin.

Murder Crow

Medium fey (grymkin), chaotic neutral

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +4
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1 (200 XP)

Pack Tactics. The crow has advantage on an attack roll against a creature if at least one of the crow's allies is within 5 feet of the creature and the ally isn't incapacitated.
Shadow Stealth. While in dim light or darkness, the crow can take the Hide action as a bonus action.
Sneak Attack (1/Turn). The crow deals an extra 7 (2d6) 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 crow that isn't incapacitated and the crow doesn't have disadvantage on the attack roll.

Actions

Multiattack. The crow makes two talon attacks.
Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Stories of murder crows paint them as some kind of uncompromising judge and executioner. Appropriate, I suppose, as they seem to be created from the ranks of corrupt bureaucrats. Once these grymkin have set their sights on you, your choices seem to be either hanging yourself in the public square with a confession of your sins dangling around your neck or suffering a long and painful demise at their talons, followed rapidly by induction into their ranks. Strangely, I've never seen them going after the administration at Corvis University.

—VP

Trapperkin

A trapperkin is an ugly, spiteful little grymkin able to create mystical doorways that defy understanding. They use these doors to sneak into homes and abduct those who slumber within. Trapperkin punish the neglectful—parents who do not pay attention to their children, spouses who overlook their partners, even employers who fail to recognize the work of their employees—by taking the neglected away.

Kid Nappers. Although trapperkin will claim any victim they can get their talons on, they seem to prefer abducting children from their beds. To make this easier, trapperkin croon lullabies that can deepen sleep into a near-comatose state. Lulled into deep slumber, a child's parents will not stir as the grymkin plucks the youngster from its room and drags it back to the trapperkin's lair.

Trapperkin Lairs. Trapperkin create lairs in underground caverns, the basements of abandoned buildings, and old tombs. Anywhere dark, subterranean, and out of sight is ideal. Within its lair, the trapperkin collects all manner of bits and bobs, from bits of interesting trash to forgotten relics it has discovered. The walls of a trapperkin's lair are studded with dozens (if not hundreds) of doorways and tunnels the creature has created, each leading to the site of one of its victims. Each tunnel stretches only a short distance, but the hatch on the other side can lead to a space many miles away.

Gift Exchange. After taking a victim, a trapperkin leaves behind a little gift—usually something from the great horde of refuse in its lair. Such tokens seldom have any value, serving only to amplify the grief of those the trapperkin punishes. Finding a trapperkin's gift is a sure sign that the victim will never be seen again.

Thsee vile fiends dwell just out of sight below and behind the magical portals they can create on a whim.



Trapperkin

Small fey (grymkin), chaotic evil

Armor Class 16 (natural armor)
Hit Points 82 (15d6 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Deception +6, Perception +4, Stealth +6
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Magic Resistance. The trapperkin has advantage on saving throws against spells and other magical effects.
Shadow Stealth. While in dim light or darkness, the trapperkin can take the Hide action as a bonus action.
Sneak Attack (1/Turn). The trapperkin deals an extra 7 (2d6) 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 trapperkin that isn't incapacitated and the trapperkin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The trapperkin makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (4d4 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Small or smaller creature. Until this grapple ends, the target is restrained, and the trapperkin can't use its claws on another target.
Trapdoor. The trapperkin creates a magical trapdoor on any flat surface within 10 miles of its current location. The door is large enough to accommodate the trapperkin and other Small creatures. A Medium or larger creature can squeeze through the trapdoor.

Regardless of the physical distance from the trapdoor to the trapperkin's lair, the trapdoor is linked to the lair by a winding tunnel 60 feet long and 4 feet wide. The lair is a small, hut-like structure dug under the boles of trees, beneath buildings, or in tunnels and warrens. Trapperkin in a city might take advantage of small crawlspaces or abandoned sections of buildings. It takes a successful DC 20 Wisdom (Perception) check to spot a closed trapdoor.
Trapperkin's Croon. The trapperkin begins singing a soft lullaby that transforms regular sleep into a deeper sleep from which a creature can't be roused. Any creature that is awake within 40 feet of the trapperkin and can hear it hears a soft, pleasant crooning, but each sleeping creature in range that can hear the trapperkin must succeed on a DC 14 Charisma saving throw or fall into a deep slumber for 1d4 hours. A creature in a deep slumber can't be roused, even if it takes damage.

Twilight Sisters

The mysterious Twilight Sisters are among the oldest of grymkin, and they are named in stories and folktales stretching back at least thirteen centuries. In their mortal lives, these two siblings—Heidrun and Agrona—beseeched the Defiers for power as children, becoming the first (and perhaps only) worshippers of the Defiers on Caen. As the sisters' fervor and devotion to these demigods grew, they gained the power they sought, becoming vessels for the Defiers' power in the world of mortals, although this power affected each of them in very different ways. Even as years of worshipping the Defiers turned into decades, Heidrun did not age. With each passing year and each new gift of power from the sisters' patrons, she became more unsettlingly beautiful. While Heidrun seemed immune to the passing of time, Agrona aged rapidly until her body was bowed and bent and her face became a mass of deep wrinkles. Despite her ancient appearance, Agrona felt none of the aches and pains of age, wearing her countless years on her skin but remaining as strong and vibrant as ever.

Blessed with gifts given to them by the Defiers, the sisters were soon powerful enough to heal even the most grievous wounds. They could bring crops back from drought or

The Twilight Sisters offer grim bargains to those they meet on the perilous roads of the Iron Kingdoms. As these enigmatic witches travel, they offer aid to mortals, all the while serving their own ends and punishing the wicked for their folly. Those who renege on a pact made with the sisters quickly see their lives end amid unimaginable torment.

—VP



disease and cure maladies affecting livestock and their tenders. But as their powers grew, so too did the payment they required to work their magic—a demand for sacrifices both large and small. Thus did the twins themselves become wanderers and legends, roaming the deserted backroads of western Immoren in search of desperate souls willing to accept the steepest of terms. Tales of the sisters soon spread to every nation. Those who lived in the countryside spoke softly about a pair of shadowy witches who would come to those facing imminent doom, whisper their names, and offer them a second chance. No two bargains struck by the Twilight Sisters were the same, but all of them came with a price. The very clever and the very lucky occasionally ended up with a favorable outcome despite the high cost, but the foolish and the rash would find themselves locked into bargains they would later regret, the resulting woe and suffering outweighing whatever boons the witches had granted.

In exchange for their services, the sisters often demand a bloody sacrifice of flesh—an eye, an ear, a hand, or a foot. On rare occasions, Agrona offers assistance for little more than a kiss upon her withered and cracked lips, although even such token payment often results in sinister, far-reaching consequences.

Thanks in part to the legends and folktales that circulate about the Twilight Sisters, the true extent of their power is unknown. Even those who fervently believe in their existence are reluctant to guess what they are capable of, fearing an incorrect guess will draw the anger of the two witches.

Twilight Sisters (Heidrun)

Medium fey (grymkin), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Cha +8
Skills Deception +8, Intimidation +8, Perception +6, Stealth +5
Damage Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all
Challenge 6 (2,300 XP)

Dark One's Own Luck (Recharges after a Short or Long Rest). When Heidrun makes an ability check or saving throw, she can add a d10 to the roll. She can do this after the roll is made but before any of the roll's effects occur.

Legendary Resistance (1/Day). If Heidrun fails a saving throw, she can choose to succeed instead.

Sisterhood. Heidrun and her sister Agrona always accompany each other. No traveler who has encountered one has ever failed to encounter both. While Heidrun and Agrona are within 120 feet of each other, each one can expend spell slots to cast a spell the other one has prepared.

Spellcasting. Heidrun is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Heidrun can cast hideous laughter at will and has the following spells prepared:
Cantrips (at will): *acid splash, poison spray, vicious mockery*
1st level (4 slots): *bane, charm person, command, expeditious retreat*
2nd level (3 slots): *blindness/deafness, enthrall*
3rd level (3 slots): *bestow curse, counterspell*
4th level (3 slots): *confusion, hallucinatory terrain*
5th level (1 slot): *dream*

Magic Resistance. Heidrun has advantage on saving throws against spells and other magical effects.

Actions

Witch's Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (4d4 + 2) slashing damage plus 14 (4d6) necrotic damage. If the target is hit by another witch's blade attack before the start of its next turn, the attack is a critical hit.

Twilight Sisters (Agrona)

Medium fey (grymkin), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	16 (+3)	20 (+5)	10 (+0)

Saving Throws Int +6, Wis +8
Skills Insight +8, Medicine +8, Perception +8, Persuasion +3
Damage Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all
Challenge 6 (2,300 XP)

Legendary Resistance (1/Day). If Agrona fails a saving throw, she can choose to succeed instead.

Sisterhood. Agrona and her sister Heidrun always accompany each other. No traveler who has encountered one has ever failed to encounter both. While Agrona and Heidrun are within 120 feet of each other, each one can expend spell slots to cast a spell the other one has prepared.

Spellcasting. Agrona is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Agrona can cast hideous laughter at will and has the following spells prepared:
Cantrips (at will): *druidcraft, guidance, mending*
1st level (4 slots): *cure wounds, faerie fire, goodberry, purify food and drink*
2nd level (3 slots): *lesser restoration, locate object*
3rd level (3 slots): *conjure animals, protection from energy*
4th level (3 slots): *blight, polymorph*
5th level (1 slot): *greater restoration*

Magic Resistance. Agrona has advantage on saving throws against spells and other magical effects.

Actions

Witch's Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (4d4 + 2) slashing damage plus 14 (4d6) necrotic damage. If the target is hit by another witch's blade attack before the start of its next turn, the attack is a critical hit.

Witchwood

Like all grymkin, the strange entities known as witchwoods have appeared in the folktales and fables of several cultures throughout the centuries. Described as large, predatory trees accompanied by young, beautiful companions, these supernatural beings serve as warnings to unwary or foolish travelers who might be tempted to stray from safe and well-worn paths and venture through the dark wilds of Immoren. The witchwood is unusual among grymkin in that it is not a single being. Rather, it is formed by two distinct yet inseparable parts: a gnarled and imposing animate tree and an alluring human companion who beckons the unwary to walk into the monster's murderous grasp.

Bound together as a witchwood, a feminine spirit and the timber of a gnarled tree become as one, an alluring lure attached to a brutal hook. The words and fruits of a witchwood seem to be able to turn stouthearted allies against one another in jealousy. Don't assume simple lumberjacking will cure this ail, however. Any who take axe or torch to a witchwood soon find how easily their flesh tears in the tree's gnarled grasp.



Witchwood

Large fey (grymkin), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 0 ft. (tree), 30 ft. (humanoid)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6
Skills Deception +6, Perception +4, Persuasion +6
Damage Vulnerabilities fire (tree only)
Damage Resistances bludgeoning, slashing, and piercing from nonmagical weapons
Condition Immunities charmed, frightened; prone (tree only)
Senses darkvision 120 ft., passive Perception 14
Languages all, but the tree can't speak
Challenge 4 (1,100 XP)

Aversion to Fire. If the witchwood takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

False Appearance (Tree Only). While the witchwood's tree half remains motionless, it is indistinguishable from a normal tree.

Siren's Call. The witchwood has advantage on attack rolls against charmed targets.

The Witch and the Wood. The witchwood is a symbiotic creature made up of a Medium humanoid and a Large tree. For all practical purposes, the humanoid and the tree are one creature, meaning that the witchwood occupies the humanoid's space and the tree's space simultaneously.

Damage dealt to either half of the witchwood reduces its total hit points. A spell targeting either half of the witchwood affects both halves simultaneously. The witchwood can take damage only once from a single attack; if both halves of the creature are caught in the area of a spell or another area of effect, the attack results in only a single damage roll. If the witchwood drops to 0 hit points, both the humanoid and the tree are destroyed.

The humanoid half cannot voluntarily move more than 60 feet from the tree half. If the humanoid half is ever moved beyond this distance, it can only take the Dash action and move back into this range via the shortest available route.

Actions

Multiattack. If there is a hostile creature within 10 feet of the witchwood, the witchwood makes two claw attacks. Otherwise, it makes one claw attack and uses Charm.

Claw (Tree Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Charm (Humanoid Only). One humanoid the witchwood can see within 30 feet of the witchwood's humanoid half must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the witchwood's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target's saving throw is successful or the effect on it ends, the target is immune to this witchwood's Charm for the next 24 hours.

The witchwood can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Strange Growth (Tree Only). The witchwood's tree half chooses an open area within 5 feet of its humanoid half that is large enough to accommodate the tree half. It then teleports to that area, after which it can make one claw attack or use Charm.

Grymkin Nightmares

"It is only for ease of organization that I include the nightmares among the grymkin. Though they share the same hellish origins as their more human-like counterparts, these things are living fabrications of sickened minds."

—Viktor Pendrake

Although not true grymkin themselves, the beings known as nightmares, like all the creatures of the Wicked Harvest, can be traced back to the Defiers. Dreamed into existence by the horrifying visions the demigods endured during their imprisonment in Urcaen, the earliest incarnations of these creatures were twisted and mercurial—shifting entities of shadow and noise that bristled with cruel weapons. Over time, however, they came to wear the skins of the Defiers' worst fears, pursuing them through the shadowy otherworld. Each new night of fevered dreaming imbued them with greater power and form. When one of these horrors finally caught a Defier, it tore viciously at flesh and soul, leaving deep scars that burned and ached for ages even though the demigod's body healed with inhuman speed.

Although the nightmares tormented their creators for a seeming eternity, in time the hunted became the masters. One by one, the Defiers leashed their creations through force of will, and even though these creatures remained manifestations of the Defiers' deepest fears, they had been changed—fashioned into instruments for unleashing those fears upon a world that had bent its knee to Menoth.



Frightmare

A frightmare is a compounded manifestation of many terrors barely contained in an emaciated body. Born from the nightmares of the Defier known as the Child, the frightmare spews corrosive bile that can strip flesh from bone. Additional faces stretch forth from its horselike head, each one vomiting up another hateful visage that gnashes and shrieks at its prey.

Sack Full of Nightmares. A frightmare's gaunt form contains layer upon layer of freakish horrors, all stuffed into a bit of flesh held together by brittle bones. As one face is peeled away, the next one bubbles up. The frightmare is a screeching mother eager to punish her children, a toothless and ugly old man, a nest full of spiders, a writhing mass of poisonous serpents—all this and more, wrapped together in the same rotting skin.



Frightmare

Large fey (grymkin), unaligned

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	5 (–3)	10 (+0)	7 (–2)

Damage Immunities acid
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 13
Languages can produce unintelligible shrieking noises but can't speak
Challenge 8 (3,900 XP)

Immutable Form. The frightmare is immune to any spell or effect that would alter its form.
Regeneration. The frightmare regains 10 hit points at the start of its turn. If the frightmare takes fire or radiant damage, this trait doesn't function at the start of the frightmare's next turn. The frightmare dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The frightmare makes two claw attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) slashing damage plus 7 (2d6) psychic damage. If the target is frightened, it takes an extra 7 (2d6) psychic damage.
Acid Bile. The frightmare vomits up a stream of noxious bile at a point it can see within 60 feet of it. Each creature within 10 feet of that point must must make a DC 16 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.
Horrifying Whinny (1/Day). Each non-grymkin creature within 60 feet of the frightmare that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the frightmare is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the frightmare's Horrifying Whinny for the next 24 hours.

As with most beasts known to accompany the grymkin, the frightmare nearly defies the limits of extraordinary zoology's ability to define and classify creatures. Though this beast is made of flesh, blood, and bone, its architect was not nature, but rather a demented, diseased mind.

—VP

Gorehound

The gorehound is the hunting beast of the grymkin. Like a cruel and cunning wolf, this shadowy predator stalks its prey through the darkness, its long tongue tasting the air for the taint of corruption. For those who draw this nightmare's attention, there is no hope of escape no matter where they hide or how far or fast they flee. The gorehound travels not on the roads of mortal men but on hidden paths that wend between worlds. No wall can slow it down, and no gate can keep it out.

For Whom the Bell Tolls. As a manifestation of its binding by the Defiers, each gorehound wears a collar upon which hangs a bell made of a mysterious metal. Only those stalked by a gorehound can hear this bell, whose gentle chiming has been known to drive the hunted mad as the beast continues its relentless approach.

The gorehound gives merciless and relentless validity to the statement, "One cannot unring a bell."

—Vol

Gorehound

Large fey (grymkin), lawful evil

Armor Class 14
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	5 (–3)	10 (+0)	7 (–2)

Saving Throws Dex +7
Skills Perception +3, Stealth +7
Condition Immunities exhaustion, frightened
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 6 (2,300 XP)

Incorporeal Movement. The gorehound can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Keen Smell. The gorehound has advantage on Wisdom (Perception) checks that rely on smell.
Shadow Stealth. While in dim light or darkness, the gorehound can take the Hide action as a bonus action.

Actions

Multiattack. The gorehound makes three bite attacks. It can use its Tongue Lash in place of two bite attacks.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage.
Tongue Lash. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be pulled up to 10 feet toward the gorehound, which can then use a bonus action to make a bite attack against the target.



Rattler

Named for the jangling of the iron links wrapped around its gaunt frame, the rattler is the most spiteful nightmare serving the Wicked Harvest. Catching sight of the Defiers' corrupt foes is enough to throw a rattler into a mad rage of trembling, feral hatred, and in this frenzy it hurtles into crowds of the unfortunate and lays waste to them with its bladed claws.

I will not deny that I have had my nerve tested by the sound of rattling chains, but those have been clamped about my wrists. Those that announce the arrival of what they cannot possibly restrain are far more terrifying to hear.



Rattler

Large fey (grymkin), chaotic neutral

Armor Class 12
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Str +7
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP)

Berserk. Whenever the rattler starts its turn with 35 hit points or fewer, roll a d6. On a 6, the rattler goes berserk. On each of its turns while berserk, the rattler attacks the nearest creature it can see. If no creature is near enough to move to and attack, the rattler attacks an object, with preference for an object smaller than itself. Once the rattler goes berserk, it continues to do so until it is destroyed or regains all its hit points.
Magic Weapons. The rattler's weapon attacks are magical.
Reckless. At the start of its turn, the rattler can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The rattler makes two claw attacks.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 10 (3d6) necrotic damage.

Skin & Moans

Towering above its victims, the Skin & Moans fells mortals with expert slashes before slicing off their faces and stitching them into its own motley skin. The dead visages continue to moan and groan, their thin, overlapping whispers eerily heralding the monster's approach.

I once had a friend named Dexter whose company I'd not enjoyed for a number of years. When I last saw him, he was whispering my name over and over with his face sewn to the chest of one of these foul creatures. I am a man accustomed to horror, but his disembodied face calling out my name ranks among the most horrible of my many experiences.

—VRP

Skin & Moans

Huge fey (grymkin), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Str +7
Skills Perception +6
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (3,900 XP)

Death Feast. When the Skin-and-moans reduces a creature to 0 hit points with a melee weapon attack, the Skin-and-moans gains 10 (3d6) temporary hit points. In addition, the Skin-and-Moans has advantage on melee attack rolls until the end of its next turn.
Magic Weapons. The Skin-and-moans' weapon attacks are magical.

Actions

Multiattack. The Skin-and-moans makes two melee attacks.
Butcher's Blade. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 11 (3d6) necrotic damage.
Moans of Dead Things (Recharge 5–6). Each non-grymkin creature within 60 feet of the Skin-and-moans that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this Skin-and-moans' Moans of Dead Things for the next 24 hours.



Slaughterhouse



One cold, dark winter night, I encountered such a nightmare whilst I was en route to the outhouse. Needless to say, the encounter did not end well. For either of us.

Viktor Pendrake

Grymkin are attracted not just to wicked souls, but sometimes to wicked places as well. A home or residence that has been the site of unspeakable acts of cruelty or violence can attract gremlins like moths to a flame. As more gremlins arrive to the growing celebration of debauchery, the residual malevolence of the acts performed inside the house begins to solidify, coagulating within its walls. Should the gremlin gala remain unchecked for too long, the house will become sentient and spring to "life." Uprooted from its foundations, this animated grotesquerie, known colloquially as a "slaughterhouse," is carried across the countryside by an ever-flowing tide of grave dirt and corpses. Within the afflicted building's walls, the gremlin celebration remains at a constant climax in a party that will not end until the slaughterhouse itself is destroyed.

Hungry and malicious, a slaughterhouse seeks out individuals who have carried out the same acts that took place within its walls. A slaughterhouse that was once the site of a grisly killing will seek out souls stained by murderous deeds, a slaughterhouse animated by ritual sacrifices designed to summon horrors from the Outer Abyss will track down members of the nearest infernalist cult, and so on. When a slaughterhouse finds its prey, it drags its victim screaming through the maw of its front door. Once inside, the wicked individual is welcomed warmly by the gremlins, who hold a great feast in which the doomed soul is not only the honored guest, but the main course as well.

Slaughterhouse

Huge construct fey (grymkin), unaligned

Armor Class 16 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (–3)	20 (+5)	12 (+1)	17 (+3)	1 (–5)

Saving Throws Con +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 13
Challenge 12 (8,400 XP)

False Appearance. While the slaughterhouse remains motionless, it is indistinguishable from a normal house.

Gremlin Infestation. The slaughterhouse is infested with capering gremlins engaged in a mock celebration or feast. Any non-grymkin creature that starts its turn within 30 feet of the slaughterhouse must make a DC 18 Charisma saving throw. On a failed save, the creature can't take reactions, can't voluntarily move away from the slaughterhouse, and has disadvantage on attack rolls until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the slaughterhouse's Gremlin Infestation for the next 24 hours.

Illumination. The slaughterhouse sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Multiattack. The slaughterhouse makes three attacks: one with its door maw and two with its tree limbs.

Door Maw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage, and the target is swallowed if it is a Large or smaller creature. While swallowed, the creature is restrained, it has total cover against attacks and other effects outside the slaughterhouse, and it takes 14 (4d6) necrotic damage at the start of each of the slaughterhouse's turns.

The slaughterhouse can hold up to ten swallowed creatures at a time. If the slaughterhouse takes 20 damage or more on a single turn from a creature inside of it, the slaughterhouse must succeed on a DC 20 Constitution saving throw at the end of that turn or expel all swallowed creatures, which fall prone in a space within 10 feet of the slaughterhouse. If the slaughterhouse dies, it ceases to be animated, its gremlin infestation dissipates, and any swallowed creatures can simply walk out of the old house as it slowly crumbles to ash.

Tree Limb. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be pulled up to 10 feet toward the slaughterhouse.

Porch Light (Recharge 5–6). The slaughterhouse projects a hypnotic light from its animated windows and gaping door maw. Each creature within 60 feet of the front door of the slaughterhouse that can see it must succeed on a DC 18 Charisma saving throw or immediately move its full speed towards the slaughterhouse. After all affected creatures have moved, the slaughterhouse can make one Door Maw attack targeting an affected creature in its reach that failed the saving throw.

Variant: Other Slaughterhouses

The nature of the wickedness that animates a slaughterhouse can tinge the behavior of the gremlins that infest it. You can use one of these variant traits, which replace the slaughterhouse's Gremlin Infestation trait, to represent these other types of slaughterhouse.

Gremlin Mosh Pit. The slaughterhouse is infested with violent gremlins engaged in a raucous, infectious brawl. Any non-grymkin creature that starts its turn within 30 feet of the slaughterhouse must make a DC 18 Charisma saving throw. On a failed save, the creature must use its movement to get closer to a non-grymkin creature and then use its action to attack that creature if it can. If a creature's saving throw is successful, the creature is immune to the slaughterhouse's Gremlin Mosh Pit for the next 24 hours.

House of Ill Repute. The slaughterhouse is infested with gremlins wearing garish cosmetics and crooning at passersby. Any non-grymkin creature that starts its turn within 30 feet of the slaughterhouse must succeed on a DC 18 Charisma saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the slaughterhouse's House of Ill Repute for the next 24 hours.

Underground Distillery. The slaughterhouse is infested with gremlins sloshed on bathtub hooch. Any non-grymkin creature that starts its turn within 30 feet of the slaughterhouse must make a DC 18 Charisma saving throw. On a failed save, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the slaughterhouse's Underground Distillery for the next 24 hours.



One's home consists of four walls and a roof. Alas, so does one's casket. Here, I discovered both in one personification.

—VP

Hollowed

Sometimes, those who die due to prolonged starvation rise again as hollowed—terrifying undead monstrosities driven by an all-consuming hunger for the organs of intelligent creatures. Unwilling to accept death and unable to sate their terrible hunger, these wretched, shambling corpses wander the wilds of western Immoren, forever searching in vain for a means to quell their unnatural and unending hunger, their skin hanging from their frame in tatters and their most recent feast oozing from the ragged holes in their flesh.

Cannibal Origins. According to legend, some humans murdered their companions and consumed human flesh, thereby dooming themselves to rise after death as hollowed. Given that hollowed are most prevalent in the lands of Old Tordor, there may be a grain of truth in these old legends, but cases of the dead rising as hollowed have occurred all across western Immoren. Despite Tordoran folktales, there seems to be plenty of evidence that any sentient starving humanoid can degenerate into becoming a hollowed after death.

Strength through Slaughter. A hollowed becomes stronger and deadlier as it consumes more vitals, but the organs upon which it feasts will never be enough to satisfy the creature's hunger. Rather than being digested, the consumed organs fester and rot over time, which forces the hollowed to constantly feed.

Disturbingly, a creature killed by a hollowed will rise as a hollowed itself within a few days and seek to feed in the same fashion if it is not decapitated first. Some of these freshly risen hollowed follow in the wake of their progenitor, sharing in its kills like carrion crows.

Undead Nature. A hollowed doesn't require air, food, drink, or sleep.

The lost Kushin clan of the Olgunholt was said to have become hollowed, down to the last member, in the winter of 604. I doubted the tale was true until I finally encountered the infants who had been among them.

Viktor Pendrake



Hollowed

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (–3)	12 (+1)	10 (+0)

Skills Perception +3
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Death Rise. A humanoid that has been slain by a hollowed and has had its organs consumed will rise as a hollowed in 24 hours unless the corpse is decapitated.

Organ Fuel. The hollowed can destroy one of its internal organs to fuel its rage. The hollowed reduces its current hit points by 2d6 and then makes an attack as a bonus action.

Undead Fortitude. If damage reduces the hollowed to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the hollowed drops to 1 hit point instead.

Actions

Multiattack. The hollowed makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Consume Organs. The hollowed regains 7 (2d6) hit points if it spends 1 minute harvesting and consuming the organs of a humanoid it has killed.

Hornbeak Trask

Hornbeak trasks are ravenous predators indigenous to the exotic lands of the southern continent of Zu. These strange, dog-sized reptiles have the rough appearance of a lizard, including leathery skin whose coloration might provide camouflage in their native jungle habitats.

Purely carnivorous, a hungry trask is content to consume any ready source of meat it can find: rats, stray dogs, gobbers, and even larger prey on occasion. The creature will consider virtually anything that moves as a food source, including large birds.

Alchemists have taken some interest in the trask after discovering that certain of the creature's organs make fair substitutes for components usually gathered from burrow-mawgs, but since the trask is only somewhat less irascible than a burrow-mawg—not to mention much rarer—this fact is little more than a curiosity and not a source of serious revenue for any notable alchemical manufacturers.

Hornbeak Trask

Small beast, unaligned

Armor Class 13
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	3 (–4)	12 (+1)	4 (–3)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/8 (25 XP)

***Adrenaline Surge* (1/Day).** For 2 (1d4) rounds, the trask can make an attack or take the Dash action as a bonus action. Afterward, for an equal number of rounds, its speed is halved and it has disadvantage on attack rolls.
Keen Smell. The trask has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



I admit a fascination with all manner of sometimes dangerous wildlife, but I have the sense Morrow gave me not to bring them home and make them pets. Unfortunately, my associate and junior professor Lynus Wesselbaum does not share my view and has taken in a most alarming creature: a hornbeak trask. The thing formed a bond with him after he fed it from a table in a seedy dockside tavern, and evidently he with it. It seems quite content with him for now, but given the voracity and savagery of its periodic hungers, I fear that it is only a matter of time before he fails to meet its exacting dietary schedule and it makes a meal of him.

Viktor Pendrake

Hull Grinder

Hull grinders are massive predatory fish found in deep rivers, coastal waters, and the open Meredius. Most grow to a length of fifteen feet, but some remarkable specimens over thirty feet long have been witnessed in the open ocean. These animals have long, muscular bodies that propel them through the water at high speed, massive jaws that arc outward and are ideal for ripping into large objects, and sensitive lateral lines that allow them to detect even faint sounds while submerged.

Among the hull grinder's most notable features are the sharp bone barbs that grow all along the dorsal ridge of its body. These barbs have sharp prevailing edges and function not only as defense against most predation, but also as the creature's primary means of hunting. The hull grinder's preferred diet includes large marine mammals such as whales and seals. To disable its prey, the fish swims forward at high speed and rakes its barbs into its target's flesh, causing deep lacerations and severe blood loss. A creature injured in this fashion is rarely able to fight back or evade the hull grinder, allowing it to consume its prey at its leisure.

This method of hunting has caused great consternation for sailors across western Immoren. Unable to distinguish between the silhouettes of a basking whale and a ship, a hull grinder is prone to attack any vessel it has mistaken for its traditional prey. The collection of barbs on the creature's back can damage the hulls of almost any ship—in fact, they are sharp and durable enough that some coastal and riverside communities use the dislodged barbs as utilitarian blades and weapons. Once a hull grinder has damaged the hull of a ship, it will lurk nearby to snatch up any crewmen or livestock that might fall into the water.

Hull grinders are solitary creatures. Outside of spawning season, a hull grinder's natural inclination is to attack any other hull grinder that enters the territory around its lair, which is usually a deep underwater cavern, shipwreck, or reef. Hull grinder spawning pools are often found in wide, slow rivers where the juvenile fish are protected from predation. As they age, the fish move downstream to estuaries and adapt to the salt waters of the sea, where they hunt larger prey and continue to grow.

I once watched a fisherman and a hull grinder wage a six-hour battle to see who would be the other's dinner. I turned away at the end.

– Viktor Pendrake



Hull Grinder

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 190 (20d12 + 60)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	16 (+3)	3 (–4)	14 (+2)	8 (–1)

Skills Perception +5, Stealth +6
Senses blindsight 120 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP)

Keen Hearing. The hull grinder has advantage on Wisdom (Perception) checks that rely on hearing.

Spinal Scourge. When the hull grinder moves, each creature, ship, and structure that it passes within 10 feet of is torn asunder by its massive dorsal spines. Each affected ship and structure takes 55 (10d10) slashing damage, and each affected creature must succeed on a DC 16 Dexterity saving throw or take 27 (5d10) slashing damage. Each affected target can be damaged by this trait only once per turn.

Additionally, a creature that touches the hull grinder or hits it with a melee attack while within 5 feet of it takes 5 (1d10) slashing damage.

Water Breathing. The hull grinder can breathe only underwater.

Actions

Multiattack. The hull grinder makes three melee attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

INFERNALS



Invaders from beyond the worlds of both the living and the dead, infernals represent the greatest threat, both real and existential, ever faced by the people of western Immoren. Emerging onto Caen through portals of darkness and smoke, these creatures warp and tear reality wherever they stride. Those who come face to face with an infernal are at risk of madness as they struggle to process impossible sensations and stave off a palpable aura of dread.

These nearly incomprehensible alien beings have tremendous power and patience. Their careful plans span centuries, and the roots of their most recent invasion reach back more than thirty human generations to the striking of their bargain with the dark goddess Thamar. These utterly ruthless entities see no value in the lives of mortals. They have long lurked in the Outer Abyss, watching the people of Caen and coveting their souls, which they view as the ultimate resource.

Although normally barred from the physical world of the living, infernals have devised ways to break through these cosmological barriers. Foremost among these methods are the deals they strike with mortals, known as infernalists, who are taught the rituals to summon infernals to Caen and are rewarded in turn with boons. The only way for a mortal to bargain with an infernal is to offer it souls—both the infernalist's own and those of the myriad victims the infernalist pledges to seize and sacrifice. Even the necromancy of Cryx pales before the infernals' unholy horror.

Infernal Horrors. Capable of tremendous feats of destruction and carnage, these otherworldly creatures are sometimes gifted to infernalists for the purpose of protecting them or destroying their foes. Although these terrifying adversaries resemble living creatures, they are artificial beings. Their tissues and organs do not resemble those of any creature found on Caen and have defied all efforts by scholars to classify them. Attempts to dissect and understand the anatomy of infernal horrors do not provide useful insights and are complicated by the fact that a destroyed horror's



physical form slowly dissolves into a putrescent ooze before dissipating into choking vapor and vanishing from mortal sight. Invisible detritus left behind after an infernal horror's destruction is soon collected by small, invisible parasites that descend like locusts to return this material to the infernals for future reconstitution. The rendered essence that makes up a horror is entirely useless to Caen's necromancers and liches.

Every horror represents an unholy process of spiritual transgression. Forged rather than born, these creatures are created when dozens of otherwise imperishable souls are torn apart by a greater infernal, reduced to their component essences, and reshaped into a new and nightmarish form. This process of transforming spiritual essence into the corporeal body of a horror bears a cosmological similarity to how a grymkin's body can be both solid and unreal at once. As strange as grymkin are, however, their minds are not utterly incomprehensible to mortals; by contrast, horrors are alien creatures with no behavior or thoughts that their creators did not instill in them. They have no true will, intelligence, or emotions even though they may seem to possess these things. The behavior they demonstrate is a remnant of the raving echoes left behind by the forced integration of dozens of disparate and tormented minds. Enacting violence is their customary state, for they were made to slay and destroy. Any seemingly intelligent action they undertake is instead a sign of the greater minds controlling them.

Becoming a horror is the unthinkable fate awaiting the many unfortunate souls bartered to infernals by those who serve them, as well as souls stripped from mortals when infernals are summoned to Caen. Many believe, perhaps rightly, that this is the worst fate any soul could experience—even worse than being imprisoned in the soul cage of a Cryxian lich. Every other possible fate holds out the hope of reversal or recovery, but nothing remains of a soul transformed into a horror.



Curator

The powerful infernals that conduct negotiations with mortals and directly foster infernalism are known as curators. These beings are vital to the infernals' soul economy, and each is expected to spread the influence of the infernals and to harvest souls from other worlds. Collectively, they are known as the Curate Proconsular, a body that self-regulates its membership to ensure that all are working toward the greater goals of infernal groups like the Nonokrion Order. Thousands of infernals are thought to exist at this tier, although their power varies widely. A select few are chosen to act as proconsuls, who serve as liaisons to the executors that make up the next-highest tier. Both curators and executors are harvesters of souls and, in the aggregate, maintain the fundamental power base of the Nonokrion Order. Their work is paramount, but even they can only guess at the plans and ambitions of those who rule above them.

Hostile Negotiators. Curators negotiate contracts with infernalists foolish enough to summon them, make power plays on the infernals' behalf among the nations of men, and harvest as many mortal souls as they can. They are cunning and powerful manipulators, and only fools attempt to gain leverage over one through an infernalist contract. Any gains from this contract are illusory and serve only to further the curator's own ends.

Typically, curators can make their way into this realm only when directly summoned, although the summoning grants the summoner very little control over them. Although humanoid in appearance, they are always physically warped in torturous ways. They boast an extremely wide range of supernatural powers and are masters of the arcane arts as well.

Curators tend to avoid direct conflict. When force is necessary, they usually call upon the powers of an umbral reaver or a summoned horror. A curator forced to defend itself will rely on its spells to baffle or distract its foes before making good on its escape.

Lawyers, clerics, curators. I dread them in that order.

– Viktor Pendrake



Curator

Large fiend (infernal), lawful evil

Armor Class 19 (natural armor)
Hit Points 313 (33d10 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	19 (+4)	22 (+6)	22 (+6)

Saving Throws Dex +11, Con +9, Wis +12
Skills Deception +12, Insight +12, Intimidation +12, Perception +12, Persuasion +12
Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, prone
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Infernal Presence. The environment 500 feet around a curator becomes warped, though this effect is restricted to the immediate area (for example, if summoned in a room, it closes off the room, if summoned in a warehouse it closes off the warehouse, etc.). Everything gets dark, there are strange sounds, distant cries and the rattling of chains, a wind picks up where there should be none, and so forth. These circumstances cannot be dampened, and the summoner becomes trapped in this area (doors lock and debris blocks escape routes such that escape by mundane means is impossible) unless the curator wishes otherwise.

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

Magic Weapons. The curator's weapon attacks are magical.

Soul Mark. The curator can place an invisible mark upon any soul marked for collection, which includes anyone it kills and any souls sold in deals. This mark ensures that the soul remains tied to Caen after death until an infernal collects it. The curator can only mark the soul of a willing creature.

Spellcasting. The curator is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The curator has the following spells prepared:
Cantrips (at will): *chill touch, guidance, mending, message, resistance*
1st level (4 slots): *bane, charm person, command, sleep*
2nd level (3 slots): *hold person, ray of enfeeblement, silence*
3rd level (3 slots): *bestow curse, clairvoyance, counterspell, dispel magic*
4th level (3 slots): *arcane eye, black tentacles, hallucinatory terrain, phantasmal killer*
5th level (3 slots): *contact other plane, contagion, geas, legend lore*
6th level (2 slots): *circle of death, harm*
7th level (2 slots): *plane shift, resurrection*
8th level (1 slot): *maze*
9th level (1 slot): *wish**
*The curator can cast wish only to fulfill the terms of a bargain. It cannot cast this spell for its own benefit.

Tricks of the Trade. Whether because of its individual personality or because of experience gained in past deals, the curator has the upper hand when negotiating certain types of deals. Examples of such advantages include the following:

- ***Contagious Wrath.*** The curator has a knack for stoking the fires of anger. It has advantage on Charisma (Deception) and Charisma (Persuasion) checks when negotiating a deal that involves vengeance upon another creature or organization.
- ***Deferred Payment.*** The curator has a penchant for setting up circumstances to ensure greater future gains rather than immediate ones, and it will oftentimes take deferred forms of payment that seem quite innocuous. The curator has advantage on Charisma (Deception) and Charisma (Persuasion) checks when negotiating a deal with a creature whose needs are urgent.
- ***Well Connected.*** The curator has many connections on Caen. It has advantage on Charisma (Deception) and Charisma (Persuasion) checks when negotiating a deal through human (or humanoid) intermediaries.
- ***Bargaining Chips.*** The curator has established a treasure hoard of some sort somewhere on Caen that it uses during negotiations. It has advantage on Charisma (Deception) and Charisma (Persuasion) checks when wealth is the desired goal of a contract.

Actions

Multiattack. The curator makes two Pain Touch attacks.

Pain Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) psychic damage. The target must succeed on a DC 19 Wisdom saving throw or become wracked with pain for 1 minute. While racked with pain, the target is knocked prone and paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Infernal. As an action, the curator can expend one or more spell slots and target one creature with the Marked Soul trait it can see within 90 feet of it. The creature is destroyed, and an infernal with a challenge rating equal to the combined level of the expended spell slots is summoned in its place. The infernal is friendly to the curator and its companions. In combat, the infernal shares the curator's initiative count but takes its turn immediately after the curator. It obeys any verbal commands that the curator issues to it (no action required). If the curator doesn't issue any commands to the infernal, the infernal defends itself against hostile creatures but otherwise takes no actions.

Legendary Actions

The curator 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. The curator regains spent legendary actions at the start of its turn.

Pain Lightning. The curator unleashes purple tendrils of pain energy in a 60-foot line that is 10 feet wide. The curator makes a Pain Touch attack against each creature along the line.

Compel Infernal Horror (Costs 2 Actions). One allied infernal horror within 30 feet of the curator uses its reaction to make one attack against a target of the curator's choice that the curator can see.

Cast a Spell (Costs 1–3 Actions). The curator expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action for each level of the spell.

Desolator

Desolators emerge from the shadows on four spindly legs, each tipped with curved claws that allow these creatures to scrabble and secure firm footing regardless of their surroundings. Despite the slender nature of these limbs, the unnatural muscles that propel them are more than adequate to keep these bulky horrors steady.

A desolator's body is festooned with myriad tumor-like bulbous sacs, each of which serves as a bladder for caustic liquids the desolator unleashes at its foes through the yawning maws of its lower limbs. Enemies who close with one of these monsters are soon shredded by its upper limbs, which end in long-bladed claws.

The greater companion-beasts of the infernals are exceeded in horror only by the masters who summon them into existence. Despite having blood and tissue, these creatures have a physiology that defies scientific reasoning, demonstrating that they are as "natural" as an Ordic steamjack.

—VP

Desolator

Large fiend (infernal horror), lawful evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	6 (–2)	10 (+0)	4 (–3)

Saving Throws Dex +4, Con +9
Skills Perception +8
Damage Resistances acid, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 18
Languages —
Challenge 11 (7,200 XP)

Anathema. When the desolator is summoned, non-infernal creatures within a 20-foot radius of it take 16 (3d10) acid damage.
Magic Weapons. The desolator's weapon attacks are magical.
Scuttle. The desolator can take the Dash action as a bonus action on each of its turns.
Soulless. The desolator does not have a soul.

Actions

Multiattack. The desolator makes two claw attacks.
Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) slashing damage plus 10 (3d6) necrotic damage, and the target is grappled (escape DC 16). The desolator has two claws, each of which can grapple only one target.
Black Bile (Recharge 5–6). The desolator spews a fountain of bile in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one.



Foreboder

Horrors comes in a variety of sizes and capabilities, but some of the most disturbing are among the least physically imposing. Each of these floating beings serves as a conduit for the power of its infernal master, and the mere presence of one is enough to produce a sensation of mental oppression among nearby mortals. A foreboder glows with a sickening radiance that flashes rapidly but briefly right before unholy magic is sent coursing through the creature by the infernal that summoned it.



While not as large or as physically intimidating as some of the horrors infernals can manifest to serve them, these abhorrent things are still responsible for an incalculable loss of life and far too many tattered minds.

—Vop

Foreboder

Small fiend (infernal horror), lawful evil

Armor Class 14
Hit Points 31 (7d6 + 7)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	6 (–2)	10 (+0)	4 (–3)

Skills Stealth +6
Damage Vulnerabilities radiant
Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, prone
Senses blindsight 90 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Bound. The foreboder is bound to an arcane spellcaster or another infernal, obeys only that creature, and can store and deliver spells cast by that creature only. The creature can command the foreboder telepathically at a distance up to 1 mile. The foreboder can communicate only a vague sense of its surroundings.

Arcane Payload. A spellcaster can cause the foreboder to store one spell of 3rd level or lower that doesn't have a range of self. To do so, the spellcaster must be within 30 feet of the foreboder and must cast the spell on the foreboder. The spell has no effect but is stored within the foreboder. After finishing a long rest, the spellcaster can prepare and cast spells normally, ignoring spells stored by a foreboder.

Arcane Backlash. When a foreboder storing a spell drops to 0 hit points, it explodes in a burst of arcane energy. Each creature within 10 feet of the foreboder must succeed on a DC 13 Dexterity saving throw or take 1d6 force damage for each level of the stored spell.

Soulless. The foreboder does not have a soul.

Actions

Tendrils. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 5 (1d10) psychic damage.

Arcane Delivery. The foreboder casts a stored spell, requiring no components. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if the foreboder cast the spell. Once cast, the spell is no longer stored within the foreboder.

Griever

Griever swarms drift swiftly through the air in small packs, disgorging void fire at their prey. Even though they are native to the Outer Abyss and therefore considered infernals, they are closer to animals or beasts. Their silent coordination as they attack suggests an uncanny understanding of both their environment and those they hunt. They are surprisingly durable, and their erratic mode of movement makes them difficult for mortals to anticipate. Inky darkness from beyond Caen follows in their wake, and their approach presages certain doom.

To my best guess, grievers are an analogue to beasts and birds within the realm of the infernals. But just as we have made useful companions out of horses and hounds, thinking infernals seem to have found ways to make such creatures useful to them.

—Vop

Griever

Small fiend (infernal horror), lawful evil

Armor Class 14 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 0 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	6 (−2)	10 (+0)	4 (−3)

Saving Throws Dex +5
Damage Vulnerabilities radiant
Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Magic Weapons. The griever's weapon attacks are magical.
Mass Summons. A spellcaster can summon one additional griever for every three spell levels sacrificed as part of the summoning.
Soulless. The griever does not have a soul.
Void Inferno. The griever can take the Help action to help an allied griever attack a creature within the normal range of both grievers' Void Fire. If the attack hits, the target takes an extra 11 (2d10) fire damage.

Actions

Void Fire. Melee or *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 60/180 ft., one creature. *Hit:* 25 (4d10 + 3) fire damage.



Howler

Despite their relatively humanoid appearance—once one discounts the dense natural armor and hooked, bladed limb, of course— howlers show no more capacity for reason than a rabid gorax. I advise treating them with the same caution, if not more.

—V



Howlers are heavy, brutish creatures from the Outer Abyss whose extremely durable corporeal form boasts a thick hide that readily turns aside blades and bullets. Oozing shadow and warping reality around them, these beings charge into the fray in a berserk frenzy. Although considered infernals, howlers are not as intelligent as the greater masters that enslave them, and they have no fear of destruction. When infernals want to smash their mortal foes in melee combat, they deploy howlers to cut through their opponents' ranks.

Sometimes, the howls between predator and prey are indistinguishable.

Lynus Wesselbaum

Howler

Medium fiend (infernal), lawful evil

Armor Class 15 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	6 (−2)	10 (+0)	4 (−3)

Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Blood Frenzy. The howler has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Infernal Fortitude. If damage reduces the howler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the howler drops to 1 hit point instead.
Magic Weapons. The howler's weapon attacks are magical.
Reckless. At the start of its turn, the howler can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.
Soulless. The howler does not have a soul.

Actions

Multiattack. The howler makes two melee attacks.
Impaler. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 16 (3d8 + 3) piercing damage plus 7 (2d6) necrotic damage. A creature damaged by this attack can't regain hit points until the start of the howler's next turn.

Reactions

Vengeance. If an infernal ally of the howler takes damage, it can use its reaction to move up to half its speed toward the creature that damaged the ally and then make one impaler attack against that creature.

Lamenter

Although considered a minor horror compared to its more hulking and massive counterparts, the lamenter makes up for its size with a streak of unmistakable cruelty. The very appearance of one of these creatures assaults the mind, fraying the nerves of even stalwart champions and shattering the sanity of those unaccustomed to dealing with such beings. A lamenter will often toy with its victims needlessly, impaling them with its wickedly sharp limbs rather than killing them outright. Each of these horrors is surrounded by a swarm of invisible parasites that gnaw on the souls of the lamenter's enemies, inflicting great mental torment.

As if the lesser horrors commonly known as lamenters were not horrible enough, they seem to be hosts to parasitic organisms that chew on the soul like fleas on a poor dog's flesh. If the lamenter is fabricated by the infernals, I have to wonder: are these parasites deliberate, or accidental?

—Vigo

Lamenter

Large fiend (infernal horror), lawful evil

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8
Skills Athletics +8, Perception +6
Damage Resistances acid, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened
Senses blindsight 120 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)

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

Spring Away. The lamenter can take the Dodge action as a bonus action on each of its turns.

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

Soul Mark. A living humanoid creature slain by a lamenter is considered to have the Marked Soul trait.

Soul Parasites. Any living non-infernal creature that starts its turn within 10 feet of the lamenter must succeed on a DC 16 Wisdom saving throw or be poisoned until the start of the lamenter's next turn. On a successful saving throw, the creature is immune to the soul parasites of all lamenters for 1 hour.

Soulless. The lamenter does not have a soul.

Standing Leap. The lamenter's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Piercer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 35 (10d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Shrieker

Shriekers are a lesser form of infernal horror. Despite lacking the physical might of some larger specimens, they are nonetheless forbidding.

Shriekers appear to enjoy inflicting torment on their victims, leading some scholars to believe that the suffering these creatures inflict is valued by their infernal masters. Some theorize that these lesser horrors act as psychological weapons, weakening the resolve of those who would oppose the infernals and convincing them to surrender their souls in return for an end to the terror and pain the shriekers inflict.

High-Volume Violence. Shriekers emit a terrifying, high-pitched sound that overwhelms mortal senses and pulverizes internal organs. This shrill, sustained cry shatters bones like fragile crystal, causes flesh to rend open, and even causes severe distress in those who hear it from a distance. Impossibly, it seems to be forever increasing in both pitch and volume, leaving no hope of respite for those assaulted by these creatures.



Shrieker

Medium fiend (infernal horror), lawful evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	6 (–2)	13 (+1)	6 (–2)

Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, prone
Senses truesight 60 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Magic Resistance. The shrieker has advantage on saving throws against spells and other magical effects.
Magic Weapons. The shrieker's weapon attacks are magical.
Soulless. The shrieker does not have a soul.

Actions

Multiattack. The shrieker uses Spectral Fire twice.
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.
Spectral Fire. The shrieker spews a gout of fire at a creature it can see within 60 feet of it. The creature must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Each creature within 10 feet of the target must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
Shriek (2/Day). The shrieker emits a deafening cry laced with void magic. Each creature within 25 feet of it that can hear it and that isn't an infernal must make a DC 15 Constitution saving throw. On a failed save, a creature takes 55 (5d10) psychic damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Any creature deafened by the shriek loses concentration on any spells it was concentrating on and can't cast spells until it is no longer deafened. A deafened creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

Misophonia is common among people of my profession (or at least those who share my particular personality), making these shrieking beasts among the worst of the infernal horrors. The torment these creatures produce makes me wonder if suffering has value to their masters.

—Vol

Soul Stalker

Arriving into the world with a piercing shriek, the terrifying serpentine creatures known as soul stalkers twist through the air in defiance of natural laws. These tireless hunters are dispatched from the Outer Abyss by their infernal masters to harvest the many marked souls lingering in Caen. The souls of those slain by a soul stalker are absorbed into its form and added to those it has already collected.

Infernal Bloodhounds. Soul stalkers are utterly without emotion and totally unfettered by any desire other than collecting marked souls for their masters. They move with purpose and will circumvent or destroy any obstacle in their path, but they are not mindless killers and will generally leave uninvolved bystanders unharmed provided that they are free to pursue their prey unhindered. Tragically, those with tremendous courage may make the mistake of trying to slay a soul stalker or drive it away, thus drawing its deadly attention.

When a soul stalker manifests on Caen in pursuit of a specific target, it proceeds directly toward its prey and will not stop until it has collected this soul, along with any other marked souls it discovers. When a soul stalker confronts a living creature that has broken a deal with an infernal, it encircles the unfortunate victim with its impressive bulk, crushes the life from the betrayer's body, and cuts into any exposed flesh with long drags of its beak. The victim soon expires, allowing the soul stalker to extract the body's immortal essence. As a secondary priority, the stalker will collect any other marked souls nearby. If it does not sense any such souls in its immediate vicinity, it vanishes back to whence it came.

I have faced down rampaging gorax, been hunted by packs of spine rippers, and even confronted an angry dire troll. But of all the many things I have encountered in my long and storied life, none chill me to the core as much as the soul stalker. Its very existence represents an unholy economy existing beyond Caen and Urcaen—one that relies on the harvesting of our very souls. This abominable entity makes a mockery of a world governed by natural laws. I have encountered it only once, and I pray I never live to see one again.

—Vp

Soul Stalker

Large fiend (infernal horror), lawful evil

Armor Class 19 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4
Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, prone
Senses blindsight 120 ft., passive Perception 14
Languages understands all languages but can't speak
Challenge 12 (8,400 XP)

Incorporeal Movement. The soul stalker can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Magic Weapons. The soul stalker's weapon attacks are magical.
Sense Marked Soul. A soul stalker can locate any marked soul within 10 miles of its location.
Shadow Stealth. While in dim light or darkness, the soul stalker can take the Hide action as a bonus action.
Soul Claiming. A soul stalker can collect the soul of a creature that has died within the last hour, provided that creature isn't a construct or an undead. The soul stalker must be within 5 feet of the corpse for at least 1 minute in order to collect the soul. If the soul is a marked soul, the soul stalker can give the soul to its master as a bonus action. Otherwise, the soul stalker can consume the soul. If the soul stalker consumes a soul, it regains 33 hit points and gains an additional action on its next turn.

A soul stalker can consume only one soul each day. A creature whose soul has been consumed can't be restored to life.
Soulless. The soul stalker does not have a soul.

Actions

Multiattack. The soul stalker makes three bite attacks. It can make one attack to constrict in place of one bite attack.
Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) piercing damage.
Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 27 (5d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 32 (6d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage at the start of each of its turns, and the soul stalker can't constrict another target.



Umbral Reaver

Umbral reavers are the easiest of all infernals to summon, requiring only the proper research and ritual to bring forth. They are sometimes assigned by their masters to high-profile infernalists, acting as assassins bound into the service of their mortal controllers.

Made of Shadow. The process of summoning an umbral reaver uses the shadow of a mortal on Caen as the material for the reaver's physical body. Reavers have an affinity for shadows and a great capacity for stealth. An umbral reaver can leap into a shadow and disappear, only to spring up anywhere darkness exists. Bright lights and an area devoid of shadows provide a good defense, since they diminish the reaver's ability to move unseen. Although reavers are not directly weakened by light, it robs them of some of their most dangerous powers.

Murder for Hire. Umbral reavers are most commonly summoned for the task of murder, and seldom does one of these assassins fail once called upon. The price for their services is steep, for they take a portion of one's soul and essence as payment, leaving the bargainer's diminished shadow as a visible mark of this pact.



Umbral Reaver

Medium fiend (infernal), lawful evil

Armor Class 21 (soulforged armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	13 (+1)

Saving Throws Wis +5, Cha +5
Skills Acrobatics +8, Perception +5, Stealth +8
Damage Resistances poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened
Senses blindsight 120 ft., passive Perception 15
Languages all
Challenge 10 (5,900 XP)

***Legendary Resistance* (1/Day).** If the reaver fails a saving throw, it can choose to succeed instead.
Light Sensitivity. While in bright light, the reaver has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.
Magic Weapons. The reaver's weapon attacks are magical.
Reactive. The reaver can take one reaction on every turn in a combat.
Soulless. The reaver does not have a soul.
Soul Mark. A living humanoid creature slain by a reaver is considered to have the Marked Soul trait.

Actions

Multiattack. The umbral reaver makes two melee attacks.
Soulforged Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) necrotic damage.
Frightful Presence. Each creature of the reaver's choice that is within 120 feet of the reaver and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the reaver's Frightful Presence for the next 24 hours.
Shadow Step. As a bonus action, the reaver can teleport up to 30 feet into the shadow of a creature it can see. The shadow must be cast on an unoccupied space, and the reaver must end up within 5 feet of the chosen creature after teleporting.

Umbral reavers are a type of infernal that occupies a distinct niche in the Outer Abyss, benefiting from being able to slip into Caen more easily than others. They possess a special connection to shadows that lets them exploit darkness to serve as gateways. Reavers seem to be scalpels in the hands of the infernal masters, cutting at the flesh and spirit of the mortals who would stand against them.

Iron lich

An iron lich is an unliving fusion of necromancy and mechanika. In an attempt to attain immortality, the iron lich replaced its mortal body with a complex mechanikal apparatus that sustains its existence. The soul-fueled furnace on the creature's back powers an intricate system of pumps and pistons that give it mobility and strength far surpassing that of a mortal. Only the lich's skull, suspended weightless in an iron hood, betrays the once-mortal life of this incarnation of evil.

The first iron liches were given their necromechanikal bodies by the Dragonfather, Toruk. Many of them were among the first lich lords—the undead rulers chosen directly by Toruk to supervise his empire and control his armies. In the centuries since the creation of the first iron liches, numerous powerful arcanists have pursued eternal life in



an iron form. Many of the most influential members of the Nightmare Empire have discarded their flesh and mortality to exist as iron liches, and countless others who have not yet ascended to this state desire release from their flesh and all the ailments that come with a mortal body.

Iron Lich Phylactery. Iron liches store their spirit essence in a phylactery—a physical receptacle that houses the soul. So long as a lich's phylactery remains intact, the creature cannot truly be destroyed. Destruction of its physical form is merely a setback, as the disembodied lich can command its servants to construct it a new one.

Because a phylactery is an iron lich's only true vulnerability, iron liches take great pains to conceal and protect these devices, whether creating decoys to throw rivals off the trail, constructing elaborately trapped vaults around them, or surrounding them with vast throngs of unshakably loyal thralls who serve as constant guardians. Most iron liches are paranoid enough to keep the location of their phylactery secret or to share it with only their most trusted retainers. This has caused the demise of more than a few iron liches over the centuries when it turned out that this trust had been misplaced.

All Shapes and Sizes. An iron lich's body is not constrained to any particular configuration and need not bear any resemblance to the lich's living form. The only limitations are resources, time, and the twisted vision of the iron lich itself.

Many of these creatures have integrated weaponry into their iron bodies, including sharp blades or spikes along their chassis and talon-like metal claws in place of hands.

Firebox Reliance. A foul necrotite furnace powers an iron lich's body. An iron lich requires necrotite to function and will become inert and insensate if its supply of the death-tainted coal runs out. These fireboxes require refueling (roughly 5 pounds of necrotite) every 12 hours.

Necrotech Nature. An iron lich doesn't require food, drink, or sleep. Its furnace requires necrotite and air to function.

Such unholy combinations of undead and mechanika. It's hard to believe that any wizard, no matter how mad, would do this to himself.

Viktor Pendrake

Iron Lich

Medium undead (necrotech), any evil alignment

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +10, Wis +7
Skills Arcana +15, History +10, Insight +7, Perception +7
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages any languages it knew in life plus up to five other languages
Challenge 14 (11,500 XP)

Firebox Vulnerability. The lich requires necrotite to function. It requires refueling (roughly 5 pounds of necrotite) after every 12 hours of normal activity or every 6 hours of strenuous activity. If not refueled, it suffers one level of exhaustion each hour, bypassing its normal immunity to exhaustion. The lich can't be killed as a result of exhaustion but becomes stunned at level 6 until its firebox is refilled and lit.

The firebox fails when completely submerged in water or any other liquid. The lich is stunned when its firebox is unlit.

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Reconstruction. If it has a phylactery, a destroyed lich can have a new body built. Building a new body requires 5,000 gp in materials and 1d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. The lich has 1d4 empty soul cages.

Spellcasting. The lich is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks). The lich has the following spells prepared:
Cantrips (at will): *mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, false life, mage armor, shield*
2nd level (3 slots): *acid arrow, detect thoughts, invisibility, ray of enfeeblement*
3rd level (3 slots): *animate dead, counterspell, fireball, vampiric touch*
4th level (3 slots): *black tentacles, blight*
5th level (2 slots): *cloudkill, dominate person*
6th level (1 slot): *create undead, disintegrate*
7th level (1 slot): *finger of death, forcecage*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The lich makes three attacks: two with its fell staff and one with Dark Fire.

Fell Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 18 (4d8) bludgeoning damage plus 11 (2d10) necrotic damage.

Dark Fire. *Ranged Spell Attack:* +9 to hit, range 100 ft., one creature. *Hit:* 18 (4d8) fire damage plus 18 (4d8) necrotic damage. If this damage reduces a living creature with a soul to 0 hit points, the lich can immediately capture the soul if it has an empty soul cage, regardless of the distance.

Strength from Death. As a bonus action, the lich can consume a soul it has captured in a soul cage. The soul is destroyed, and the lich can either make one additional attack during its turn or roll one of the creature's Hit Dice and regain an expended spell slot equal to or lower than the result.

Reactions

Soul Cage. If a living creature with a soul dies while within 15 feet of the lich, the lich can use its reaction to capture the soul in one of its soul cages. Each soul cage can contain only a single soul.

Iron Maiden

The Clockwork Renaissance gave rise to technological innovations that forever altered life in western Immoren, but few inventions developed during the era are quite as tragic as the iron maiden. A marriage of clockwork engineering, metal craftsmanship, and necromancy, the iron maiden is both a marvel of engineering and a travesty of the soul. Each iron maiden contains a trapped, restless spirit that animates its clockwork prison and has no choice but to obey the whims of those who have dominated it beyond death.

An iron maiden returns to consciousness only when a new master speaks aloud its living name as part of an ancient ritual. The name of the spirit within an iron maiden is engraved somewhere on its body, although the location varies from one to another. Once reactivated, an iron maiden is as unerringly loyal to its new master as it was to the one who first commissioned it.

Unfortunately, iron maidens are unstable constructions not at peace with their own existence. From time to time, an iron maiden experiences a flash of memory from its past life, gradually building a picture of the person it was centuries ago. For these beings, whose souls and minds are frayed and tattered from centuries of enslavement, the shattered recollection of their previous life is nothing short of torture.

Some iron maidens manage to pull together enough of their old identities to break free of their master's bonds. When this occurs, the maiden becomes a terrifying creature devoted to the slaughter of the living. An iron maiden in this state will take out its long centuries of suffering and enslavement on any living thing within reach, although it reserves its most savage ferocity for its master. Unfettered maidens generally lurk in tombs and ancient lost places, drawn by the echoes of memories from a life long past.



Often, I see the value in the technological advances we make, the stepping stones to future mechanika that will improve our lives. Sometimes, however, I do not.

– Viktor Pendrake

Iron Maiden

Medium construct, neutral

Armor Class 18 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	10 (+0)	13 (+1)	3 (–4)

Skills Athletics +8, Perception +4, Stealth +3
Damage Resistances fire, lightning
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Soul Vessel. Despite being a construct, the maiden has a soul.
Spikeskin. A creature that touches the maiden or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Actions

Multiattack. The maiden makes two claw attacks.
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the maiden can't use its claws on another target.
Impale. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature grappled by the maiden. *Hit:* 55 (10d10) piercing damage.

Junker Hulk

Junker hulks are spontaneously created constructs of scrap and other junk arrayed in a hulking humanoid form around a damaged and vengeful steamjack cortex. They form when a discarded cortex retains enough power to exert magical influence over surrounding objects and enough awareness to desire a familiar form. The cortex gathers nearby materials—often items it is in physical contact with—and shapes them into a rough approximation of a steamjack. Such events usually occur within junkyards but can also occur in scrap piles near or within 'jack workshops. On rare occasions, a junker hulk arises on an old battlefield when a cortex from a downed warjack maintains enough sentience to create a body, albeit one weaker than its original chassis.

Violently territorial, junker hulks harbor lingering resentment for their discarded nature. They are particularly embittered by 'jack marshals and warcasters. Anyone with the power or desire to control a cortex is a threat to a junker hulk's existence and is seen as partly responsible for the discarding of its still-working mind. Whatever sputtering, limited intellect a junker hulk retains is clouded by rage whenever any creature attempts to exert control over it.

The junker hulk raises philosophical questions in abundance. Where does the will to live begin? Is self-awareness required to exist? Is survival an instinct or a mandate? It also raises a few practical ones, the most common being, do those philosophical questions matter if I cannot find the thing's off switch?

– Viktor Pendrake



Junker Hulk

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	20 (+5)	5 (–3)	10 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its cortex manufacturer but can't speak
Challenge 6 (2,300 XP)

Built from Scrap. The junker hulk has one of the following options (GM's choice). If the junker hulk destroys a steamjack, it can spend 1 minute to incorporate parts of the steamjack into itself, granting it an additional option of the GM's choice.

- ***Deadly Attack.*** The junker hulk adds a dangerous weapon—a giant blade, a claw, a steam-powered drill, an electrical baton, or something similar—to one of its arms. The damage from the junker hulk's slam attacks increases from 15 (2d8 + 6) to 17 (2d10 + 6), and the attack may deal piercing or slashing damage instead of bludgeoning damage (GM's choice).
- ***Extra Arm.*** The junker hulk has an extra armlike appendage grafted onto it somewhere. When it uses Multiattack on its turn, it can replace its use of Toss Junk with a third slam attack.
- ***Magnetic Draw.*** The junker hulk can magnetize its body as a bonus action on each of its turns. Each item that is within 20 feet of the junker hulk, is made wholly or partly of ferrous metal, isn't being worn or carried, and weighs no more than 2 pounds flies toward the junker hulk and attaches to it, granting it a +2 bonus to AC. Magic items are immune to this effect. The magnetic field lasts until the start of the junker hulk's next turn, after which the items fall to the ground.
- ***Electrified Body.*** The junker hulk has one or more partially discharged capacitors attached to its body. A creature that touches the junker hulk or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

False Appearance. While the junker hulk remains motionless, it is indistinguishable from a pile of scrap parts and junk.

Immutable Form. The junker hulk is immune to any spell or effect that would alter its form.

Junker Rage. If a creature attempts to influence the junker hulk through 'jack marshaling or a warcaster attempts to contact the junker hulk's cortex, the junker hulk enters a rage as a bonus action. The rage lasts for 1 minute or until the junker hulk is incapacitated. While raging, the junker hulk has advantage on Strength checks and Strength saving throws, and it gains a +4 bonus to damage rolls if it hits with a melee attack.

Actions

Multiattack. The junker hulk makes three attacks: two slam attacks and one ranged attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Toss Junk. *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one creature. *Hit:* 13 (2d6 + 6) damage. Roll a d4 to determine the damage type. On a 1–2, the attack deals bludgeoning damage; on a 3, it deals piercing damage; and on a 4, it deals slashing damage.

Lord of the Feast

An ancient and primordial creature, the Lord of the Feast has stalked its prey across Immoren since time immemorial. Called variously the Lord of the Feast, the Feast Lord, and the Walking Hunger, this creature appears in tales and legends stretching back into prehistory—to a time before the rise of the human kingdom of Calacia and the priest-kings, when the Molgur hunted unchecked.

According to legend, the Lord of the Feast was a famed human chieftain who was both a skilled hunter and a deadly warrior. He devoted all he killed to the Devourer Wurm, and as he neared death, he beseeched the Devourer for a benediction—that he would never die of starvation, and that death would not claim him as long as he was hungry. The Wurm granted this request, transforming the chieftain into the horrifying creature known as the Lord of the Feast. Blessed with supernatural vigor and consumed by a bottomless hunger, this deadly being has walked Caen ever since.

Manifesting in the form of an emaciated man wearing an antlered crown, the Lord of the Feast feeds the ravenous hunger of the Devourer Wurm. Reeking of innumerable slaughters, it lurks in shadow and falls upon any unfortunate enough to cross its path. Taking bloody trophies from each victim, the Feast Lord rends the flesh of the fallen, claims the viscera and vital organs within, and offers a mighty blood sacrifice to the Beast of All Shapes. Its reward is a wave of savage power that reinvigorates all who serve the Wurm's cause. Bathed in this spirit of predation, they rise in a murderous tide to feed the Devourer's insatiable gluttony. Upon the completion of its work, the Lord of the Feast transforms into ravens that linger on the battlefield as they consume the eyes of the slain.

The druids of the Circle Orboros know methods of summoning this ancient being. In times of dire need, they call forth the Lord of the Feast to prey upon their enemies, relying on this terrible avatar to sow terror and discord in the ranks of opposing armies. The Circle seldom intentionally draws the attention of the Devourer, preferring instead to tap into the mindless power of Orboros lingering in the world. But dark times often require dark measures, and the

Every legend I have found describes the arrival of this creature as an omen of disaster. Several sources imply that those with the power and knowledge can summon the Feast Lord, but all of them describe it as a creature best left slumbering. I can only presume the druids have both the lore and the will and have awoken this strange immortal spirit wrapped in flesh to lend its strength to their struggles.

Viktor Pendrake



druids have preserved the forgotten lore once known only to the highest priests of the Molgur tribes. When their need is desperate, they turn to these black rites, summon this embodiment of the Unsleeping One clothed in flesh, and unleash it upon the living.

A towering and utterly savage incarnation of the God of Feasts, the Walking Hunger descends on the battlefield to glut itself on destruction and death. Its only companion on the fields of carnage is a jet-black raven that ranges ahead of its master and summons its lord to fresh victims. The Lord of the Feast emerges like a shadow in their midst, its ancient blade blurring like a storm of steel as it carves into the flesh of the Circle's enemies.

The Lord of the Feast prefers to stalk unseen at the edges of a battlefield. It manifests wherever it can reap the most blood and meat, slaughtering the weak and vulnerable first. Its raven companion acts according to the avatar's whims, serving as its eyes and ears.

Immortal Nature. The Lord of the Feast doesn't require air, drink, or sleep. It is driven by a need to feast, but consuming flesh cannot sate its endless hunger, and it can't die from lack of nourishment.

Lord of the Feast

Large celestial, neutral evil

Armor Class 19 (natural armor)
Hit Points 285 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Str +12, Con +10, Wis +10
Skills Athletics +12, Intimidation +8, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., passive Perception 20
Languages —
Challenge 17 (18,000 XP)

Blood Frenzy. The Lord of the Feast has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Legendary Resistance (3/Day). If the Lord of the Feast fails a saving throw, it can choose to succeed instead.
Magic Resistance. The Lord of the Feast has advantage on saving throws against spells and other magical effects.
Primordial Weapons. The Lord of the Feast's weapon attacks are magical. When the Lord of the Feast hits with any weapon, the weapon deals an extra 10 (3d6) necrotic damage (included in the attack).
Thresher. When the Lord of the Feast makes a melee attack, it makes an attack against each creature within range.

Actions

Multiattack. The Lord of the Feast makes three melee attacks. When Crow's Flight is available, it can use that action in place of one of its melee attacks.
Wurmblade. *Melee Weapon Attack:* +12 to hit, reach 10 ft., each creature in reach. *Hit:* 19 (2d12 + 6) slashing damage plus 10 (3d6) necrotic damage. If this attack reduces a living creature to 0 hit points, the Lord of the Feast cuts off a lump of the creature's flesh as a trophy.
Crow's Flight (Recharge 5–6). The Lord of the Feast's body dissolves into a flock of ravens and flies to a point within 120 feet of it, where it reforms. It doesn't provoke opportunity attacks during this movement.
Devour Trophy. The Lord of the Feast can have up to five bloody trophies stowed somewhere on its person. It can consume a trophy for one of the following benefits:

- ***Curse of Hunger.*** Each non-construct, non-undead creature within 50 feet of the Lord of the Feast must succeed on a DC 19 Constitution saving throw or gain 1 one level of exhaustion from crippling hunger. This benefit has no effect on undead and constructs.
- ***Feast of Flesh.*** The Lord of the Feast replenishes regains 55 (10d10) hit points.
- ***Slashing Swarm.*** The Lord of the Feast polymorphs into a swarm of ravens or a swarm of razorbats. It can return to its original form during its turn as a bonus action. If the swarm drops to 0 HP hit points before the Lord of the Feast reformsreturns to its original form, it reforms the Lord of the Feast returns to its original form immediately.

Horrifying Visage. Each non-undead creature within 60 feet of the Lord of the Feast that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Lord of the Feast is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Lord of the Feast's Horrifying Visage for the next 24 hours.
Rejuvenation. Like a force of nature itself, the Lord of the Feast is impossible to destroy completely through combat. Even the most powerful spells are usually only temporary solutions. If slain, the physical form of the Lord of the Feast decomposes at an accelerated rate, and its stench will often attract a host of carrion creatures that devour it completely. The "destroyed" form of the Lord of the Feast will restore itself in 3d6 days (no later than the next new moon of Calder) with the rising of the Eye of the Wurm. It forms from a gathering of carrion birds or dramatically rips free from some beast that consumed its prior form. The Lord of the Feast returns to tracking any being he was hunting prior to being destroyed. As a rule, the only way to get rid of the Lord of the Feast is to sate his desire for carrion prizes, after which he transforms into a swarm of carrion birds, leaves the area, or moves on to hunt elsewhere.

Legendary Actions

The Lord of the Feast 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. The Lord of the Feast regains spent legendary actions at the start of its turn.
Attack. The Lord of the Feast makes one Wurmblade attack.
Move. The Lord of the Feast moves up to half its speed.
Murder of Crows (Costs 3 Actions). If Crow's Flight is available, the Lord of the Feast uses Crow's Flight and makes a Wurmblade attack. If Crow's Flight isn't available, it can immediately use Slashing Swarm without having to consume a trophy.

Machine Wraith

Little is known about the nightmarish apparitions called machine wraiths, although they are certainly some warped deviant of mechanikal artifice. Some scholars speculate that these constructs are the bitter ghosts of arcane mechaniks or fallen priests of Cyriss; others maintain they are fallen warcasters. Whatever their origin, their howling, metallic call strikes a chill into the marrow of even the staunchest warrior.

After a close brush with a machine wraith some years back, I can say I count myself fortunate to have a chance to observe such a creature. I must say, though, I will never feel as secure as I once did in the presence of a warjack.

—Viktor Pendrake



Machine Wraith

Large construct (necrotech), chaotic evil

Armor Class 14
Hit Points 65 (10d10 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Turn Resistance. The wraith has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The wraith makes two claw attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) necrotic damage.
Machine Meld (Recharge 5–6). The wraith attempts to take control of a steamjack with a functioning cortex. One steamjack that the wraith can see within 5 feet of it must succeed on a DC 14 Wisdom saving throw or be possessed by the wraith; the wraith then disappears, and the target is incapacitated and loses control of its body. The wraith now controls the body but doesn't deprive the target of awareness. The wraith can't be targeted by any attack, spell, or other effect except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge or proficiencies.

The possession lasts until the body drops to 0 hit points, the wraith ends it as a bonus action, or the wraith is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the wraith reappears in an unoccupied space within 5 feet of the steamjack. The target is immune to this wraith's Machine Meld for 24 hours after succeeding on the saving throw or after the possession ends.

Mechanithrall

Mechanithralls are technologically augmented thralls stitched together from battlefield dead. Serving as the foot soldiers and cannon fodder of Cryx's sprawling armies, they haunt the battlefields of their creation and can be found wherever Cryxian forces have infiltrated.

Inscribed with the simplest of animating runes, each mechanithrall is enhanced with a necrotite-fueled steam engine and equipped with crude but powerful mechanikal fists. Necrotechs and stitch thralls pick through ravaged battlefields even as combat rages, scavenging for friendly and enemy corpses alike, as well as salvageable pipes and steam engines to integrate into them.

Firebox Reliance. A foul necrotite furnace powers a mechanithrall's body. A mechanithrall requires necrotite to function and will become inert and insensate if its supply of the death-tainted coal runs out. These fireboxes require refueling (roughly 5 pounds of necrotite) every 12 hours.

Necrotech Nature. A mechanithrall doesn't require food, drink, or sleep. Its furnace requires necrotite and air to function.

Mechanithrall

Medium undead (necrotech), lawful evil

Armor Class 13 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	3 (–4)	8 (–1)	6 (–2)

Skills Athletics +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP)

Multiattack. The mechanithrall makes two slam attacks.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.
Steamslam (Recharge 6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the mechanithrall's next turn.



Assembled from whatever bits of scrap machinery a necrotech can scavenge, these necromechanikal constructs make up the rank and file of Cryxian forces. Leave it to the Cryxians to look at the common thrall and ask, "Yes, but how can we make it worse?"

—Viktor Pendrake

Bile Mechanithrall

Disgorged from the hellish workshops of Cryx, bile thralls store volumes of corrosive digestive and decomposition agents within their bodies. Hoses and tubes lead from their distended mouths to crude firing mechanisms. With a lurching death spasm, each bile thrall can force a startling volume of caustic acids over a wide area, dissolving flesh and devouring metal.

A student once asked me whether a bile thrall harbors any true intelligence. After seeing one deliberately explode in the midst of the enemy, destroying itself and many of those around it as its internal fluids showered them all, I considered the question moot.

—VP

Bile Thrall

Medium undead (necrotech), lawful evil

Armor Class 13
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	3 (–4)	8 (–1)	6 (–2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP)

Actions

Bile Cannon. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* 12 (2d8 + 3) acid damage.
Purge. The thrall sprays a 40-foot cone of toxic bile from its cannon. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. After using Purge, the bile thrall drops to 0 hit points.



Bloat Mechanithrall

The bloat thrall is crudely assembled from the bodies of half a dozen men with no regard for anatomy, only usefulness. Necrotechs then select as many as a dozen humans and animals to be skinned alive in order to provide the epidermis necessary to cover this monstrosity. The uncured flesh is stretched over the thrall's mechanikal skeletal armature, after which the disgusting necromantic construct is fitted with a thick iron valve mounted directly into its bowels. Before each battle, a massive storage tank is latched to the valve, and the thrall's body is pumped full of caustic sludge. The bloat thrall is an abomination in both form and function, and the armies of the living are wise to fear it.

Oddly, the bloat thrall is the source of many a crude joke shared among soldiers in the field. While all of these jokes focus on the thrall using its bowels to attack, it's the soldiers who don't laugh who earn my respect. They're the ones who have seen the result and know it is never, ever funny.

—VP

Bloat Thrall

Large undead (necrotech), lawful evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	3 (–4)	8 (–1)	6 (–2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Death Burst. When the thrall drops to 0 hit points, it explodes. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) acid damage and become poisoned for 1 minute. While poisoned in this way, a target takes 3 (1d6) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The thrall makes two slam attacks.
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.
Despoiler Cannon (Recharge 4–6). The thrall targets a point within 80 feet of it that it can see. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.



Brute Mechanithrall

These hulking monstrosities are cobbled together from the carcasses of Scharde trollkin and ogrun, along with masses of conduit, steel plate, and nameless mechanika powered by a necrotite furnace. Although the result lacks both subtlety and cognitive capacity, it is well suited to its role on the battlefield: crushing any obstacle in its way.

Brute thralls march ahead of scores of mechanithralls as they wade into combat. Any soft targets they encounter are beaten into unidentifiable, blood-soaked heaps beneath the sheer power of the brute thralls' steam-driven fists.

Brute thralls are bigger and meaner than garden-variety mechanithralls. I would also suggest they're stupider, but I seriously doubt such a thing is possible.

—VP

Brute Thrall

Large undead (necrotech), lawful evil

Armor Class 15 (natural armor)
Hit Points 47 (5d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	3 (–4)	8 (–1)	6 (–2)

Skills Athletics +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Challenge 2 (450 XP)

Siege Monster. The brute thrall deals double damage to objects and structures.

Trampling Charge. If the brute thrall moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the brute thrall can make one slam attack against it as a bonus action.

Actions

Multiattack. The brute thrall makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Steamslam (Recharge 6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.



Soulhunter

Among the most powerful thralls ever created, the soulhunter offers an unholy vision of terror incarnate. Its menacing mass of plating, piping, gears, furnace, and flesh is an amalgamation designed for swift ferocity. It boasts slick skin cured by dark alchemy and inscribed with runes of thrall magic, as well as a riveted carapace handcrafted by necrotechs. Its enhanced flesh and musculature are fused with the powerful body of a Scharde-bred stallion. The hungry necrotite furnace within the creature's equine ribcage burns with a baleful corpse-fire as it vents choking black smoke from the ominous flues running along its reinforced spine.

The dread cavalry of mechanithrall forces, soulhunters are dangerous but not without their limitations. Ladders, for one, seem to give them all manner of trouble.

—VP

Soulhunter

Large undead (necrotech), lawful evil

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (–4)	8 (–1)	6 (–2)

Skills Athletics +6, Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Challenge 2 (450 XP)

Charge. If the soulhunter moves at least 30 feet straight toward a target and then hits it with a scythe attack on the same turn, the target takes an extra 10 (3d6) slashing damage.

Actions

Multiattack. The soulhunter makes two attacks: one with its scythe and one with its hooves or two with its sickle.
Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.
Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 6 (2d4) necrotic damage.
Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.
Soul Phase (Recharge 6). Until the start of its next turn, the soulhunter becomes incorporeal and can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.



Pistol Wraith

Pistol wraiths are the restless, hateful spirits of human gunmen who died violent deaths and refused to lie quietly in the earth. Most fell in duels at lonely crossroads or are the specters of those slain in battle. A startling number were victims of a pistol wraith themselves. Pistol wraiths appear as gaunt, skeletal apparitions that little resemble the men they were in life. They do not exist entirely on Caen, and their insubstantial nature makes them incredibly difficult to harm with mundane weapons. A pistol wraith cannot manipulate anything in the physical world aside from what it can harm with its guns. Each pistol wraith is armed with a pair of wraithlock pistols—ghostly manifestations of the arms the creature carried in its former life. These weapons are unerringly accurate and never run out of ammunition.

Few have the strength to remain at death's threshold in this state, but those who do are fueled by an unearthly urge to kill. Although a pistol wraith retains the peerless skill of the master gunman it was in life, it is little more than a shell of its former self; only an all-consuming need for vengeance or an overwhelming hatred of all life remains.

Undead Nature. A pistol wraith doesn't require air, food, drink, or sleep.



Pistol Wraith

Medium undead, any evil alignment

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 15
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Death Chill. If the pistol wraith hits the same target with both of its wraithlock pistol attacks, the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the start of the pistol wraith's next turn.
Sense the Living. The pistol wraith can sense the presence of living creatures within 60 feet of it.
Incorporeal Movement. The pistol wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Speed of Death. The pistol wraith has advantage on initiative rolls.

Actions

Multiattack. The pistol wraith makes two ranged attacks.
Wraithlock Pistol. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 13 (3d8) necrotic damage. A frightened humanoid slain by this attack rises as a pistol wraith in 24 hours.
Horrifying Visage. Each non-undead creature within 60 feet of the pistol wraith that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the pistol wraith is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the pistol wraith's Horrifying Visage for the next 24 hours.

I encountered my first pistol wraith near the border of Leryn while traveling along an untended carriage road a few miles outside of the city. It emerged from nothing, coalescing in front of me with a pistol ready in its spectral hand. I had hoped for the formality of being challenged to a duel, but the pistol wraith was quick to disappoint and skipped straight to the shooting.

Viktor Pendrake

Raevhan Buffalo

Towering relics of a forgotten age, Raevhan buffalo eke out a meager existence on the frigid northern plains far east of Uldenfrost, where they are often hunted by Kossite tribes and wild trolls. Development of these lands has caused their habitat to steadily dwindle, forcing these massive creatures into smaller and smaller territories. The population of Raevhan buffalo has declined steadily for centuries, and these beasts are now so rare that many believe they have gone extinct.

Standing over ten feet tall at the shoulder, a Raevhan buffalo has a broad, muscular body covered by a woolly coat of brownish-black fur. Along with its intimidating size, the animal boasts an enormous rack of antlers ideally suited for battering aside a target. Adult specimens also have thick tusks, which they use primarily to dig plants and tubers from the permafrost. Males are solitary creatures outside of mating season, but females are sometimes found living in small groups to defend their young. On the rare occasion two males meet in the wild, they inevitably battle in a thunderous collision of antlers for ownership of an area.

Male Raevhan buffalo are extremely territorial and will fearlessly charge intruders with little regard for their own lives. Females engage in similarly ferocious behavior, typically when defending their young. Retaliatory attacks only seem to kindle a buffalo's anger, driving it to greater heights of strength and ferocity.

Raevhan Buffalo

Huge beast, unaligned

Armor Class 11 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	3 (–4)	9 (–1)	6 (–2)

Saving Throws Con +8
Senses passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Blind Rage. If the buffalo has half its hit points or fewer, it makes attack rolls with advantage, but attack rolls against it have advantage.
Trampling Charge. If the buffalo moves at least 20 feet straight toward a creature and then hits it with an antlers attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the buffalo can make one hooves attack against it as a bonus action.

Actions

Multiattack. The buffalo makes two melee attacks.
Antlers. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the buffalo and knocked prone.
Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.



There used to be a skeleton of a Raevhan buffalo on display in the extraordinary zoological wing of Corvis University, with a perfect bullet hole in its left temple just in front of its antler. I would take new students to view the specimen to drive home the point that even such a large and impressive creature could be brought down by the innovation of a much smaller and far more devious creature—in this case, mankind. I keep meaning to thank Alten for his donation.

Viktor Pendrake

Razorbats

Easily identified by the pronounced talons on their wings and their wickedly barbed tails, razorbats are found throughout the forests of western Immoren. Any creature unlucky enough to disturb a razorbat roost is quickly set upon by a shrieking cloud of bats and torn to pieces by thousands of daggerlike claws.

Razorbats are vicious predators. The combined shrieks of a razorbat colony working in tandem are loud enough to crack lantern glass, shatter eardrums, and leave a target reeling and deafened. The bats are quick to swarm their victims and can bring down even large animals with repeated stabs and slashes of their claws. When their prey has finally collapsed from blood loss and exhaustion, the bats descend to feast.

Every student of extraordinary zoology at Corvis University has a personal understanding of the razorbat. Several decades ago, an ill-advised attempt was made to house a small colony of the creatures on university grounds for extended study. After brief deliberation, the colony was placed in a glass pavilion south of student housing. I think it took the bats around seven minutes to shatter the glass and escape, though they didn't go far. The colony decided to call one of the university towers its home, and it is still there to this day. Each summer, new students are instructed to pull a few of the little beasts out for collection and dissection. It's an excellent form of hands-on experience in a relatively controlled environment.

—Viktor Pendrake

Razorbat Swarm

Medium swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 60 (11d8 + 11)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	12 (+1)	2 (–4)	12 (+1)	4 (–3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Echolocation. The swarm can't use its blindsight while deafened.
Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny razorbat. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm uses sonic shriek if it can and then makes a melee attack.
Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 25 (10d4) piercing damage, or 12 (5d4) piercing damage if the swarm has half of its hit points or fewer. A creature damaged by the swarm must succeed on a DC 14 Constitution saving throw or be lacerated by the swarm. While lacerated, a creature suffers 1d4 necrotic damage from bleeding at the start of its turn until it receives healing, or until a creature makes a successful DC 10 Medicine check to stop the bleeding.
Sonic Shriek (Recharge 6). The swarm emits a piercing shriek. Creatures within 10 feet of the swarm must succeed on a DC 14 Constitution saving throw or be stunned until the start of the swarm's next turn. In addition, a nonmagical object made of crystal, glass, ceramic, or porcelain shatters if it's within 10 feet of the swarm, weighs less than 1 pound, and isn't being worn or carried.



Riven

Riven are the crazed spirits of elven priests who suffered and died during the Rivening, a time when the connection between most of the deities of the Divine Court and their worshippers was shattered. Wracked by fundamental loss—and tormented by the screams of the divine—they lost their minds and committed atrocities against their terrified people.

Riven believe that if they inhabit a body as it dies, they can tether themselves to the departing soul and thereby pass into Urcaen. Given the uncertain fate of their own people, they believe their best chance is to follow the soul of an outsider, and to this end they seek out mortals with pure souls to possess and then kill. But they delude themselves with this untenable belief.

Undead Nature. A riven doesn't require air, food, drink, or sleep.



The undead I have encountered seem to be the product of an overwhelming pathos—some all-consuming suffering that overwhelms the spirit and torments it long beyond death. This is seen across all types of undead, regardless of race. Take the riven, for example. In the aftermath of the most catastrophic single moment in the history of western Immoren, they committed unspeakable acts upon their already wounded people. What spirit could inflict such tragedy without suffering its own wrenching torment as a result?

Viktor Pendrake

Riven

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	22 (+6)	17 (+3)	17 (+3)	22 (+6)	21 (+5)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 16
Languages Shyr
Challenge 13 (10,000 XP)

Futile Fatality. If a creature possessed by the riven drops to 0 hit points, the riven emerges from the body in a blast of violent spectral force. The riven reappears in an unoccupied space within 5 feet of the body, and each living creature within 20 feet of the body takes 22 (4d10) psychic damage.

In addition, the formerly possessed creature is immune to this riven's Possession for 24 hours.

Incorporeal Movement. The riven can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The riven's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The riven can innately cast the following spells:
At will: *chill touch, ray of enfeeblement*
3/day each: *bane, fog cloud, suggestion*
1/day each: *blight, contagion, finger of death*

Turn Resistance. The riven has advantage on saving throws against any effect that turns undead.

Unwelcome. The riven cannot pass through any border or threshold unless it receives permission or an invitation, whether that border is a river, the boundary of a nation, or a doorway. If the riven is in possession of a body and passes a border or threshold without invitation or permission, it is immediately driven out of the possessed body, reappears in an unoccupied space within 5 feet of the body, and becomes stunned until the end of its next turn.
In addition, the formerly possessed creature is immune to this riven's Possession for 24 hours.

Actions

Multiattack. The riven makes two Incorporeal Touch attacks.

Incorporeal Touch. Melee Attack: +3 to hit, range 40 ft., one target. *Hit:* 32 (6d8 + 5) psychic damage.

Possession (Recharge 5–6). One humanoid that the riven can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the riven; the riven then disappears, and the target is incapacitated and loses control of its body. The riven now controls the body but doesn't deprive the target of awareness. The riven can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, ability to cast spells, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the riven ends it as a bonus action, or the riven is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the riven reappears in an unoccupied space within 5 feet of the body. The target is immune to this riven's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Saqu

I shy away from ascribing human motivations to unintelligent creatures, but on occasion a beast manifests behavior that seems to draw upon higher thought: the gentility of a mother argus grooming her young, for instance, or the mean-spirited way a saqu drops its prey on the sharpest rocks for miles around.

Viktor Pendrake



Saqu

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (–2)	15 (+2)	14 (+2)

Saving Throws Con +4
Skills Perception +4, Stealth +2
Senses passive Perception 14
Languages —
Challenge 4 (1,100 XP)

Dive Attack. If the saqu is flying and dives at least 30 feet straight toward a target and then hits it with a beak attack or talon attack on the same turn, the attack deals an extra 7 (2d6) damage.
Keen Sight. The saqu has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The saqu makes two talon attacks. It can replace one of those attacks with a beak attack.
Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.
Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the saqu can't use the same talon on another target. The saqu has two talons, each of which can grapple only one target.

The saqu is a gigantic raptor similar in appearance to a hawk but with a longer, broader beak. Saqu stand up to fifteen feet tall when fully grown and have a wingspan in excess of thirty feet. They have dark gray feathers on their backs and light tan feathers on their undersides, which help camouflage them against the sky, particularly when they hunt prey with weaker eyesight. Their bones are hollow and light, like those of most birds; despite their size, saqu rarely weigh more than five hundred pounds.

Saqu have excellent eyesight even in dim light, and they can spot prey as far as five miles away. Their well-developed hearing allows them to zero in on small, unseen prey hiding among the trees or huddling on the ground beneath low foliage. Because of their size, saqu rarely soar like other birds of prey. Instead, they perch on cliffsides or midway up large trees and wait. They are extremely patient while hunting and have been known to wait all day for a meal. Once a saqu spots its prey, it descends from its perch in a swift dive and falls upon its victim in seconds.

The saqu's favored method of obtaining a meal involves using its talons and considerable weight to pin its prey to the ground and then pecking and tearing until the creature stops moving. It carries more difficult prey high into the air, tearing away with its beak all the while, before dropping the victim to its death and eating whatever remains.

Satyr



Satyrs presume others are as tough as their own kind. I once saw one looking down in confusion at the crumpled body of an armored knight who had made the mistake of trying to confront it in a mountain pass. The beast seemed disappointed at being deprived of the opportunity for one more round.

Viktor Pendrake

Satyr

Large beast, neutral

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (–2)	14 (+2)	10 (+0)

Skills Athletics +7, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Charge. If the satyr moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away from the satyr and knocked prone.
Rock Climb. The satyr can climb difficult mountainous or rocky surfaces, including nearly sheer cliffs, without needing to make an ability check.
Stench. Any creature that starts its turn within 5 feet of the satyr must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the satyr's Stench for 24 hours.

Actions

Multiattack. The satyr makes three melee attacks: one with its ram and two with its claws.
Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Satyrs have muscular, man-like upper bodies but the legs and hooves of a goat. They walk upright, towering twice as tall as the average human. The horns that sometimes give the beast its name are curled inward like a mountain sheep's, protecting the satyr's head and face and giving it a potent natural weapon. These horns begin growing at birth and continue to grow throughout the satyr's life, and their size is a good indicator of a satyr's age.

Although satyrs communicate in a series of grunts and snorts that give the impression of intelligence, most of their reactions are built on instinct, not understanding. They are hostile and aggressive creatures with a limited capacity for reason.

Satyrs attack with minimal provocation, lowering their heads and smashing into their opponents with their curled horns to devastating effect. By comparison, the satyr itself suffers very little harm from such blows, as its horns and skull are thick enough to protect it from all but the worst injuries.

Satyrs were once far more numerous, but they were hunted almost to extinction in the centuries after the breaking of the Molgur. Most civilized peoples viewed them as evil beasts whose mere appearance was a dire omen. They were strongly connected with the Devourer Wurm, and a variety of false legends arose to incite fear and hatred of them. Although a few of these legends linger still, some remote mountain peoples view these creatures with admiration rather than fear. The blackclads of the Circle Orboros sheltered and protected these creatures, seeing their value as guardians and beasts of war. To that end, the Circle has sought to foster bloodlines and character traits among the various satyr species that would better serve the druids' needs.

Variant: Satyr Breeds

Other breeds of satyr exist, each with its own unique attributes. These include the more intelligent but more aggressive rip horn satyrs and the slimmer but more agile shadowhorn satyrs. A GM can replace one of these other breeds by replacing the satyr's Stench trait with one of the following.

Aggression. Rip horns are among the most aggressive of satyrs. As a bonus action, the satyr can move up to its speed toward a hostile creature that it can see.

Agility. Shadowhorn satyrs are much more lithe and agile than other breeds. The satyr's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Scylla Flock

Scylla flocks consist of undead birds corrupted by the blight of the Dragonfather, Toruk. Found in the Scharde Islands and locations off the Broken Coast, these flocks attack any living creatures that draw too close to their territories.

A typical scylla flock consists of a few dozen birds, but massive swarms numbering in the thousands sometimes blacken the skies over Skell on the Scharde Islands. Mainlanders once thought scylla to be another grim legend of the Nightmare Empire, but the inhabitants of the Iron Kingdoms have come to know the truth of these creatures' existence.

Scylla are scavengers that feed on the bodies of humanoid dead until the corpses are picked clean. Like vultures, scylla wheel in the sky over battles, diving down en masse to fall upon those left behind. They have been known to roost near the edges of rocky shores where shipwrecks are common, hoping to feast on the bodies of drowned sailors floating on the tide. Upon consuming a corpse, a scylla flock attains an echo of the deceased individual's memories and can speak with its voice. Compelled to return to familiar taverns and ships by the memories of those they last consumed, these birds line the eaves of Cryxian ports and mockingly call out to pirates and sailors in the voices of their dead comrades. These memories eventually fade, only to be replaced once the birds locate another cadaver and feed anew.

Undead Nature. A scylla flock doesn't require air, food, drink, or sleep.



Scylla Flock

Large swarm of Tiny undead, unaligned

Armor Class 12
Hit Points 110 (20d10)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	4 (–3)	16 (+3)	10 (+0)

Saving Throws Wis +6
Skills Perception +6, Stealth +5
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 16
Languages None, but the flock can imitate the voice of an intelligent creature it has devoured.
Challenge 8 (3,900 XP)

Dead Memory. If the flock consumes the body of an intelligent creature, it gains its memories and Intelligence score for 1 week. The flock becomes capable of speech, adopting the devoured creature's languages and mannerisms. When spoken to, the flock will imitate the devoured creature, and is capable of providing information the slain creature knew if persuaded, though often it will just chatter mockingly in their voice.

The flock gains all skill proficiencies of the devoured creature during this period, and can cast any spells the devoured creature had prepared using the creature's spell save DC and spell attack bonuses, but without requiring the use of any components. The flock is considered to have the same spell slots and prepared spells as the creature, but cannot regain used spell slots.

Swarm. The flock can occupy another creature's space and vice versa, and the flock can move through any opening large enough for a Tiny bird. The flock can't regain hit points or gain temporary hit points.

Actions

Multiattack. The flock makes four bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the flock's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the flock has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. A poisoned creature that fails this saving throw becomes stunned for 1 minute. A stunned and poisoned creature that fails this saving throw is knocked prone. A stunned, poisoned, and prone creature that fails this saving throw takes 55 (10d10) piercing damage as the flock feasts on it.

If this attack kills an intelligent creature, the flock immediately consumes the creature's body, as described in the Dead Memories trait.

The malign power of Cryx has transformed these poor birds into rotting monstrosities that somehow manage to fly on tattered wings and chatter with deformed beaks. However horrible their appearance, the flock's true horror runs deeper. These creatures not only tear the body of those they slaughter, but also consume their victims' memories.

Viktor Pendrake

Sepulchral Lurker

Bodies that fall on the parched Bloodstone Marches are covered by the ceaseless blowing sand and forgotten. Some, though, have no peace in death. Sepulchral lurkers are the twisted, risen mockeries of those claimed by the unforgiving desert.

Twisted Mockeries. A lurker's body looks little like the humanoid it was in life. Its skeletal limbs drag along the ground as the creature walks. Its dry flesh is a dull red, and the bones that protrude from it are a dark ochre. It has a long and misshapen head with a wide row of exposed teeth, and its bulbous, milky eyes are sunk deep in their sockets. Bereft of voice, a sepulchral lurker cannot emit more than a dusty hiss that blends into the shifting of the desert sands.

Undead Nature. A sepulchral lurker doesn't require air, food, drink, or sleep.



Sepulchral Lurker

Large undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	8 (–1)	12 (+1)	10 (+0)

Saving Throws Str +9, Con +9
Skills Perception +5, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Ambusher. In the first round of a combat, the lurker has advantage on attack rolls against any creature it surprised.
Create Spawn. A humanoid slain by the lurker rises 1d4 rounds later as a skeleton under the lurker's control, unless the humanoid is restored to life or its body is destroyed.
Desert Camouflage. The lurker has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The lurker makes three melee attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 11 (2d10) necrotic damage.
Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) necrotic damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the lurker can't grapple another target. The lurker has two claws, each of which can grapple only one target.
Frightful Presence. Each creature of the lurker's choice that is within 60 feet of the lurker and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lurker's Frightful Presence for the next 24 hours.
Pestilent Breath (Recharge 5–6). The lurker exhales foul breath in a 30-foot-cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 42 (12d6) necrotic damage and is poisoned for 1d4 rounds. On a successful save, it takes half as much damage and isn't poisoned.

The thought that these warped aberrations could once have been men is terrible to contemplate. Fortunately, my friend and guide Quimut was familiar with the sign of their burrows. Our journey was a bit delayed when we had to spend quite a few hours hacking apart lurkers we encountered along our way.

—Viktor Pendrake

Skigg

Skiggs are small, rodent-like animals native to many swamps and marshes throughout western Immoren, but they are often found in urban environments thanks to a strange dietary predilection: they are attracted to blasting powder and eagerly devour it. To most creatures, the substance would be potentially poisonous and would certainly be rendered inert by the digestive process, but a skigg's unique physiology actually increases the explosive yield and instability of its meal, turning the skigg into a tiny, walking bomb. A skigg that has consumed a sufficient amount of blasting powder will violently explode if struck or even shaken with sufficient force.

Skiggs have become common pests in many of western Immoren's cities, most of which offer a bounty on the little beasts because of the danger they pose when exposed to blasting powder—a fairly common substance in urban environments. Because the creatures breed so quickly, however, a city can be all but overrun with skiggs in a matter of months. Towns have tried a number of different methods to bring down their skigg populations, including plans as far-reaching as poisoning barrels of blasting powder and flooding underground chambers to drown the pests, but the oldest technique seems to be the most effective: sending in a brave man with steady hands and a heavy sack or sturdy cage for capturing the beasts.

Skigg

Small beast, unaligned

Armor Class 11
Hit Points 11 (2d6 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	13 (+1)	14 (+2)	1 (–5)	7 (–2)	10 (+0)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Deadly Diet. The skigg can eat 1 pound of blasting powder as an action. The skigg is full when it has eaten 2 pounds of blasting powder but is capable of eating 10 pounds before it cannot eat any more blasting powder for the day.

Powder Keg. If the skigg is full and takes damage, it must succeed on a DC 12 Constitution saving throw or explode. The skigg dies, and each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.



I have heard firsthand accounts of a most unusual blood sport in the disreputable port towns of Ord known as "skigg whacking." In a penned-in field, a man with a cudgel faces off against a dozen or more skiggs, one of which has been fed a small measure of blasting powder. The contestant wins crowns for each skigg he defeats, and his round is over when he either leaves the pen or strikes the unlucky skigg. I must admit some confusion as to the sport's popularity—aren't there far simpler methods to kill oneself?

Viktor Pendrake

Spine Ripper

A spine ripper looks like a top-heavy, muscle-bound bear with a huge maw and massive, hooked claws. It owes its name to the spines that bristle across its entire body, which range from a few inches to over a foot in length. These wicked barbs, which have both offensive and defensive uses, begin growing when a spine ripper is very young, and they protect young spine rippers from even the most eager predators. Any animal stupid or desperate enough to attack a spine ripper must first deal with the thicket of spurs that tear at it with every strike, and the spine ripper is known to slam itself into a target to impale it a hundred times over.

If that were not enough, the spine ripper's claws are long, hooked, and ideally suited for tearing flesh. Each claw is like an arcing blade with a razor-sharp interior edge, and a slash from this beast can easily disembowel a creature the size of a gorax. Using its claws in conjunction with its spines, an adult spine ripper can quickly overwhelm prey many times its own size. The dewclaws of a spine ripper house a venom gland whose toxin causes immediate damage to muscle and tendon alike.

Expansive Territory. The spine ripper has one of the largest ranges of any creature known to inhabit western Immoren. These aggressive beasts have been spotted as far north as Ohk and on isolated islets of the Scharde Islands, and they are even rumored to wander the forests of Ios. Clever and predatory, spine rippers have been responsible for the disappearance of many travelers along the lonely roads that crisscross the wilds of the Iron Kingdoms.

Most of the creatures I encounter have clearly defined territorial or ecological ranges in which they can be found. Not so with the spine ripper. These rather aptly named creatures are found in every major stretch of wilderness across western Immoren, from the forests and mountains of Cygnar to the frozen landscape of the Howling Wastes. These wandering beasts are content to call anywhere with dirt to dig in and creatures to eat home, making them one of the most successful creatures on the entire continent from a purely territorial standpoint. If only they weren't so violent.

—Viktor Pendrake

Spine Ripper

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (–2)	14 (+2)	8 (–1)

Skills Perception +5, Stealth +5
Damage Resistances slashing
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Impaling Charge. If the ripper moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the ripper can make one claw attack against it as a bonus action.

Spine Hide. A creature that touches the ripper or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Actions

Multiattack. The ripper makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 11 (2d10) poison damage, and the target is grappled (escape DC 15). Until this grapple ends, the ripper can't use its claw on another target, can bite only the grappled creature, and has advantage on attack rolls to do so.



Steamjacks

Steamjacks are advanced mechanikal constructs. A steam engine provides their motive power, but they are given awareness by sophisticated mechanikal brains called a cortex. These metal giants toil away anywhere heavy labor needs to be done. Units may grasp huge tools in their powerful claws, or owners can fit them with industrial tools like picks, shovels, or steam-augmented hammers.

There are many varieties of steamjack, from plodding dockside laborers to lighter military units that wield shields, cannons, and heavy melee weapons.

Steamjacks. Not always useful when exploring a deep cavern or ruin and too loud for stealthy observation of animals in almost every circumstance. However, they can be quite handy for clearing a barricade, setting up camp, or punching the brains out of a gorax intent on eating you for brunch.

Viktor Pendrake

Light Laborjack

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 42 (4d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	20 (+5)	5 (–3)	4 (–3)	1 (–5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 7
Languages understands the languages of its manufacturer but can't speak
Challenge 2 (450 XP)

Cortex. The steamjack's cortex allows it to understand basic commands from its controller (spoken verbally by most, communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The steamjack will carry out these commands with no regard for its own safety.

Steam Powered. The steamjack requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, the steamjack can function for 1 hour with a full fuel load. If the steamjack's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the steamjack has disadvantage on Dexterity (Stealth) checks.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



Heavy Laborjack

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (–3)	10(+0)	1 (–5)

Saving Throws Str +8, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 6 (2,300 XP)

Cortex. The steamjack's cortex allows it to understand basic commands from its controller (spoken verbally by most, communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The steamjack will carry out these commands with no regard for its own safety.
Steam Powered. The steamjack requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the steamjack can function for 1 hour with a full fuel load. If the steamjack's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the steamjack has disadvantage on Dexterity (Stealth) checks.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Mercenary Light Warjack

Large construct (steamjack), unaligned

Armor Class 18 (natural armor)
Hit Points 42 (4d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (–2)	10 (+0)	1 (–5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its manufacturer but can't speak
Challenge 3 (700 XP)

Cortex. The steamjack's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The steamjack will carry out these commands with no regard for its own safety.
Heavy Metal. The steamjack's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.
Steam Powered. The steamjack requires coal and water to function. When not in combat, it can function for 7 hours with a full fuel load of 300 pounds of coal and fresh water in its boiler. While in combat, the steamjack can function for 1 hour with a full fuel load. If the steamjack's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the steamjack has disadvantage on Dexterity (Stealth) checks.
Tried and True. When the steamjack regains hit points, it regains 5 additional hit points.

Actions

Multiattack. The steamjack makes two attacks with its battle blade.
Battle Blade. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.
Light Gun. *Ranged Weapon Attack:* +2 to hit, range 80/240 ft., one target. *Hit:* 11 (2d10) piercing damage.



TATZYLWURMS



Tatzylwurms are many-eyed venomous serpents found across western Immoren. Similar creatures are found in the Alchiere subcontinent and as far away as the continent of Zu. Several breeds exist, ranging in size from the small viper tatzylwurm, which is only a few feet long, to the truly massive pale tatzylwurm, whose length can exceed twenty-five feet. Each variety has its own unique hunting behaviors and potent venom, making tatzylwurms incredibly dangerous to any creature that enters their territory.

They are fearless and unyielding creatures, attacking anything and everything that comes within their territory. All types of tatzylwurms have a wide array of weapons at their disposal, most notably their organization when working in packs. They are adept at herding fish, animals, and even humanoids into "kill zones," where other tatzylwurms wait.

Ambush Serpents. One of the more alarming qualities of tatzylwurms is the ability some have to leap an impressive distance. By coiling their powerful bodies, the serpents can clear obstacles and reach into a tree's high branches. Tatzylwurms use this ability to spring sudden ambushes on a potential meal, springing up from hiding before landing near—or atop—their surprised prey.

Deadly Venom. Every type of tatzylwurm has a potent and fatal venom. Some are fast-acting and can cause death within moments, while others are slower and more debilitating. The serpents inject the venom through a pair of oversized hollow fangs. To guarantee a lethal dose, smaller teeth lining the tatzylwurm's jaws grip into their target's flesh and prevent it from escaping the bite.

Venom Spray. The majority of tatzylwurm breeds are able to project a stream of venom—or other debilitating substance—with startling accuracy. The creatures use this ability to distract or debilitate a hostile animal or potential meal. This sudden projectile lets the serpents strike at distant targets before closing in to constrict or bite prey or to hit targets that would usually be beyond their reach, like birds in mid-flight.

For every ecological niche, it appears that there is some malevolent version of tatzylwurm waiting to fill it. From the tiny viper to the enormous pale varieties, tatzylwurms almost seem to take pride in being one of the deadliest creatures one can encounter.

—Viktor Pendrake

Varied Prey. Tatzylwurms are not picky predators. Anything that moves is a potential meal to the serpents. Smaller creatures are swallowed whole, but even animals as large as a troll are seen as potential prey. When a tatzylwurm overcomes a more significant victim, it can rip the flesh apart into manageable chunks with its sturdy fangs.

Fond of Water. Most known breeds of tatzylwurm seem to prefer habitats that are near water. The serpents seem comfortable both in and out of water. Living near lakes, rivers, or swamps increases the diversity and availability of potential food, and acts as a natural barrier to most creatures that could threaten the tatzylwurms at their most vulnerable: while still in the egg. Tatzylwurms lay their clutches near a water source, with the newly hatched often subsisting on fish and amphibians for the first few months before graduating to other, more resistant meals.



Their numerous eyes seem to aid them in tracking prey regardless of lighting conditions.

—VP

Black Tatzylwurm

The black tatzylwurm is a particularly rare breed often found along riverbanks, where it lives in secluded nests concealed by dense foliage. The beast gets its name from its glossy obsidian scales, which afford it a great deal of protection and provide it with a rudimentary camouflage in the shadows of the underbrush in which it prefers to travel.

Black tatzylwurms grow to a length of over fourteen feet and can hold themselves upright on powerful, muscular coils. Unlike common snakes, many tatzylwurms are pack hunters, and black tatzylwurms are no exception. These extraordinarily skilled predators lurk along game trails, where they engage in a unique form of ambush. A black tatzylwurm can transfix any living creature that makes eye contact with it. The light plays in strange, hypnotic patterns deep in the tatzylwurm's eyes, fixing its intended target in place. Once entranced, the target is attacked from all angles by the remainder of the pack and poisoned by dozens of bites into its exposed flesh. The venom introduced into the target's bloodstream causes almost immediate blindness, rendering the creature incapable of retaliation. This blindness is total but short-lived, as the venom quickly breaks down in a creature's system. The victim's sight will return in a matter of moments, although this may be too late for it to survive the tatzylwurm's follow-up attack.

More than once I have found myself frozen in fascination while observing the creatures of the natural world. My first encounter with the black tatzylwurm had me similarly riveted, albeit for an entirely different reason. The creature's eyes are hypnotic—not in any poetic sense, but quite literally. Looking into those eyes was like looking into the depths of eternity, which could well have been the case if my assistant had not come to her senses and blown the damn thing's head off.

—VP



Black Tatzylwurm

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	4 (–3)	14 (+2)	4 (–3)

Skills Athletics +6, Stealth +5, Survival +5
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Actions

Multiattack. The tatzylwurm makes two bite attacks. It can replace one of those attacks with Spit Poison or Transfix.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is blinded for 1d4 rounds and must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Transfix. The tatzylwurm targets one humanoid it can see within 30 feet of it. If the target can see the tatzylwurm, the target must succeed on a DC 15 Wisdom saving throw or be paralyzed until the start of the tatzylwurm's next turn. If the target can't see the tatzylwurm at any time, this effect ends.

Painted Tatzylwurm

Named for its vibrantly colored scales and feather-like head crest, this massive ten-eyed creature is one of the largest breeds of serpent known to scholars and one of the most fearsome sights among the tropical lakes, rivers, and shallow coastal waters the species favors. Although somewhat less venomous than some related species, the painted tatzylwurm is second in size only to the pale tatzylwurm, and it is a fierce and lethal predator. It typically catches its prey by moving slowly into the target's field of vision and mesmerizing it with a series of rapid chromatic shifts along the tatzylwurm's scales. Once the tatzylwurm has closed the distance between itself and its prey, it explodes into motion, propelling its long body forward to grab its victim. The creature's bite injects a powerful toxin that debilitates its prey, ensuring that the tatzylwurm has the advantage in the final struggle.

Although ambushing is its primary mode of predation, the painted tatzylwurm possesses a unique and dangerous secondary hunting adaptation: specialized glands in its esophagus that can rapidly heat a jet of water as the creature regurgitates it. The resulting stream of scalding-hot liquid causes deep tissue damage, blisters, and ruptured skin. Painted tatzylwurms largely use this ability in defense of their territory, although some explorers have claimed to observe these creatures using this method to down entire flocks of geese and then devouring the carcasses at their leisure.

I freely admit I originally dismissed the description of the painted tatzylwurm as the exaggerated stories of sailors. How delightful to be proven wrong! I had heard tales that they were both beautiful and venomous, but to witness that they can generate enough heat to cook their prey with their breath alone . . . well, a little scalded flesh seems a small price to pay for such a discovery.

—VP

Painted Tatzylwurm

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	4 (–3)	14 (+2)	4 (–3)

Skills Athletics +9, Stealth +6, Survival +6
Damage Immunities poison
Condition Immunities frightened, poisoned, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP)

Amphibious. The tatzylwurm can breathe air and water.
Kaleidoscopic Scales. Any creature that starts its turn within 10 feet of the tatzylwurm and can see it must succeed on a DC 16 Wisdom saving throw or be stunned until the start of the tatzylwurm's next turn. On a successful saving throw, the creature is immune to the tatzylwurm's Kaleidoscopic Scales for 24 hours.

Actions

Multiattack. The tatzylwurm makes two bite attacks.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.
***Scalding Stream* (*Recharges after a Short or Long Rest*).** The tatzylwurm exhales scalding water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.



Pale Tatzylwurm

The pale tatzylwurm is the largest tatzylwurm breed. When one of these deadly serpents raises its head to its full height atop its thick, muscular body, it towers easily over even the largest man. The creature's scales are a milky, opalescent white that catches and reflects light in a scintillating array of color that helps lure its prey close enough to strike. Some pale tatzylwurms are born with a more muted, greyish cast to their scales, while others' scales are tinged a pale blue.

In the rare case that a pale tatzylwurm feels threatened, it sprays a corrosive acid from special glands in its mouth. This acid is powerful enough to dissolve iron and gives the beast the opportunity to either retaliate immediately against a threat or slip away into the wilderness to prepare an ambush strike. This same powerful acid enables the pale tatzylwurm to consume its kills entirely, and unlike other breeds, it does not need to regurgitate the teeth and dense bones of the animals it swallows.



Pale Tatzylwurm

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 40 ft., burrow 10 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	4 (–3)	14 (+2)	4 (–3)

Skills Athletics +10, Stealth +7, Survival +6
Damage Immunities acid, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 11 (7,200 XP)

Pounce. If the tatzylwurm moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the tatzylwurm can make one bite attack against it as a bonus action.

Actions

Multiattack. The tatzylwurm can use its Frightful Presence. It then makes three bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the tatzylwurm's choice that is within 120 feet of the tatzylwurm and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tatzylwurm's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The tatzylwurm exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

The beast's most alarming characteristic might be its incredible leaping ability. A pale tatzylwurm can jump an astounding distance by winding its coils beneath itself and quickly whipping its body against the ground in a sudden, sidewinding strike. Pale tatzylwurms use this ability to quickly strike at prey in the branches of trees overhead and to cross otherwise impassable gaps.

Just thinking of such a horrible beast is enough to cool my blood. The largest of the known tatzylwurm breeds, these scintillating vipers grow to staggering proportions and possess an almost unfathomable capacity for violence. A single pale tatzylwurm is powerful enough to kill and devour an entire village of humans, and packs of the beasts rove together for months every year, consuming all creatures unfortunate enough to cross their path.

Tatzylwurm Viper

Although they are the smallest known tatzylwurm breed, viper tatzylwurms are tenacious and aggressive predators with potent venom and uniquely adapted senses. They hunt largely in packs, but even a lone viper tatzylwurm is capable of tracking and killing hardy creatures.

Native to the jungles and shores of the Broken Coast, viper tatzylwurms are capable of coordinating their hunting activities. Each serpent bears a rattle at the end of its tail that it uses both to communicate with its pack mates while on the hunt and to confuse its prey. The beast's venom has an alarming secondary characteristic: it rapidly alters the victim's sweat, causing the prey to emit a scent that is both irresistible and powerfully apparent to any viper tatzylwurm in the vicinity. Even a victim who successfully evades the creature's initial bite will be relentlessly and unerringly tracked down by the rest of the pack.

Tatzylwurm Viper

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	4 (–3)	14 (+2)	4 (–3)

Skills Athletics +3, Stealth +5, Survival +4
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Venom Tracking. The tatzylwurm has advantage on Wisdom (Survival) checks made to track a creature poisoned by a tatzylwurm within the last 24 hours.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



While smaller than the other breeds of these serpents, do not assume that it makes them safe to encounter. A baby gorax can be quite adorable, up until the moment it's eating your assistant's face.

—Vop

Thornwood Mauler

The Thornwood mauler is a massive and savage beast. Although closely related breeds are found in forests as far north as the Scarsfell, Thornwood maulers take their name from the dark and hostile Thornwood Forest of northern Cygnar.

Thornwood maulers are built for rending the flesh of lesser beasts in a matter of moments. The beasts seem to take feral satisfaction in mauling their prey beyond recognition, but not before engaging in behavior that would seem playful if it were not so savage: they will bat their prey back and forth with their oversized claws, charge it, toss it to the ground, and then leap into the air before landing on top of it and finishing it off.

These beasts do not keep to a permanent territory or lair and will bed down wherever they can dig a sufficiently wide pit in which to sleep. Although they typically stay within woodland areas, Thornwood maulers will move out into surrounding regions if prey is scarce. If not for the unpleasant stink of coal smoke, tanning vats, and other strong smells of civilization, Thornwood maulers would almost certainly wander brashly through village streets and feed on anything that crossed their path.

Western Immoren is home to an incredible range of ferocious and deadly creatures with the desire and ability to kill a man, but few take such delight in savagely tearing a victim to pieces as the Thornwood mauler. Creatures brought down by one of these massive predators are subjected to prolonged thrashing from its razor-sharp teeth and talons. Only when the unfortunate victim is reduced to bloody tatters will a Thornwood mauler finally feed.

Viktor Pendrake

Thornwood Mauler

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	24 (+7)	2 (–4)	10 (+0)	7 (–2)

Skills Perception+4
Senses passive Perception 14
Languages —
Challenge 9 (5,000 XP)

Charge. If the mauler moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Keen Smell. The mauler has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The mauler makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Legendary Actions

The mauler 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. The mauler regains spent legendary actions at the start of its turn.

Bulldoze. The mauler moves up to its speed without provoking opportunity attacks.

Detect. The mauler makes a Wisdom (Perception) check.

Thresher (Costs 2 Actions). The mauler makes one claw attack against each creature within 10 feet of it.



Thrall

The most common and widely practiced necromantic process is the use of complex runes to give motion and mobility to the dead. Thrall runes are glyphs of great power derived from Telgesh that can be used to animate the dead to serve the living, representing necromancy in its most straightforward form. Like mechanika runes, thrall runes can be used to many different effects depending on the skill and imagination oftheir crafter and the time he spends inscribing the runes.

Generally, the more complex the runes, the more powerful a thrall can be created. The simplest thrall requires only rudimentary runes, whereas more powerful thralls require sophisticated inscriptions covering every square inch of their undead forms.

To create a thrall, a necromancer needs to assemble the required body parts and then carefully inscribe the runes upon the bones and flesh. Most thralls require a complete set of bones, generally human. These might be mixed and matched from any number of rifled graves as required. It is also worth noting that a "fresh" thrall is by no means better than one crafted from aged bones, or vice versa. Only the runes matter. For some necromantic processes, the type of corpse and the potency of the body or its history are relevant, but this is beyond the scope of the most commonly employed methods of animation.

Why are necromancers so myopic? It seems like every thrall I encounter is the same old human skeleton. Sometimes they have armor, or weaponry, but that seems to be the limit of their imagination. Get me the bones of a Khardovar steed, I say, the arms of a spine ripper, the jaws of a Thornwood mauler. Now that would be a thrall worth writing home about!

—Viktor Pendrake



Risen Thrall

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Pack Tactics. The thrall has advantage on an attack roll against a creature if at least one of the thrall's allies is within 5 feet of the creature and the ally isn't incapacitated.
Undead Fortitude. If damage reduces the thrall to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the thrall drops to 1 hit point instead.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Thrall Warrior

Medium undead, neutral evil

Armor Class 16 (chain mail)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	16 (+3)	4 (–3)	6 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the thrall to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the thrall drops to 1 hit point instead.

Actions

Multiattack. The thrall warrior makes two attacks with its greatsword.
Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Thrullg

Thrullgs are unusual amphibious creatures originally native to the marshy regions near urban centers along the Black River, where the waters are tainted by the byproducts of the industrialized manufacture of alchemical and mechanikal goods. Much like flies are drawn to putrescence, thrullgs are drawn to arcane energy, which they consume as if it were some sort of bizarre foodstuff. Lured by industrial arcane waste, many thrullgs journey up rivers and pass through outflow valves into the sewers of large cities, where they can feed on a seemingly endless supply of their favorite food.

Two long, powerful tentacles on the creature's head allow it to grasp objects and draw them close. Each of these appendages is thicker around than a man's arm, strong enough to rip through the hardened hull of a steamjack, and long enough to reach the cortex within. These tentacles, which twitch in the presence of magic, contain the specialized organs that allow a thrullg to detect the arcane.

A thrullg can shroud its immediate surroundings in an energy void that negates the powers of any mechanika within it. This field is a product of the thrullg's latent siphoning of power from the devices' capacitors. Such items are affected only while they are close to a living thrullg; if they are removed from the creature's proximity, or if the thrullg is killed, they return to full functionality within seconds.



Thrullg

Large abberation, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	8 (–1)	7 (–2)

Skills Athletics +6, Stealth +3
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 4 (1,100 XP)

Amphibious. The thrullg can breathe air and water.
Magic Resistance. The thrullg has advantage on saving throws against spells and other magical effects.
Magic Sense. The thrullg can pinpoint the location of magic items and spellcasting within 100 feet of it.
Underwater Camouflage. The thrullg has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The thrullg makes three melee attacks: one with its tentacle bite and two with its claws.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Tentacle Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the thrullg can't use its tentacle bite on another target.
Absorb Magic. The thrullg can feed on any magic items held by a creature it has grappled. The magic item loses all of its magical properties for 1d4 rounds, and the thrullg regains 28 (8d4 + 8) hit points. If the thrullg feeds off the same magic item for 3 consecutive rounds, the magic item is rendered mundane and permanently loses all its magical properties.
Blackout Pulse. The thrullg releases an aura of arcane static that disrupts nearby mechanika and weakens the energies stored within other magic items. Each mechanikal item within 30 feet of the thrullg loses 1d3 charges, and each magic item that utilizes charges within 30 feet of the thrullg loses 1d3 charges.

For every ecological niche and every potential source of food, there is a creature ready to exploit it. The thrullg, for example, seeks nourishment from a source few other creatures could even comprehend, much less feed upon. Not to put too fine a point on it, but thrullgs eat the very essence of magic. Is this an adaptation that arose in the aftermath of mankind's industrialization of the arcane? If so, what did the thrullg feed upon in the days prior to the advent of mechanika, or indeed the Gift of Magic? I can only postulate that perhaps it was once a very different creature that came to feed on the stuff of magic. The thrullg is worthy of study, if only because it points to a progression of the natural world toward sometimes mind-boggling adaptation.

—Viktor Pendrake

Totem Hunter

Totem hunters are tall, lean, powerfully muscled humanoids with hairless grey skin. A totem hunter's face is long, vicious, and filled with wickedly sharp teeth. Capable of leaping incredible distances, totem hunters move through the wilderness unseen and unheard, jumping from one piece of cover to the next in pursuit of their prey. Although they are capable of killing many beasts with their bare hands, totem hunters are typically equipped with the exotic weapons and armor of their distant homeland. They train obsessively with their weapons, honing their martial prowess with single-minded determination. Those doomed to face a totem hunter find it a remarkable combatant who can twist clear of the path of mortal strikes and respond with crippling blows.

Hunters from Afar. Though relatively well-known in Zu, totem hunters are shrouded in mystery to the inhabitants of Immoren. Hailing from across the tempestuous Meredius, these inscrutable beings stalk the wilds of Immoren and slaughter the deadliest prey the land has to offer.

Patient Predators. Totem hunters are among the most relentless predators in existence. Once a totem hunter selects a target, the death of either the totem hunter or its chosen quarry is almost certain; the only exception is if a totem hunter determines its quarry is somehow unworthy of the hunt.



Totem Hunter

Medium humanoid, neutral

Armor Class 20 (scale armor +2, shield)
Hit Points 136 (16d8 + 64)
Speed 35 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Str +9, Dex +8, Con +8
Skills Athletics +9, Perception +9, Stealth +9, Survival +9
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 19
Languages doesn't speak
Challenge 11 (7,200 XP)

Hunter's Prey. As a bonus action, the totem hunter targets one creature it can see within 60 feet of it. The first time each turn that the totem hunter hits the target with a weapon attack, it has advantage on the attack roll, and if the attack hits, the target takes an extra 10 (3d6) damage from the attack. This benefit lasts until the totem hunter finishes a short or long rest. It ends early if the totem hunter targets a different creature with this trait.

Indomitable (3/Day). The totem hunter rerolls a failed saving throw. It must use the new roll.

Reactive. The totem hunter can take one reaction on every turn in a combat.

Special Equipment. The totem hunter wears +2 scale armor.

Standing Leap. The totem hunter's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Surprise Attack. If the totem hunter surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack. In addition, during the first round of combat, the totem hunter has advantage on attack rolls against any creature that is surprised.

Actions

Multiattack. The totem hunter makes three melee attacks.

Kelkax. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Cry of the Hunter (1/Day). The totem hunter releases a shrill, booming cry that inspires terror in its designated target. If the target of the totem hunter's Hunter's Prey trait can hear the cry, the creature must succeed on a DC 17 Wisdom saving throw or be frightened of the totem hunter for 1 hour. A creature can repeat this saving throw once every 10 minutes, ending the effect on itself on a success.

In my line of work, I have had occasion to observe all manner of beasts on the hunt, to catalogue the techniques they utilize in the acquisition of prey, and to conduct comparative analyses of these methodologies. Consider these facts when you read the following: the totem hunter is perhaps the greatest predator in all of Immoren. Stalking every deadly creature these lands have to offer, totem hunters have turned the entire continent into a hunting preserve.

Viktor Pendrake

TROLLS



Enormous and adaptable, trolls are a remarkable species of primarily carnivorous humanoid found across Caen. A danger to intelligent people since the days of ancient history, they are among the most powerful and deadly creatures found in the wild, and encounters with them are not to be taken lightly. Even trollkin, their distant cousins, cannot guarantee meetings with full-blood trolls will end well; trolls won't usually hunt trollkin with the same enthusiasm they have for other races, but in a pinch, meat is meat. A trollkin must be cautious when interacting with a full-blood troll to avoid angering it, but the two races have been able to establish mutually beneficial relationships throughout history. Full-blood trolls often speak a limited form of Molgur-Trul, and the shared language allows careful trollkin to communicate with their cousins.

You Are What You Eat. The earthy shade of a troll's skin is influenced by its diet and environment, and it commonly ranges from deep blue to blue-green. Trolls are hairless; instead of hair, pronounced quills sprout from their skin, most often atop their heads and down the upper portions of their spine. Males have rocklike calcified growths on their faces that become more pronounced with age, and some of the larger breeds have similar patches on their shoulders, backs, and arms.

Oddly, a troll's diet can, over generations, cause a fundamental alteration in its physiology. Trolls are naturally adaptable creatures, but this adaptation can be accelerated by what the troll ingests. Though meat is the troll's preferred diet, a hungry troll eats anything it can stuff in its mouth. Even toxic substances like crude oil and indigestible things like metal and stone can be part of a troll's diet. Consumption of these things has resulted in numerous subtypes of full-blooded trolls like the flame-spewing pyre troll and the metal-studded slag troll.

Big and Mean. Size and ferocity seem to go hand in hand among trolls: the larger a troll is, the more ferocious. The dire troll's ferocity far outweighs that of the smaller breeds, and the lumbering giants known as mountain kings are worse yet. With this increased ferocity, though, there seems to be a diminished mental faculty. Dire trolls were once thought to be too vicious and dim-witted for trollkin to even approach, and the mountain kings were once locked away lest they destroy or devour all the other creatures of Immoren.

Trolls are one of the most adaptable species in all of Immoren. Depending on a troll's diet and environment, eventually it will produce a new breed ideally suited to its surroundings. These adapted breeds of trolls undergo dramatic physiological shifts, taking on a new appearance and gaining new capabilities that allow them to thrive in areas hostile to other species.

—Viktor Pendrake

Gift of Regeneration. Full-blooded trolls are among the most resilient creatures in all of Immoren. Their tremendous regenerative ability allows them to shrug off wounds that would slaughter other creatures, and given an adequate amount of food and time, they can return to full vitality from grievous injury. This regeneration also extends the lifespan of trolls considerably. Some individual dire trolls are several hundred years old and show little sign of deficiency in either their strength or ferocity.

Troll bodies can knit horrendous wounds, and even severed limbs cannot be entirely disregarded. A hand or foot cleaved from a troll will regrow an entire body—complete with head, torso, and limbs—that is then forced to drag around a dramatically disproportionate body part. Known as whelps, these malformed and degenerate offspring often follow in the wake of the troll that spawned them, serving as a testament to the numerous combats the larger creature has faced. Whelps are simple-minded creatures content to follow after larger trolls in the hope of feeding on the scraps left behind. Left to their own devices, whelps will flee from any source of danger. They rely entirely on full-blood trolls to defend them from danger even though their progenitors are in the habit of turning them into quick meals.



Some trolls are contributing members of a trollkin kriel.

—VP

Common Troll

The common troll stands up to ten feet tall, and its body is packed with powerful muscle. They have a basic intelligence and capacity for reason, but these traits are not as developed as those of the intelligent races of Immoren even though they are certainly above those of a common beast. Some trolls use simple tools and weapons fashioned from stone or wood, although they are just as likely to hunt with their bare hands as they are to use any primitive weaponry. Full-blood trolls that have been integrated into trollkin communities often possess more sophisticated weaponry and armor crafted by their distant cousins.

An angry or hungry troll is a tenacious opponent that will fight until either its enemies are dead or the troll has suffered a mortal wound. Trolls have strong family bonds and are most aggressive when their family members are threatened.

Common Troll

Large giant, neutral

Armor Class 15 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	6 (−2)	10 (+0)	8 (−1)

Saving Throws Str +8, Con +8
Skills Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Molgur-Trul
Challenge 7 (2,900 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two melee attacks.
Jagged Tree Trunk. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.
Boulder. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



Common trolls are no doubt large and dangerous, but they can be quite useful companions when properly motivated by gifts of food. Why, I once knew a rather portly troll by the name of Kug who would happily let people ride on his shoulders in return for a bit of mutton.

—VP

Dire Troll

The dire troll stands alone: a beast so fierce that even other trolls will uproot themselves and migrate away when it enters the region. Fortunately for other creatures walking Caen, dire trolls are not numerous. Their ferocity and territorial nature have kept them spread thin across wide regions of the wilderness. They are most numerous in the Wyrmwall Mountains and the Scarsfell Forest, with a few carving out territories in the Gnarls, the Cloutsdown Fen, and other remote wilderness regions.

For obvious reasons, few intelligent creatures have spent any time with dire trolls in the wild, which has led many to underestimate their intelligence. Although their culture is primitive, particularly compared to that of the trollkin, they are far from beasts. They possess a limited spoken vocabulary and a simple language—one uniquely their own and not based on Molgur-Trul. This language may even predate the Molgur alliance, which dire trolls were never part of. Dire trolls that are exposed to Molgur-Trul through successful contact with trollkin have been known to pick up words from that language as well. As with other full-blood trolls, hunger and extreme aggression have been barriers to more sophisticated relationships between dire trolls and their smaller brethren. The sheer amount of food required to support their metabolism makes them jealous of each other and prone to battles for territory.

Dire Troll

Large giant, neutral

Armor Class 16 (natural armor)
Hit Points 225 (18d10 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	5 (–3)	12 (+1)	6 (–2)

Saving Throws Str +11, Con +11
Skills Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages understands Molgur-Trul but can't speak it
Challenge 12 (8,400 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.
Snacking. The troll regains 10 hit points at the start of its turn if it has a swallowed creature in its stomach.

Actions

Multiattack. The troll makes two attacks with its fists and one with its bite.
Big, Meaty Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.
Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage, and the target is swallowed if it is a Medium or smaller creature. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the troll, and it takes 10 (3d6) acid damage at the start of each of the troll's turns.

The troll's stomach can hold one creature at a time. If the troll takes 20 damage or more on a single turn from a creature inside it, the troll must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the troll. If the troll dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



Whereas the common troll is a dangerous but potentially useful creature, the dire troll is little more than a miserable mountain of meat, claws, spines, and tusks wrapped around a bottomless appetite. Unless you intend for your final moments to involve a detailed examination of troll digestion, avoid this beast at all costs.

Night Troll

Blinded by generations in subterranean lairs, night trolls rely on other senses to stalk their prey under cover of darkness. Even those fortunate enough to survive an encounter with one of these terrifying creatures are forever haunted by the memory of it hypnotizing their comrades and tearing them apart with its venomous, paralyzing claws.



Night Troll

Large giant, neutral

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	6 (–2)	10 (+0)	8 (–1)

Saving Throws Str +9, Con +8
Skills Perception +3, Survival +3
Damage Immunities poison
Senses blindsight 60 ft., passive Perception 13
Languages Molgur-Trul
Challenge 8 (3,900 XP)

Luminous. The night troll's spines emit dim light in a 10-foot radius.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lure. The troll targets one creature it can see within 30 feet of it. If the target can see the troll, the target must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. The charmed target must use its movement to move closer to the troll. If the target suffers any harm, it can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this troll's Lure for the next 24 hours.

The troll can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Childhood was long behind me when I first encountered a night troll in a series of deep caverns off the Broken Coast. Yet as it stalked me in the darkness, I was taken back to a childhood game in which a blindfolded child tries to chase and catch other nearby children. Those others chant, "Smell you, hear you, just can't see you / Quell you, quill you, then I'll eat you." Thus did I realize in those dark caves what horror inspired that simple, innocent game.

—VRP

Pyre Troll

Pyre trolls have the same gait and general appearance as their cousins. Corded muscles and sinews ripple beneath their deep burgundy or ochre hide, and the air around them is filled with shimmering waves of lung-searing heat hot enough to ignite any nearby flammable material. As terrifying as these creatures are, they are even more frightful when they vomit forth balls of flaming black ichor that sticks to anything it touches.

Pyre trolls inhabit the sunblasted red sands at the fringes of the Bloodstone Marches, particularly those east of Ternon Crag and near Scarleforth Lake—a habitat these creatures are adapted to survive in, given their remarkable tolerance for heat. Indeed, pyre trolls revel in high temperatures, and they are often seen basking in the midday sun on flat stretches of desert rock. These creatures delight in consuming a rank, tar-like liquid that bubbles to the surface of the sands in the scattered oases that dot the northern and southern marches, but the other elements of their diet are no less astounding: rocks, extremely toxic plants, venomous animals such as snakes and scorpions, and even scraps of metal all regularly make their way into the voracious maws of these beasts.

Pyre trolls' incendiary abilities were once believed to rely exclusively on the flammable tar they happily quaff, but this theory has proven unfounded. The trollkin warbands that brought these creatures west discovered that pyre trolls would continue producing their conflagrant bile if provided a diet of rocks supplemented by any local toxic plants or venomous animal species. Ever since pyre trolls were first exposed to the wider world, they have shown a fondness for coal and oils of all kinds, including the peat moss abundant in certain areas of Ord.

I would describe these beasts as being "volatile" and having "fiery tempers," but wordplay like that might cost me my tenure.

—VP

Pyre Troll

Large giant, neutral

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	6 (–2)	10 (+0)	8 (–1)

Saving Throws Str +9, Con +8
Skills Perception +3, Survival +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Molgur-Trul
Challenge 8 (3,900 XP)

It Burns. A creature that touches the troll or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.
Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two melee attacks.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) fire damage.
Spit Fire (Recharge 4–6). The troll spits a ball of fire at a point it can see within 30 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.



Slag Troll

Slag trolls are a strange subspecies of troll found in areas of volcanic activity. They dwell in the fumaroles of old volcanoes and along pyroclastic flows, where the natural malleability of troll-kind and their willingness to eat anything—even inorganic matter—gradually altered their physiology. Whereas other creatures are compelled away from such hostile environments, trolls are not so easily discouraged and always find a way to sustain themselves, even if they must resort to extraordinary measures. The domain of a slag troll leaves it with limited prey to consume, so the creature has adapted to derive nourishment from an altogether more unusual food source: metal ore and hot volcanic stone. Even a hungry dire troll might balk at such a meal, but a slag troll makes a regular habit of feasting on such repast.

The powerful acids that flood a slag troll's digestive tract can dissolve even tempered steel, and a slag troll will not hesitate to gulp down fistfuls of scrap, ripping through metal with teeth like iron chisels. This potent gastric acid gives the slag troll a powerful tool for both attack and defense. A slag troll can voluntarily vomit up a narrow stream of acid that is both alarmingly accurate and potent enough to dissolve several inches of steel or stone in moments. Those brave enough to confront a slag troll in close combat are certain to be burned, whether by the excess acid that mixes with the troll's saliva or by sprays of the material emitted when the creature's stomach lining is punctured during an attack.

Would prolonged exposure to alchemical antacids eventually cause these creatures to revert to being common trolls? It would be worth examining, if one could avoid being beaten to death for one's efforts.

—VP



Slag Troll

Large giant, neutral

Armor Class 17 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	5 (–3)	10 (+0)	7 (–2)

Saving Throws Str +11, Con +9
Skills Perception +4, Survival +4
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 14
Languages Molgur-Trul
Challenge 9 (5,000 XP)

Erosion. The troll deals double acid damage to constructs and structures.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two melee attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 14 (4d6) acid damage.

Spew Acid (Recharge 5–6). The troll vomits acidic bile in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one. If a creature fails this saving throw, any metal armor, metal shields, and metal weapons it is wearing or carrying corrode. Affected armor and shields take a permanent and cumulative –1 penalty to the AC they offer. Armor is destroyed if the penalty reduces its AC to 10, and a shield is destroyed if the penalty reduces its bonus below +1. An affected weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

Swamp Troll

The swamp trolls of the Bloodsmeath, the Wythmoor, and the Fenn Marshes are squat, squamous creatures adapted to the forbidding terrain of deep wetlands. They are most often encountered in western Immoren's largest wetlands, but swamp dwellers in dozens of different regions claim swamp trolls lurk in their bogs.

The massive lung capacity of these amphibious creatures allows them to remain beneath the water for a seemingly indefinite time. A swamp troll's slick skin is covered with a protective layer of mucus that helps the troll regulate its temperature, which is important because of the amount of time the creature spends submerged in cool swamp waters as it waits patiently for prey to wander near, its eyes and the top of its exposed head the only signs of its presence. When an animal or bird comes close, the swamp troll lashes out with its incredibly long, sticky tongue to ensnare its prey. Any creature snagged by this creature's tongue is dragged to its waiting maw and crushed between its teeth.



Swamp Troll

Large giant, neutral

Armor Class 15 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

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

Saving Throws Str +9, Con +8
Skills Perception +3, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Molgur-Trul
Challenge 8 (3,900 XP)

Amphibious. The swamp troll can breathe air and water.
Impervious Flesh. Hostile creatures can't score critical hits against the troll. Any critical hit against the troll becomes a normal hit.
Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.
Swarm. The troll is constantly surrounded by a thick swarm of stinging insects and flies in a 10-foot-radius sphere that moves with the troll and remains centered on it. The affected area is lightly obscured, and any hostile creature that ends its turn in the affected area takes 14 (4d6) piercing damage. The swarm is dispersed for 1d4 hours if a wind of at least 10 miles an hour affects the troll or if the troll takes fire damage.

Actions

Multiattack. The troll makes one attack with its tongue if it is not in melee range of a hostile creature. It then makes two attacks with its claws.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.
Tongue. The troll targets one Medium or smaller creature that it can see within 10 feet of it. The target must make a DC 16 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the troll, and the troll can make a claw attack against it as a bonus action.

Perhaps the laziest of all troll breeds is the swamp troll. These overgrown ranine beasts are content to lounge all day in a basin of swamp water until a meal wanders within reach—not unlike some students I've had, come to think of it.

—VR

Winter Troll

Winter trolls are nine-foot-tall carnivores capable of tearing a tree in half or punching a hole in a warjack's steel hide. The skin of a winter troll is icy blue, and the creature possesses a thick mane of white fur where other trolls have quills. Southern troll species have a lean and knotted physique, but the winter troll has a thick layer of blubber across its midsection. A single touch from a winter troll can freeze water, and a gust of its chill breath stings like the bitterest gale. Winter trolls are most often found in frozen mountain regions like those in northern Khador and throughout Rhul. In particular, the Borokuhn Mountains, Shard Spires, and Nyschatha Mountains are host to large populations of winter trolls.

Winter trolls are keen predators but somewhat finicky eaters. They prefer to eat meat that has been frozen or chilled, and although they will eat fresh meat if they are starving, they will usually take the time to chill the flesh of their prey before consuming it. A glutted winter troll may drag its game back to its lair, where the corpse will be frozen for later consumption. A winter troll's den is the stuff of nightmares, covered with terrifying faces frozen in silent screams, half-devoured limbs jutting from walls of ice, and crimson icicles of spilled blood. Winter trolls store their food in this manner out of necessity: in the extreme cold of their natural habitat, food sources are far from secure, and all food must be carefully stored so that they can survive the lean months. Indeed, the band of fat around a typical winter troll's waist is visible proof of its unusually frugal metabolism.

It's a good thing winter trolls are limited to the glacial mountains of the far north. These shaggy monsters have cost one of my expeditions a pack mule or two on multiple occasions. Once, they even cost us a mountain guide, and we needed an extra six days to get back to civilization.



Winter Troll

Large giant, neutral

Armor Class 16 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	5 (–3)	14 (+2)	8 (–1)

Saving Throws Str +10, Con +9
Skills Perception +6, Survival +6
Damage Immunities Cold
Senses darkvision 60 ft., passive Perception 16
Languages Molgur-Trul
Challenge 9 (5,000 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes necrotic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.
Rime. A creature that touches the troll or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Actions

Multiattack. The troll makes two melee attacks.
Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) cold damage.
Ice Breath (Recharge 5–6). The troll exhales ice-cold breath in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) cold damage on a failed save, or half as much damage on a successful one.

Any creature that fails this save is coated in a thick layer of ice, and its speed is reduced by 10 feet. If a creature's speed is reduced to 0 as a result of this effect, the creature is paralyzed. This effect lasts until the ice is thawed.

Vektiss

Vektiss are fearfully lethal predators counted among the most dangerous creatures native to western Immoren. An individual vektiss is an insectile creature roughly the size and mass of a small horse or donkey. Its jet-black carapace is covered with dozens of thorny protrusions, and its limbs end in razor-sharp chitinous scythes, which it uses to draw its prey to its chattering mandibles. A hunting group of vektiss combines the ruthless efficiency of a hornet swarm with the cunning and tactics of a wolf pack.

Any dead or paralyzed victims are dragged back to the colony's lair, which is typically a natural cavern or a series of burrows excavated by the creatures. Prey selected to serve as food is consumed immediately or left paralyzed and bound in thick silk, similar to that of a spider, for future consumption, but a worse fate awaits any prey selected to serve as host for a vektiss egg. These victims are paralyzed and bound in a special chamber, where a female vektiss lays a single egg in an open wound before regurgitating a powerful soporific into the prey's mouth. This substance paralyzes the victim, which is kept alive as long as possible. Even after the victim's death, the poison prevents its flesh from decaying, ensuring that the young vektiss will have sufficient meat available when they hatch.

Although few implanted victims escape a vektiss lair, those who do are pursued relentlessly by these creatures, which can track their eggs with uncanny accuracy and will stop at nothing to retrieve their young.

Vektiss

Medium aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 110 (20d8 + 20)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	4 (–3)	14 (+2)	10 (+0)

Skills Stealth +7
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Egg Detection. The vektiss has advantage on Wisdom (Survival) checks to track a creature that is implanted with a vektiss egg or larva and is within 1 mile of the vektiss.

Light Sensitivity. While in bright light, the vektiss has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the vektiss can take the Hide action as a bonus action.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Stinger (1/Day). The vektiss attempts to implant an egg in an incapacitated target. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be infected with a disease—an implanted vektiss egg.

A humanoid host can carry only one egg to term at a time. Over 72 hours, the egg develops and then hatches. In the 24-hour period before the egg hatches, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the vektiss larva releases a powerful venom that paralyzes the host. It then begins consuming the host's vital organs. The host takes 18 (4d8) necrotic damage each day, and its hit point maximum is reduced by an amount equal to the damage taken. The host dies if this effect reduces its hit point maximum to 0, after which the vektiss larva emerges.

Removing a vektiss egg or a hatched larva takes 1 hour and requires a successful DC 15 Wisdom (Medicine) check, after which the egg or larva dies.

While I'm happy my peril provided you with zoological insight into the vektiss, I would prefer to remain the observer of extraordinary zoology, not one of its case studies.

—LW



Warpwolf, Feral

Warpwolves are men cursed with an affliction that allows them to unleash their inner predator and transform into a murderous beast whose massive, powerful body blends aspects of both wolf and human. Empowered by a mystical formula jealously guarded by the blackclad druids of the Circle Orboros, these mad aberrations feel the pull of Caen's moons over their minds and spirits.

A transformed warpwolf is a bipedal predator twelve or more feet tall with a lean but muscular form, a coat of thick fur, extremely powerful jaws, and strong arms that end in rending claws. Although superficially wolflike in appearance, these unnatural creatures are not actually lupine. A warpwolf is a killing machine—a perfect and adaptable predator whose protean body can change in seconds to adapt to its needs, whether thickening its muscle mass, growing leaner and longer legged, or erupting in bony spikes.

During a warpwolf's transformation from its human form, its body undergoes a series of brutal changes. Skin stretches grotesquely as muscles increase rapidly in size, and the bones beneath snap like dried wood as they lengthen and twist into new configurations. Long barbs of bone erupt from beneath the creature's forearms, shoulders, and brow, and its jaw dislocates and distends to accommodate the growth of sharp, elongated fangs. As the creature shifts from one form to the other, the tortured screaming of its human form mingles with the deep-throated growls and snarls of a wolf, taking on a deeper, more resonant tone as the creature's chest cavity grows ever larger.

As a warpwolf passes from one form to the other, its body is remade. Wounds close and heal over thanks to the supernatural regenerative properties bestowed upon the beast. Despite this, shapeshifting is both painful to the creature and destructive to its internal organs, which age rapidly as a result.

Although the exact origins of the warpwolf are not widely known, the secrets of its creation lie with the blackclads of the Circle Orboros, who oversee the rituals whereby those who would undergo this transformation are fed a magical elixir. Individuals who ingest this elixir are forever changed. There is no known "cure" for those who become warpwolves. Instead, they find the transformation happening more naturally over time, and eventually they completely lose the will to resist changing into their bestial form.

A warpwolf's transformation can be triggered by a variety of circumstances, including heightened stress, violence, or certain phases of the three moons. The moons also appear to influence a warpwolf's form: the creature's might and speed increase with the fullness of these celestial bodies, and the beast's unpredictable and violent behavior is likewise amplified. Awakened by the call of the moons, a transformed warpwolf gains tremendous physical strength and savagery but surrenders control of its conscious mind to the predator within. Each moon holds a special sway over a warpwolf's body and spirit, calling up latent talents within the beast and granting it abilities beyond its normal limits.



Feral Warpwolf

Large humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 16 (natural armor) in warpwolf form
Hit Points 187 (22d10 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Dexterity +6
Skills Athletics +8, Perception +6, Survival +6
Senses darkvision 30 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)

Shapechanger. The warpwolf can use its action to polymorph into a wolf-humanoid canid form or back into its true human form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The warpwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Controlled Warping. At the start of each of the warpwolf's turns, it gains one of the following benefits of its choice:
- ***Protective Plates.*** The warpwolf gains a +3 bonus to AC until the start of its next turn.
- ***Warp Speed.*** The warpwolf can use a bonus action to take the Dash action during its turn.
- ***Warp Strength.*** The warpwolf has advantage on Strength checks and saving throws and deals an additional damage die on its melee weapon attacks until the start of its next turn.

Actions

Multiattack (Warpwolf Form Only). The warpwolf makes four melee attacks: two with its bite and two with its claws.
Bite (Warpwolf Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.
Claw (Warpwolf Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
Unarmed Strike (Human Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Take a man—any man—and know that within him lurks a monster. This is the hand of the Devourer Wurm, the spirit of predatory chaos. The warpwolf demonstrates how fragile the restraints of civilization are and how easily they can be undone. I have met people afflicted by this curse who have resumed their human form after the transformation. Invariably, their minds are shattered, their eyes reflecting an awareness of the horror they have become. This is a curse I wish on no one.

—Viktor Pendrake



Widow Bear

Towering nearly ten feet high when standing on their hind legs, widow bears are massive beasts. Their shaggy fur typically ranges from jet black to lighter browns, but some varieties in the northernmost reaches of western Immoren have pale yellow or even white pelts.

Widow bears are aggressive and can be extremely quick over short distances. Their size affords them the luxury of trundling over anything that gets in their way when they close in on a threat. Widow bears in the north have been known to hunt Raevhan buffalo, and those in the south must maintain their territory against Thornwood maulers and trolls.



Widow Bear

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Blood Frenzy. The widow bear has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Keen Sight and Smell. The widow bear has advantage on Wisdom (Perception) checks that rely on sight or smell.
Charge. If the widow bear moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The widow bear makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

For proof of the widow bear's impressive physical characteristics, one need look no further than the expressions related to it. "As tough as a widow bear" is commonly heard in the drinking halls of northern Khador; "hungrier than a widow bear" is a common Thurian phrase. Most telling, though, is one I overheard while among a group of Morridanes talking about inescapable problems: "You can't run from a widow bear, mate. She'll always get you."

—Viktor Pendrake

WOLDS



As durable as the stone from which they are built, utterly fearless, and implacable in battle, wolds are mystical constructs built by the blackclad druids of the Circle Orboros. Their bodies consist of massive slabs of shaped stone held together by bundles of dense wood bound by heavy cords of woven rope. The glowing runes across a wold's surface are imbued with the will of its creator and empowered by natural energy from sites of ley line convergence. These runes imprint the wold with its fundamental behavior and compel it to heed the commands of the blackclads.

Once a wold receives a command from its controller, it will follow that command indefinitely, sometimes waiting centuries to carry it out. Ancient wolds stand guard over the glens and places of power sacred to the Circle, vigilant for any trespassers who would defile these sites. Over time, these constructs become overgrown with vegetation and indistinguishable from the land they protect, yet they remain ready to rise the instant they are commanded to do so or the lands they protect are disturbed.

A Head Full of Rocks. A wold's only true weakness is its lack of intelligence. Incapable of thinking or acting independently, a wold simply follows whatever instructions it receives from its master. Some of these instructions are given in battle and meant to be acted on immediately; others are freestanding commands set to trigger when a simple set of parameters is met. Great masters of the art of wold craft can layer more complicated instructions into special wolds, but this slow process requires tedious attention to detail and tremendous skill.

Constructed Nature. A wold doesn't require air, food, drink, or sleep. The magic that animates a wold is dispelled when the construct drops to 0 hit points. A wold reduced to 0 hit points becomes inanimate and is too damaged to be repaired or reconstructed.

The ability of the blackclads to animate some rocks, rope, and a bit of blood never ceases to amaze me. With enough stone and fibers—and human sacrifices, I suppose—how large an army might they muster?

—Viktor Pendrake

Wolds often protect sites sacred to the blackclad druids. Stone markers like these can be your first—and only—warning.

—VP



Wold Guardian

Wold guardians are constructed by the druids of the Circle Orboros for the purpose of serving their warlocks as walking shields. With thick stone-and-wood bodies that can take tremendous damage without faltering, these guardians make perfect defenders. Enemies who venture too close find themselves smashed to a pulp beneath tree-trunk fists that come crashing down with the force of a battering ram.

Some encounters in the wilderness allow you to examine the truly philosophical questions of life, such as "What would it feel like to be punched by an angry mountain?" Thanks to the blackclad druids of the Circle Orboros, you have the opportunity to answer these questions for yourself.



Wold Guardian

Huge construct, unaligned

Armor Class 18 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	3 (–4)	16 (+3)	1 (–5)

Saving Throws Con +10
Skills Athletics +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 13 (10,000 XP)

Magic Weapons. The guardian's slam attacks are magical.
Rock Steady. The guardian is immune to nonmagical effects that force it to move.

Actions

Multiattack. The guardian makes two slam attacks.
Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 45 (6d12 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of the guardian's next turn.

Reactions

Shield Guard. When a friendly creature within 15 feet of the guardian is hit by a ranged attack, the guardian can use its reaction to be hit instead.

Woldwarden

Towering constructs crafted from huge blocks of stone and inscribed with a lattice of sigils, woldwardens not only strike with the force of nature's wrath, but also serve as vessels for their controller's arcane might. Drawing on ambient power from their environment rather than siphoning energy from a blackclad, woldwardens can unleash potent magic, allowing their controllers to approximate being in two places at once. More than any other wold, these constructs embody the absolute power of the blackclads in their inviolable territories.

The creation of a woldwarden is a slow and demanding process, but the construct is among the most powerful and versatile weapons in the Circle's arsenal. The fabrication of a woldwarden requires a large quantity of fresh blood, which serves not only to deepen the arcane connection necessary to channel a druid's spells, but also to reinforce the mystical process that strengthens the woldwarden's organic components. Soaked in this vital fluid, the wood and rope of a completed woldwarden retain their flexibility but become nearly as tough and impervious as metal.

Woldwarden

Large construct, unaligned

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (–4)	16 (+3)	1 (–5)

Saving Throws Con +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 10 (5,900 XP)

Meld with Nature. The woldwarden can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard but can't end its turn occupying the same spot as a solid object, such as a tree. Additionally, the woldwarden can't be tracked by nonmagical means.

Actions

Multiattack. The woldwarden makes two melee attacks.
Rune Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage plus 5 (1d10) force damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.
Geomancy. If an allied spellcaster is within 60 feet of the woldwarden, the woldwarden can expend one of the spellcaster's spell slots to cast any spell the spellcaster has prepared, using the spellcaster's components in the process (spell save DC 16, +8 to hit with spell attacks).



I am not the only extraordinary zoologist to be frustrated by these constructs. Perhaps Corvis University should look into creating a department of extraordinary geology as well.

V

Woldwatcher

Woldwatchers are among the most numerous and widely employed of the Circle's constructs. Being few in number, blackclads cannot spare living sentinels at every minor ley line conjunction, and so they have long used woldwatchers to protect their sacred sites. In their vigilant form, these patient stone guardians fold inward into a posture reminiscent of a simple pile of rune-covered rocks, making them nearly impossible to distinguish for what they really are.

When the area they guard is intruded upon, woldwatchers rise to reveal themselves, ready to obliterate interlopers with their stone fists or with natural energy they launch at their foes like lightning. The raw energy of Orboros they wield is filled with so much generative power that the bodies of their slain foes erupt into abundant, if temporary, plant life.

In addition to using woldwatchers as sentinels, blackclads will gather any number of these constructs from the nearest sacred site to serve as bodyguards and shock troops when the Circle marches to war.



Woldwatcher

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	3 (–4)	16 (+3)	1 (–5)

Saving Throws Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 13
Languages —
Challenge 8 (3,900 XP)

Innate Spellcasting (Runic). The woldwatcher's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:
At will: *entangle, plant growth*

False Appearance. While the woldwatcher remains motionless, it is indistinguishable from a pile of sticks and stones.

Fertilizer. When the woldwatcher reduces a creature to 0 hit points with a melee or ranged attack during its turn, the woldwatcher can take a bonus action to cast plant growth centered on the corpse of the slain creature.

Actions

Multiattack. The woldwatcher makes two melee attacks.

Rune Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage plus 5 (1d10) force damage.

Elemental Strike. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 41 (6d12 + 2) force damage.

Stone Form. The woldwatcher and friendly creatures within 5 feet of it have three-quarters cover until the start of the woldwatcher's next turn. The woldwatcher can't move in the same turn it takes this action.

If you're ever exploring areas under the domain of the Circle Orboros, keep an eye out for convenient piles of stones with runic markings on them. If you're lucky, they'll be nothing but tribal markers denoting the edge of a territory. If you're unlucky, though, the stones might be keeping an eye out for you as well.

—VP

Wold wight

Fabricated by means of the Circle Orboros' older rituals, the wold wight is a fiercely aggressive construct that hungers to destroy. Although its blazing lanterns are fearsome weapons, their true purpose is to set the wight ablaze. Once afire, the wight closes with its enemies in order to devour them in a sacrificial pyre that consumes everything but the wight's stone heart, which can then be salvaged by the blackclads.

What a truly unusual construct! Its design evokes a much older, more primal era of the Circle Orboros. Looking at one brings to mind the stories of horrifying raids on early civilizations from the untamed wilderness.

VP

Wold Wight

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	3 (–4)	16 (+3)	1 (–5)

Saving Throws Con +6
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Fire's Fury. While the wight is on fire, it has advantage on melee attack rolls, and a creature that touches it or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Actions

Multiattack. The wight makes two lantern attacks.
Lantern. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) fire damage.
Light It Up. The wight ignites itself with one of its lanterns. It takes 9 (2d8) fire damage immediately and 4 (1d8) fire damage at the start of each of its turns.

Reactions

Shield Guard. When a friendly creature within 15 feet of the wight is hit by a ranged attack, the wight can use its reaction to be hit instead.



Woldwyrd

Woldwyrds are unrelenting arcane hunters and sentinels created specifically to strike down practitioners of magic. Blackclads have created more and more of these wolds in recent years, unleashing them against those who would contest the Circle's mastery over the wilderness.

Woldwyrds are among the lightest and most agile wold constructs, and they can draw upon the energies of Orboros to float above the ground. A polished beryl orb at the center of a woldwyrd's stone face focuses its energies. The construct's sole weapon is a powerful beam of concentrated light and heat it can project at its enemies. This weaponized ray of light is particularly destructive to those already augmented by magic. A woldwyrd can also project an aura that makes enemy magic difficult to cast at all.



A fellow university scholar invited me on an expedition into the Gnarls some years back. A member of the Order of Wizardry, this man was quick to demonstrate his arcane talents whenever possible. One evening, he had just summoned forth some light by which we were to make camp when a woldwyrd's blast took his head off in a flash. If only he had thought to bring a lantern.

—VP

Woldwyrd

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	18 (+4)	20 (+5)	3 (–4)	16 (+3)	1 (–5)

Saving Throws Con +8
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

Floating. The woldwyrd hovers in the air. It can't fly higher than 5 feet.

Sense Magic. The woldwyrd senses magic within 30 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Spell Suppression. When a hostile creature attempts to cast a spell within 30 feet of the woldwyrd, the creature must expend an additional spell slot of the same level as the spell being cast. If the creature cannot do so, the spell isn't cast, but the spell slot is not expended.

Actions

Energy Blast. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 43 (6d12 + 4) force damage.

Reactions

Witch Hunter. When a hostile creature attempts to cast a spell within 30 feet of the woldwyrd, the woldwyrd can use its reaction to target that creature with a ranged attack before the spell is cast. If this attack incapacitates the target, the spell is not cast, but the spell slots are still expended.

APPENDIX 1: CREATURES BY CHALLENGE

CR 1/8 (25 XP)

Devil Rat 38
Farrow 67
Hornbeak Trask 99

CR 1/4 (50 XP)

Bog Trog 16
Croak Hunter 30
Gremlin 84
Putrid Devil Rat 39
Risen Thrall 145

CR 1/2 (100 XP)

Bog Trog Trawler 17
Dread Rot 82
Dregg 59
Gatorman 73
Devil Rat Swarm 39

CR 1 (200 XP)

Bile Thrall 122
Burrow-Mawg 20
Cephalyx Drudge 24
Hollowman 85
Mechanithrall 121
Murder Crow 86
Skigg 134

CR 2 (450 XP)

Bog Trog Mist Speaker 18
Brute Thrall 124
Cask Imp 81
Crypt Spider 32
Devil Rat Matriarch 39
Duskwolf 62
Farrow Brute 70
Farrow Shaman 68
Farrow Warlord 69
Gatorman Soul Slave 75
Gorax 76
Light Laborjack 136
Soulhunter 125



APPENDIX 1: CREATURES BY CHALLENGE

Buzzard Beetle Swarm 21
Thrall Warrior 145

CR 3 (700 XP)

Argus, Common 14
Argus, Winter 15
Cataphract Beetle 22
Croak Sorcerer 31
Dregg Pain Monger 60
Feralgeist 72
Gatorman Bokor 74
Gatorman Husk 75
Light Mercenary Warjack 137
Mechanithrall 121
Wold Wight 166

CR 4 (1,100 XP)

Dragonspawn, Lesser 46
Glimmer Imp 83
Griever 108
Razorbat Swarm, ... 128
Saqu 130
Tatzylwurm Viper 143
Thrullg 146
Widow Bear 160
Witchwood 90

CR 5 (1,800 XP)

Cephalyx Subduer 26
Cephalyx Warden 27
Cephalyx Wrecker 28
Giant Farrow 71
Machine Wraith 120
Rattler 94
Trapperkin 87
Vektiss 157

CR 6 (2,300 XP)

Bloat Thrall 123
Cephalyx Slaver 25
Dune Prowler 61
Gorehound 93
Griffon, Scarsfell 77
Heavy Laborjack 137
Hollowed 98
Howler 109



APPENDIX 1: CREATURES BY CHALLENGE

Junker Hulk 117
Raevhan Buffalo 127
Spine Ripper 135
Troll, Common 150
Twilight Sisters 88

CR 7 (2,900 XP)
Boatman 80
Boneswarm 19
Cephalyx Cognifex 23
Deathbound Revenant 33
Dread 58
Fog Drake 55
Woldwyrd 167

CR 8 (3,900 XP)
Dragonspawn 46
Frightmare 92
Hull Grinder 100
Iron Maiden 116
Scylla Flock 132
Skin & Moans 95
Troll, Night 152
Troll, Pyre 153
Troll, Swamp 155

CR 9 (5,000 XP)
Excruciator 66
Lamenter 110
Pistol Wraith 126
Satyr 131
Sea Drake 57
Sepulchral Lurker 133
Thornwood Mauler 144
Troll, Slag 154
Troll, Winter 156
Woldwatcher 165

CR 10 (5,900 XP)
Dracodile 40
Umbral Reaver 113
Warpwolf 158

CR 11 (7,200 XP)
Desolator 106
Frost Drake 56
Totem Hunter 147
Troll, Dire 151
Woldwarden 164

CR 12 (8,400 XP)
Entombed 65
Pale Tatzylwurm 142
Slaughterhouse 96
Soul Stalker 112

CR 13 (10,000 XP)
Deep Drake 54
Eldritch 63
Riven 129
Wold Guardian 163

CR 14 (11,500 XP)
Iron Lich 114

CR 17 (18,000 XP)
Dhunian Archon 8
Lord of the Feast 118
Menite Archon 9
Morrowan Archon 10
Thamarite Archon 12
Void Archon 13

CR 19 (22,000 XP)
Primal Archon 11

CR 20 (25,000 XP)
Curator 104
Deathless 36

CR 25 (75,000 XP)
Deathjack 34



APPENDIX 2: CREATURES BY TERRAIN

ANY

Creature	*Challenge (XP)*
Archon, Dhunian	17 (18,000 XP)
Archon, Menite	17 (18,000 XP)
Archon, Morrowan	17 (18,000 XP)
Archon, Primal	19 (22,000 XP)
Archon, Thamarite	17 (18,000 XP)
Archon, Void	17 (18,000 XP)
Curator	20 (25,000 XP)
Deathjack	25 (75,000 XP)
Desolator	11 (7,200 XP)
Dragonspawn, Greater	8 (3,900 XP)
Dragonspawn, Lesser	4 (1,100 XP)
Eldritch	13 (10,000 XP)
Farrow	1/8 (25 XP)
Farrow Brute	2 (450 XP)
Farrow Shaman	2 (450 XP)
Farrow Warlord	2 (450 XP)
Farrow, Giant	5 (1,800 XP)
Frightmare	8 (3,900 XP)
Gorehound	6 (2,300 XP)
Griever	4 (1,100 XP)
Hollowed	6 (2,300 XP)
Howler	6 (2,300 XP)
Iron Lich	14 (11,500 XP)
Lamenter	9 (5,000 XP)
Light Mercenary Warjack	3 (700 XP)
Lord of the Feast	17 (18,000 XP)
Machine Wraith	5 (1, 800 XP)
Pale Tatzylwurm	12 (8,400 XP)
Pistol Wraith	9 (5,000 XP)
Rattler	5 (1,800 XP)
Risen Thrall	1/4 (50 XP)
Riven	13 (10,000 XP)
Skin & Moans	8 (3,900 XP)
Soul Stalker	12 (8,400 XP)
Spine Ripper	6 (2,300 XP)
Swarm of Razorbats	4 (1,100 XP)
Thrall Warrior	2 (450 XP)
Totem Hunter	11 (7,200 XP)
Trapperkin	5 (1,800 XP)
Twilight Sisters	6 (2,300 XP)
Umbral Reaver	10 (5,900 XP)
Widow Bear	5 (1,100 XP)

ARCTIC

Creature	*Challenge (XP)*
Frost Drake	11 (7,200 XP)
Winter Argus	3 (700 XP)
Winter Troll	9 (5,000 XP)

COASTAL

Creature	*Challenge (XP)*
Bloat Thrall	6 (2, 300 XP)
Bog Trog	1/4 (50 XP)



APPENDIX 2: CREATURES BY TERRAIN

Bog Trog Mist Speaker . . . 2 (450 XP)
Bog Trog Trawler . . . . . 1/2 (100 XP)
Brute Thrall. . . . . 2 (450 XP)
Deathbound Revenant . 7 (2,900 XP)
Mechanithrall . . . . . 1 (200 XP)
Scylla Flock . . . . . 8 (3,900 XP)
Sea Drake . . . . . 9 (5,000 XP)
Soulhunter Thrall. . . . . 2 (450 XP)

DESERT

Creature . . . . . Challenge (XP)

Cataphract Beetle . . . . . 3 (700 XP)
Dune Prowler . . . . . 6 (2,300 XP)
Pyre Troll . . . . . 8 (3,900 XP)
Sepulchral Lurker . . . . . 9 (5,000 XP)

FOREST

Creature . . . . . Challenge (XP)

Argus . . . . . 3 (700 XP)
Boatman . . . . . 7 (2,900 XP)
Burrow Mawg . . . . . 1 (200 XP)
Common Troll. . . . . 6 (2,300 XP)
Dire Troll . . . . . 11 (7,200 XP)
Dusk Wolf . . . . . 2 (450 XP)
Feralgeist. . . . . 3 (700 XP)
Gorax . . . . . 2 (450 XP)
Painted Tatzylwurm. . . . 9 (5,000 XP)
Tatzylwurm Viper . . . . . 4 (1,100 XP)
Thornwood Mauler . . . . 9 (5,000 XP)
Vektiss . . . . . 5 (1,800 XP)
Warpwolf. . . . . 10 (5,900 XP)
Witchwood . . . . . 4 (1,100 XP)
Wold Guardian . . . . . 13 (10,000 XP)
Woldwarden . . . . . 11 (7,200 XP)
Woldwatcher . . . . . 9 (5,000 XP)
Wold Wight. . . . . 3 (700 XP)
Woldwyrd . . . . . 7 (2,900 XP)

GRASSLAND

Creature . . . . . Challenge (XP)

Dread Rot . . . . . 1/2 (100 XP)
Hollowman . . . . . 1 (200 XP)
Rhaeven Buffalo. . . . . 6 (2,300 XP)
Swarm of Buzzard Beetles 2 (450 XP)

MOUNTAIN

Creature . . . . . Challenge (XP)

Argus . . . . . 3 (700 XP)
Saqu . . . . . 4 (1,100 XP)
Satyr. . . . . 9 (5,000 XP)
Slag Troll . . . . . 9 (5,000 XP)

SWAMP

Creature . . . . . Challenge (XP)

Black Tatzylwurm. . . . . 5 (1,800 xp)
Bog Trog . . . . . 1/4 (50 XP)
Bog Trog Mist Speaker . . . 2 (450 XP)
Bog Trog Trawler . . . . . 1/2 (100 XP)



APPENDIX 2: CREATURES BY TERRAIN

Boneswarm . . . . . 7 (2,900 XP)
Croak Hunter . . . . . 1/4 (50 XP)
Croak Sorcerer . . . . . 3 (700 XP)
Dracodile . . . . . 10 (5,900 XP)
Fog Drake . . . . . 7 (2,900 XP)
Gatorman . . . . . 1/2 (100 XP)
Gatorman Bokor . . . . . 3 (700 XP)
Gatorman Husk . . . . . 3 (700 XP)
Gatorman Soul Slave . . . . . 2 (459 XP)
Griffon, Scarsfell . . . . . 6 (2,300 XP)
Painted Tatzylwurm . . . . 9 (5,000 xp)
Skigg . . . . . 1 (200 XP)
Swamp Troll . . . . . 8 (3,900 XP)
Thrullg . . . . . 4 (1,100 XP)

UNDERGROUND

Creature . . . . . Challenge (XP)

Cephalyx Cognifex . . . . . 7 (2,900 XP)
Cephalyx Drudge . . . . . 1 (200 XP)
Cephalyx Slaver . . . . . 6 (2,300 XP)
Cephalyx Subduer . . . . . 5 (1,800 XP)
Cephalyx Warden . . . . . 5 (1, 800 XP)
Cephalyx Wrecker . . . . . 5 (1,800 XP)
Crypt Spider . . . . . 2 (450 XP)
Deathless . . . . . 20 (22,000 XP)
Deep Drake . . . . . 13 (10,000 XP)
Devil Rat . . . . . 1/8 (25 XP)
Dread . . . . . 7 (2,900 XP)
Dregg . . . . . 1/2 (100 XP)
Dregg Pain Monger . . . . . 3 (700 XP)
Entombed . . . . . 12 (8,400 XP)
Excruciator . . . . . 9 (5,000 XP)
Iron Maiden . . . . . 8 (3,900 XP)
Mechanithrall . . . . . 3 (700 XP)
Swarm of Devil Rats . . . . 1/2 (100 XP)
Thrullg . . . . . 4 (1,100 XP)
Troll, Night . . . . . 8 (3,900 XP)

UNDERWATER

Creature . . . . . Challenge (XP)

Boneswarm . . . . . 7 (2,900 XP)
Hull Grinder . . . . . 8 (3,900 XP)
Sea Drake . . . . . 9 (5,000 xp)

URBAN

Creature . . . . . Challenge (XP)

Cask Imp . . . . . 2 (450 XP)
Devil Rat . . . . . 1/8 (25 XP
Devil Rat Matriarch . . . . . 2 (450 XP)
Devil Rat, Putrid . . . . . 1/4 (50 XP)
Glimmer Imp . . . . . 4 (1,100 XP)
Gremlin . . . . . 1/4 (50 XP)
Junker Hulk . . . . . 6 (2,300 XP)
Murder Crow . . . . . 1 (200 XP)
Skigg . . . . . 1 (200 XP)
Slaughterhouse . . . . . 12 (8,400 XP)
Steamjack, Heavy Laborjack . . . . . 6 (2, 300 XP)
Steamjack, Light Laborjack . . . . . 2 (450 XP)
Steamjack, Light Mercenary Warjack . . . . . 3 (700 XP)
Swarm of Devil Rats . . . . 1/2 (100 XP)
Thrullg . . . . . 4 (1,100 XP)



APPENDIX 3: CREATURES BY TYPE

ABBERATION

Name	Page Number
Dragonspawn, Lesser	46
Dragonspawn	46
Thrullg	146
Vektiss	157

BEAST

Name	Page Number
Argus, Common	14
Argus, Winter	15
Burrow-Mawg	20
Cataphract Beetle	22
Crypt Spider	32
Devil Rat	33
Devil Rat Matriarch	39
Putrid Devil Rat	39
Dracodile	40
Dune Prowler	61
Duskwolf	62
Gorax	76
Hornbeak Trask	99
Hull Grinder	100
Raevhan Buffalo	127
Saqu	130
Satyr	131
Skigg	134
Tatzylwurm, Black	140
Tatzylwurm, Painted	141
Tatzylwurm, Pale	142
Tatzylwurm Viper	143
Thornwood Mauler	144
Widow Bear	160

CELESTIAL

Name	Page Number
Dhunian Archon	8
Menite Archon	9
Morrowan Archon	10
Primal Archon	11
Thamarite Archon	12
Void Archon	13
Lord of the Feast	118

CONSTRUCT

Name	Page Number
Deathjack	34
Slaughterhouse	96
Iron Maiden	116
Junker Hulk	117
Laborjack, Light	136
Laborjack, Heavy	137
Light Mercenary Warjack	137
Wold Guardian	163
Woldwarden	164
Woldwatcher	165
Wold Wight	166
Woldwyrd	167

DRAGON

Name	Page Number
Drake, Deep	54
Drake, Fog	55
Drake, Frost	56
Drake, Sea	57

FEY

Name	Page Number
Boatman	80
Cask Imp	81
Dread Rot	82
Frightmare	92
Glimmer Imp	83
Gorehound	93
Gremlin	84
Hollowman	85
Murder Crow	86
Slaughterhouse	96
Trapperkin	87
Twilight Sisters	88
Witchwood	90

FIEND

Name	Page Number
Curator	104
Desolator	106
Foreboder	107
Griever	108
Howler	109
Lamenter	110
Shrieker	111
Soul Stalker	112
Umbral Reaver	113

GIANT

Name	Page Number
Troll, Common	150
Troll, Dire	151
Troll, Night	152
Troll, Pyre	153
Troll, Slag	154
Troll, Swamp	155
Troll, Winter	156

HUMANOID

Name	Page Number
Bog Trog	16
Bog Trog Mist Speaker	18
Bog Trog Trawler	17
Cephalyx Cognifex	23
Cephalyx Drudge	24
Cephalyx Monstoristy, Wrecker	28
Cephalyx Monstrosity, Subduer	26
Cephalyx Monstrosity, Warden	27
Cephalyx Slaver	25
Croak Hunter	30
Croak Sorcerer	31
Dregg	59
Dregg Pain Monger	60
Farrow	67
Farrow Brute	70
Farrow Shaman	68
Farrow Warlord	69
Farrow, Giant	71
Gatorman	73
Gatorman Bokor	74
Totem Hunter	147
Warpwolf	158

MONSTROSITY

Name	Page Number
Spine Ripper	135

SWARM

Name	Page Number
Scylla Flock	132
Swarm of Buzzard Beetles	21
Swarm of Devil Rats	39
Swarm of Razorbats	128

UNDEAD

Name	Page Number
Bile Thrall	122
Bloat Thrall	123
Boneswarm	19
Brute Thrall	124
Deathbound Revenant	33
Deathless	36
Dread	58
Eldritch	63
Entombed	65
Excruciator	66
Feralgeist	72
Gatorman Husk	75
Gatorman Soul Slave	75
Hollowed	98
Iron Lich	114
Machine Wraith	120
Mechanithrall	121
Pistol Wraith	126
Riven	129
Sepulchral Lurker	133
Soulhunter	125
Sythyss	65
Thrall Warrior	145
Thrall, Risen	145

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