



IRON KINGDOMS[®]

MONSTERNOMICON

THE LOST PAGES[™]

*Beware: here be monsters! A tome of creatures to challenge players
for Iron Kingdoms: Requiem*



MONSTERNOMICON™

THE LOST PAGES



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PENDRAKE'S LOST PAGES

Twenty-one years ago, I started on the path to my current station as Senior Professor of Extraordinary Zoology at the Royal Academy of Caspia. The journey was often perilous and terrifying, yet it was always tremendously informative.

Viktor Pendrake's mentorship was instrumental to my career; this is no secret to anyone who has spoken with me for more than a few moments. The esteemed High Chancellor of the Department of Extraordinary Zoology was—and is—the foremost authority in the field. Throughout his career, he has measurably increased our collective understanding of extraordinary zoology while serving both the kingdom of Cygnar and humanity as a whole.

As Pendrake's assistant, my duties involved many tasks. From cataloging anatomical samples to helping him record information in the field, I have been blessed with countless opportunities to explore western Immoren and learn about its dizzying variety of natural life.

Pendrake is many things: an experienced explorer, veteran, educator, and naturalist. What he is not, however, is particularly concerned with organizing and keeping track of the various records of the knowledge he has acquired over the years.

This volume contains his notes on various beasts and entities he has encountered, which somehow did not make their way into his now-legendary *Monsternomicon*. As his duties to the university have

prevented him from fully annotating these records, I have turned to my associates and other talented hunters, guides, and educators in order to provide additional insights into Pendrake's gathered data.

These "lost pages" amount to an "encyclopedia of the strange and unusual," as it were. I hope that by sharing them here, I can help some of the more curious minds among us uncover a few more of western Immoren's mysteries.

Adding to the archive of Pendrake's lost pages, my associate Edrea Lloryrr and I sought to expand on some lesser-understood entities. Working with the Northkin fell caller Rathlok (a longtime associate of both the High Chancellor and myself), Edrea set out to provide a comprehensive study of the draconic spawn and blighted remnants of the dragon Everblight's once-vast legions. At the same time, my assistant Kinik and I, under the supervision of the mercenary Rorsh, visited the city-state Carversburg in order to consult with the farrow Targ. Our primary goal was to examine the legacy of Doctor Egan Arkadius' fusions of machine and beast: the strange, augmented farrow of the Thornfall Alliance.

It is my hope that our contributions rise to the standards of the High Chancellor's previous publications. As he approaches his seventh decade, we can only hope that he is willing to pass the torch of discovery to a new generation . . . although I doubt something as simple as old age would prevent him from adventuring.

—Lynus Wesselbaum

Monsternomicon: Pendrake's Lost Pages is an invaluable resource for anyone looking to explore the wilds of western Immoren. It provides detailed information on various creatures and entities, including the blighted servants and bloodborn offspring of Everblight, western Immoren's most cunning and duplicitous dragon. The book also contains a wealth of knowledge about the many dangerous creatures lurking in the wilds, such as gatormen, trolls, and a host of other monsters.



ARCHONS

Even those who live in the deepest wilds of western Immoren are familiar with archons. From the ravager of living stone known as the primal archon to the soothing, motherly presence of the Dhunian archon, these creatures are the embodiment of divine will. Over the course of the many years since the Claiming, new archons have been spotted in the wilds, even stranger and more enigmatic than those that came before them.

Extraordinary zoology at times relies much more on the former than the latter. When studying entities of the metaphysical world, we must be ready to abandon assumptions about how a thing should function, and rely only on what we can observe. Archons, in particular, can only be observed and reported on; anything else is pure speculation.

—V.P.

DEATH ARCHON

As the war between the infernals and the archon-backed mortals of the Iron Kingdoms waged on, strange entities appeared across western Immoren: death archons. Borne aloft on wings of bone, these massive hooded creatures swoop across the world as grim shadows, reaping countless numbers of the living and unliving alike with enormous scythes made of dark iron.

Uncertain Origins. Theologians have struggled to answer the question of where these grisly figures come from and whom (if anyone) they answer to. Some scholars believe that death archons are manifestations of the void—the howling metaphysical plane between Caen and Urcaen that gives rise to the tormented undead warriors known as banes. Others believe them to be a kind of “fallen archon” that has broken away from the control of the gods. These silent figures offer no answers, and the strange timing of their appearances on Caen only raises further questions.

Fear the Reaper. Death archons are deadly opponents under any circumstances but seem to have a particular animosity for other types of archons and will attack them with an unbridled ferocity.

DEATH ARCHON

Large celestial (archon), neutral

Armor Class 17 (natural armor)
Hit Points 285 (30d10 + 120)
Speed 30 ft., fly 60 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 necrotic

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Bring Out Your Dead. When a creature other than a construct or an undead drops to 0 hit points while within 60 feet of the archon, the archon gains 1 point of death energy. The archon can have up to 3 points of death energy at any time.

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

Reaper's Weapons. 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).

Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from allies of the archon.



ACTIONS

Archon Slayer. The archon has advantage on melee weapon attack rolls against archons.

Multiattack. The archon makes two iron reaper attacks.

Iron Reaper. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage plus 38 (7d10) necrotic damage, and the target's hit point maximum is reduced by the amount of necrotic 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.

Carnage Incarnate. As a bonus action, the archon can spend 1 or more points of death energy to gain one of the following benefits for each point spent:

1. **Divine Inspiration.** The archon gains advantage on its next attack roll. If the attack hits, the archon deals an extra 17 (5d6) slashing damage.
2. **Mortal Fear.** Each non-undead creature within 60 feet of the archon that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. 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 effect for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

3. **Spectral Flicker.** Once per turn, when the archon hits a creature with a melee attack, it can cast *misty step*, requiring no spell slots or components.

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.

Death Chill. The archon points a finger at a creature it can see within 30 feet of it that is not a construct or an undead. The creature must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 22 (4d10) necrotic damage and is paralyzed for 1 minute. On a successful save, it takes half as much damage and isn't paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Iron Reaper Attack. The archon makes one iron reaper attack.

Blood Reaper (Costs 2 Actions). The archon swings its iron reapers in a wide arc. Each creature within 10 feet of the archon must make a DC 19 Dexterity saving throw. On a failed saving throw, a creature takes 16 (2d10 + 5) slashing damage plus 38 (7d10) necrotic damage. On a successful save, it takes half as much damage. In either case, the target's hit point maximum is reduced by the amount of necrotic 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.

DEFILED ARCHON

Grymkin despise Menoth and his creations above all else, so it was no surprise that these bizarre, malicious creatures viewed Menite archons with equal measures of contempt and sadistic curiosity. As the Lawgiver's forces battled the infernals for the souls of the faithful, the grymkin managed to capture a few of these archons and drag them down into their nightmarish reality. Thus were the defiled archons born.

Because time passes differently on the other side, no one can be sure how long these Menite archons truly suffered. All that's known is what emerged afterward: twisted mockeries clad in blasphemous armor and set loose among the living to wreak havoc and punish the wicked. These once-holy beings now soar through the air on wings of screaming flesh, each fallen archon armed with a spear and a heretical version of the Canon of the True Law. The defiled archon, once a symbol of purity and justice, now represents the very antithesis of its original purpose. Driven by a desire to sow discord and chaos, these celestials are a haunting reminder of the darkness lurking within even the most divine beings. Their fall from grace has left them in a perpetual state of fury, eager to exact vengeance upon those they deem deserving of punishment.

Despite their corrupt nature, defiled archons retain a twisted sense of honor, seeking out the most wicked and powerful adversaries to engage in battle. Some believe that the spark of a defiled archon's former self remains deep within its tormented soul, driving it to punish evildoers in an effort to reclaim a sense of purpose.

Breaking the Law. Each grymkin-defiled archon carries a spear with a copy of the Canon of the True Law affixed to it. The pages of these holy tomes are desecrated with profane script, containing refutations of the Lawbringer's words to his creations. The desecration infuses these "lawbreaker spears" with the power to shred the minds of those who feel their touch.

DEFILED ARCHON

Large celestial (archon), chaotic neutral

Armor Class 17 (natural armor)

Hit Points 285 (30d10 + 120)

Speed 30 ft., fly 60 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 psychic

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Defiled Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 38 (7d10) psychic damage (included in the attack).

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

The archon can innately cast the following spells, requiring no material components:

At will: *fire bolt*, *misty step*, *sacred flame*, *true strike*, *vicious mockery*

3/day each: *flame blade*, *hellish rebuke*, *scorching ray*

1/day each: *dominate person*

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

Twist the Eternal. Each hostile creature within 60 feet of the archon that collects a soul immediately takes 11 (2d10) fire damage.

Unleash the Arcane. After the archon casts a spell, it can cast a cantrip as a bonus action, ignoring the cantrip's casting time.



ACTIONS

Multiattack. The archon makes two attacks with its lawbreaker spear.

Lawbreaker Spear. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage plus 38 (7d10) fire damage.

Torrent of Blasphemy. The archon casts a spell with a casting time of 1 action. If the spell damages a creature, until the end of the archon's next turn, the range of any spell with a range of 5 feet or greater is doubled when that creature is the spell's target.

REACTIONS

Gate Walker. Once per round, after the archon casts a spell, it can use its reaction to cast *misty step*, requiring no components and ignoring the spell's casting time.

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.

Spear Attack. The archon makes one attack with its lawbreaker spear.

Cast a Spell (Costs 2 Actions). The archon casts a spell.

ARGUS MOONHOUND

The argus moonhound is the product of generations of stewardship by the druids of the Circle Orboros. For their labors, the blackclads were rewarded with a fierce nocturnal creature. Despite shaping the moonhound, they did not tame it. The hounds were kept wild to preserve their ferocity, and their chilling howls echo across the wilderness at moonrise when they emerge from their lairs to hunt.

Pack Hunters. Moonhounds roam the nighttime forests of Cygnar and Ord, hunting in packs as large as twenty. They are spectacular trackers. Not only is their eyesight better than that of other argus breeds, but also they possess a peerless sense of smell. The faintest scent on the wind allows moonhounds to pinpoint prey hundreds of yards away. They are known to follow a prey's scent over running water or in the harshest rainstorms. Even alchemical methods of masking scent do little to deter them.

Bark at the Moon. Moonhounds have an affinity for the three moons of Caen, and the shifting phases of these celestial bodies have a direct effect on the hounds' behavior. When the moons are dark, argus are slower, more cautious, and more methodical. Under full moonlight, however, they attack with rabid frenzy, throwing themselves against creatures many times their size and fighting with little regard for their own safety.

Territorial Creatures. Argus moonhounds are fiercely territorial and will defend their hunting grounds against any intruders. When a moonhound pack senses a potential threat, their eerie howls reverberate through the woods, alerting other packs and creating an auditory web of communication. Their nocturnal prowess has earned them a place in local folklore, with tales of their chilling howls striking fear into the hearts of travelers who dare to venture into the dark forests.

ARGUS MOONHOUND

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 darkvision 120 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Keen Tracker. The argus has advantage on Wisdom (Survival) checks made to track prey.

Lunar Affinity. When two or more of Caen's moons are three-quarters full or fuller, the argus' bite attack deals an extra 5 (2d4) damage when the argus hits with it. When two or more of Caen's moons are dark or less than a quarter full, the argus has advantage on Dexterity (Stealth) and Wisdom (Perception) checks.

Two Heads. The argus has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

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. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this 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 one target.

WAXING, WANING, IGNORING

If you don't want to worry about tracking lunar phases, that's completely okay! It's your game, and you have the freedom to include or exclude whatever elements you wish. You can use whichever Lunar Affinity effect you prefer in an encounter with a moonhound if you aren't interested in managing that detail in your game.

Ah, the moonhound. I would have one as a hunting dog, if I weren't worried it would kill me in my sleep the first time the moons were full. I have seen them track prey through the most inhospitable conditions, pinpointing quarry through the thickest Olgunholt fog in the dead of night.

—VP



BLACKHIDE

Blackhides are giant bipedal crocodilians physically similar to the much smaller snappers and gatorfolk. They are most commonly found in the Black River and in larger bodies of water, such as Blindwater Lake. They favor areas of deep water with isolated patches of dry land, where they make their nests out of cattails and marsh reeds. Blackhides grow to a considerable size, with adults reaching upward of sixteen feet long. Even juvenile blackhides are quite large, standing as tall as six feet just a few months after hatching.

Teeth and Tails. The blackhide walks upright on land, its stooped posture balanced by its long, broad tail; in water, the creature swims swiftly, propelling itself with lateral movements of its tail. Its snout is long, broad, and filled with long, interlocking teeth designed to grip prey and hold it in place.

Regeneration. A blackhide that suffers damage regenerates rapidly. Smaller injuries close in a matter of moments, and even severe wounds heal in a few hours, but this regeneration taxes the blackhide's system and forces it to eat a substantial amount to recover.

Stealthy Killers. A blackhide is drawn to the sound of movement in its territorial water and can smell blood from exceptional distances. It glides just beneath the surface toward a potential meal, exploding from below to snatch the prey in its enormous jaws. Once it bites its prey, the blackhide grasps its quarry with its claws and wraps its thick tail around the body, dragging its victim into the water and rolling rapidly. This death roll disorients the prey and often drowns it, allowing the blackhide to eat the kill at its leisure.

BLACKHIDE

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Str +9, Dex +6

Skills Perception +3, Stealth +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Aggressive. As a bonus action, the blackhide can move up to its speed toward a hostile creature that it can see.

Hold Breath. The blackhide can hold its breath for 30 minutes.

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

ACTIONS

Multiattack. The blackhide makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) slashing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 17). The blackhide has two claws, each of which can grapple only one target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and the target is grappled (escape DC 17). The blackhide has two claws, each of which can grapple only one target.

Death Roll. The blackhide constricts a Large or smaller creature grappled by it. The blackhide and its target are knocked prone, the target is restrained, and it must succeed on a DC 17 Constitution saving throw at the start of each of the blackhide's turns or take 15 (2d8 + 6) bludgeoning damage. When the blackhide moves, the constricted creature moves with it. The blackhide can have only one creature constricted at a time.



BOG CONSTRICTOR

Bog constrictors, also known as water pythons, are a type of semiaquatic snake found in wetlands and swamps across western Immoren, but especially in Widower's Wood. These reptiles are known for their muddy green-brown coloring, which helps them blend in seamlessly with their surroundings, such as muck and twisted trees. In fact, their camouflage is so effective that they can be difficult to spot even when they are in plain sight.

Fierce but Fleeting. Despite their tough, scaly appearance, bog constrictors are generally nonaggressive and tend to

avoid human contact whenever possible. Even so, these reptiles occasionally attack humans, especially if they feel threatened or if they are protecting their nest.

Squeeze, Swallow, Survive. Bog constrictors are known for their powerful muscles and flexible bodies, which allow them to swim through the water with ease and to squeeze their prey with deadly force. They feast on a variety of animals, including fish, birds, and small mammals. In addition to being impressive hunters, bog constrictors are efficient survivors that can slow down their systems, conserve their energy, and go for long periods of time without eating.



BOG CONSTRICTOR

Medium beast, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +4

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The constrictor can hold its breath for 30 minutes.

Swamp Camouflage. The constrictor has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the constrictor can't constrict another target.

The bog constrictor's camouflage is so effective that it can be almost invisible, even when right in front of your eyes—or eye, in my case.

—VGP

BOG GULPER

Bog gulpers are massive, squat ranine creatures found deep in swamps. Despite their reputation as slow-witted beasts, bog gulpers are best known for their unusual hunting methods and favored prey.

Gulper Bait. An odd, fleshy appendage grows on the bog gulper's dorsal surface. This protuberance is much like a tumor when the gulper is young, but it increases in size and complexity as the creature grows. By the time the gulper

is mature, the appendage has taken on the appearance of an adult human struggling to free itself from the bog. The bog gulper uses this feature as a lure to draw its preferred food: humans. More than one altruistic traveler has spotted this lure—draped in swamp weeds, covered in muck, and thrashing about—and mistaken it for a fellow human in distress.

The ruse does not need to be preserved for long. Once the bog gulper detects motion in the swamp, it explodes out of the water, hoping to stuff a fully grown human into its gullet to digest in the safety of its underwater lair.



A desire to help a person in distress is noble, but not always well advised. The deceptive nature of a bog gulper's lure can be quite unsettling, but its talent for mimicking human cries of distress can lead unsuspecting travelers to make a fatal mistake.

VP



BOG GULPER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 10 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	10 (+0)

Skills Deception +6, Stealth +4

Senses blindsight 20 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Ambusher. In the first round of a combat, the bog gulper has advantage on attack rolls against any creature it has surprised.

Amphibious. The bog gulper can breathe air and water.

False Appearance. While the bog gulper remains motionless and hidden beneath the water, it is indistinguishable from a drowning humanoid.

Mimicry. The bog gulper can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiaction. The bog gulper makes two attacks: one with its bite and one with its claws. It can replace one of those attacks with a swallow attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the bog gulper can't bite another target.

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

Swallow. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature grappled by the bog gulper. *Hit:* 16 (2d10 + 5) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bog gulper, and it takes 10 (3d6) acid damage at the start of each of the bog gulper's turns.

The bog gulper can have only one creature swallowed at a time. While the bog gulper isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the bog gulper dies, it likewise regurgitates a swallowed creature.

BOG TROGS

Bog trogs are found across western Immoren's swamps and marshes. Some are affiliated with the Blindwater Congregation, but many are members of independent tribes.

BOG TROG BIG FISH

A "Big Fish" is a surprisingly large member of the bog trog species. These dim-witted brutes stand head and shoulders above most of their kin, and they relish the opportunity to inflict suffering and pain upon others.

A Big Fish has mottled green skin, webbed hands and feet, and a mouth filled with sharp teeth. Its large, bulging eyes allow it to see in the murky waters of its home.

Despite its lack of intelligence, a Big Fish is a formidable opponent in combat. It attacks with its powerful bite and bone axe, using its brute strength to hew through flesh with each hit. It is also an agile swimmer capable of using its speed and maneuverability to outflank its foes.

Big Fish are often found in small groups. They are fiercely territorial and will defend their homes against intruders, but their lack of intellect means they are easily led by more intelligent creatures, many of whom will happily leverage these bog trogs' cruel nature to their own ends. Big Fish are known to hunt and eat fish and other aquatic creatures but will eagerly supplement their diet with whatever they can catch.

BOG TROG BIG FISH

Large humanoid (bog trog), any alignment

Armor Class 15 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Quor-Og

Challenge 1 (200 XP)

Amphibious. The bog trog can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the bog trog hits with it (included in the attack).

Chameleon Camouflage. The bog trog has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Multiattack. The bog trog makes two attacks: one with its bite and one with its bone axe.

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

Bone Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Big Fish may be dim-witted, but their sheer size and strength make them quite dangerous, and their cruelty means they won't hesitate to attack without provocation.

—VP



BOG TROG DARTFISHER

Using simple blowguns and darts coated with toxic compounds extracted from the depths of the swamps in which they dwell, dartfishers traditionally serve as hunters for bog trog tribes. Their weapons can easily paralyze large pikes, birds, and other animals, making them easy to collect. The poisons they use do not affect bog trogs, and some dartfishers even claim that these toxins enhance the flavor of the meat they gather.

BOG TROG DARTFISHER

Medium humanoid (bog trog), any alignment

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

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

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the creature must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage. 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.

The humble dartfishers are masters of their craft. With nothing more than a blowgun and a few darts, they can even take down prey as formidable as the swamp horror—which, dare I say, makes for a delicious meal!

—VP

BOG TROG GUARD

As the faithful guardians of bog trog settlements, guards are a highly respected and revered group within each tribe. Drawn from the ranks of the tribe's most loyal and courageous members, these wardens are charged with the sacred duty of protecting the village's perimeter from any threats.

Ready Defenders. With their keen senses and fierce devotion to their tribe, guards are always on alert, ready to defend their home at a moment's notice. Whether braving the treacherous swamps on patrols or standing watch at the gates, these stalwart protectors are the first line of defense against any dangers that lurk beyond the village walls.

Steady and Stalwart. Despite the perils they face each day, guards are unwavering in their duty, driven by their unbreakable loyalty to the tribe and their love for their home. For these bog trogs, there is no greater honor than serving as the guardians of their people, and they will stop at nothing to keep their charges safe.



BOG TROG GUARD

Medium humanoid (bog trog), any alignment

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.

Cold Devotion. The bog trog has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The bog trog makes two attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 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.

The guards of the bog trogs are fearless in their duty and driven by their deep love for their home and an unbreakable loyalty to their tribe. The courage, devotion, and honor with which they protect their village from all threats is truly unmatched.

VP

BONE SHAKER

Bone shakers are simple undead constructs made from the bones of humanoids and beasts. Animated by necromantic energy, bone shakers move through a swamp like a flow of muck before rising up in vaguely serpentine shapes to lash out at their prey.

Necromantic Origins. Bone shakers are similar to the much larger boneswarms found in the wilds of western Immoren. Unlike boneswarms, which are naturally occurring phenomena, bone shakers are created by the power of a potent necromancer or bokor. They act as extensions of the necromancer's will, attacking their creator's enemies and intercepting attacks against their maker.

Draining Presence. The ambient death energies that animate these undead are antithetical to life. Bone shakers leave trails of withered vegetation in their wake, and living creatures in the vicinity of a bone shaker experience a soul-numbing chill as the bone shaker slowly drains their vitality.

BONE SHAKER

Small undead, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Dark Shroud. Hostile creatures within 10 feet of the bone shaker take a -2 penalty to AC.

Magic Weapons. The bone shaker's weapon attacks are magical.

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

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

ACTIONS

Bone Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

REACTIONS

Sacrificial Pawn. When a creature the bone shaker can see attacks an ally of the bone shaker that is within 5 feet of the bone shaker but isn't an undead, the bone shaker can use its reaction to become the target of the attack instead.

Bone shakers bring a chill of death with them wherever they go, and they sap the very vigor of all living things nearby. It is no surprise that these unnatural constructs are so popular among swamp necromancers.

—VP

CANE LEECH

Numerous leech species make their homes amid the marshy swamps of Cygnar. Each has its own unique traits and behaviors, but none are as formidable and feared as the cane leech. This massive amphibious vermin can grow up to two feet long when fully mature, making it a force to be reckoned with.

Ambushers. Cane leeches often lurk in shallow water during daylight hours, hiding among thick clusters of canes and reeds as they wait patiently for unsuspecting prey to wander within striking distance. These voracious predators become even more dangerous at night, when they will venture up to a hundred feet inland in search of sleeping prey.

No beast that attacks a sleeping man is to be trifled with. It's why I always add spring onions to my dinner when I travel in the swamp: the little bloodsuckers can't stand the smell of the stuff. (Neither can poor Lynus, unfortunately.)

VP



CANE LEECH

Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +4

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 6 (1d8 + 2) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

Blood Spray (Recharges after a Blood Drain Hit). *Ranged Weapon Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 6 (1d8 + 2) poison damage, and if the target is Medium or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.

CAVEWORT

Cavewort is a thick, sticky mat of fungus that grows on the ceiling of caverns and abandoned structures. When a warm-blooded creature ventures into the area under the cavewort, it drops clumps of long, sticky tendrils in an attempt to ensnare its prey. The tendrils are covered with digestive enzymes and deal acid damage to anything caught within them. Prey is digested in place, and the bones and other debris are left behind—a warning to the observant dungeon explorer.

Caveworts do not move, but are rooted to the ground. They are usually found in dark, damp environments, such as underground caves and caverns. Adventurers may attempt to smoke out a cavewort infestation, but must be careful not to harm themselves in the process.

CAVEWORT

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 6 (1d8+2)

Speed 0 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses Blindsight 30 ft. (blind beyond this radius)

Languages —

Challenge 1/2 (100 XP)

Digestive Acid. A cavewort deals an additional 2 (1d4) acid damage to a creature it has grappled at the start of each of its turns.

Smoke Sensitivity. Like bees, a cavewort is temporarily made docile by the presence of large amounts of smoke. Exposure to heavy smoke dulls the cavewort's senses for 2d6 minutes. While its senses are dulled, the cavewort can't use its blindsight.

ACTIONS

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage and a medium or smaller creature is grappled (Escape DC 12).

"Normally, cavewort survives by ambushing and consuming rodents and other small mammals. However, it cannot distinguish small, easily digestible prey from larger creatures like dogs, gobbers, graduate students..."

—VP



CROAKS

As croaks have become more familiar with their new western homeland, they have begun to develop new methods of warfare, which makes them useful allies.

CROAK RAIDER

Croak society has produced numerous types of skilled warriors. Those known as raiders work in well-coordinated pairs to execute a powerful two-pronged attack. One raider lobbs hollowed gourds to soak an enemy with a highly flammable liquid, and then another launches a flaming projectile from an atlatl to ignite the enemy in a pyre of flame. This devastating combination has allowed croaks to overcome technologically advanced foes even when outnumbered.

Despite having seen their teamwork in action on countless occasions, I never tire of watching the anura's best warriors work together to repel attackers. I still can't decide which is more impressive: the synergistic nature of their collaboration, or the speed with which their flames consume their enemies.

CROAK RAIDER

Medium humanoid (anura), any alignment

Armor Class 14 (hide armor)

Hit Points 16 (3d8+3)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics +4, Survival +4

Damage Immunities poison

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.

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

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. The croak has advantage on Strength (Athletics) checks made to climb.

ACTIONS

Flaming Dart. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 3 (1d6) fire damage.

Oil Gourd. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. The croak can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.



CROAK TRAPPER

Adapting the hunting techniques they once used to secure food for their tribes, trappers wield nets and daggers to bring down a new sort of prey. Prowling through streams and rivers to surprise their quarry, trappers hurl their nets to ensnare a victim before descending on it with a flurry of dagger blows.

I have seen trappers prowling silently through streams and rivers with nets in hand, waiting patiently for an opportunity to ensnare the unwary. Those who find themselves on a riverbank in anura territory and fail to remain alert are likelier than not to end up at the mercy of a trapper's blade.



CROAK TRAPPER

Medium humanoid (anura), any alignment

Armor Class 14 (hide armor)

Hit Points 16 (3d8+3)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics+4, Perception+4, Stealth +4

Damage Immunities poison

Senses passive Perception 14

Languages Kworak plus one other language (usually Quor-Gar)

Challenge 1/4 (50 XP)

Amphibious. The croak can breathe air and water.

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.

Swamp Camouflage. The croak has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Wall Crawler. The croak has advantage on Strength (Athletics) checks made to climb.

ACTIONS

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

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

CROAK UNDERCHIEF

The role of underchief within a croak tribe is complex and multifaceted, and it requires a great deal of skill and knowledge to fulfill. Each tribe's underchief is a member of its chieftain's immediate family and therefore next in line to lead the tribe should anything happen to the chief. As such, an underchief is often given a great deal of responsibility and authority.

Many Feathered Hats. Among the primary duties of an underchief are assisting the chieftain in matters of battle and fulfilling the tribe's debts to allied groups such as bog trogs and gatorfolk. These responsibilities can involve anything from leading troops into battle to negotiating alliances and trade agreements.

Steadfast Leaders. Regardless of their specific talents and abilities, all underchiefs are expected to serve their tribe with the utmost dedication and loyalty, and each works tirelessly to ensure the tribe's prosperity and safety.

Diplomatic Duties. An underchief often serves as a tribe's key diplomat, engaging in negotiations and forging alliances with other creatures such as bog trogs and gatorfolk. These alliances are crucial to the tribe's survival and success, as they provide access to valuable resources, support in times of war, and a means to expand the tribe's influence.

Warbeast Companions. An underchief is typically accompanied by a Swamp resonance warbeast with a challenge rating of 8 or lower.

No underchief succeeds without first mastering a wide variety of skills and abilities. They must be selfless and dedicated at all times, whether leading troops into battle in the swamps or negotiating with potential allies at a ceremonial dinner. As for their dedication to their people? Well, nothing says "loyalty" quite like working tirelessly without complaint!

CROAK UNDERCHIEF

Medium humanoid (anura), any alignment

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Stealth +4

Damage Immunities poison

Senses passive Perception 12

Languages Kworak plus one other language (usually Quor-Gar)

Challenge 2 (450 XP)

Attuned Spirit (Recharges after a Short or Long Rest). The croak can cast the animus of one of its bonded warbeasts in its control range without expending fury points.

Fury Manipulation. The croak is a warlock with 4 fury points and a control range of 40 feet. It regains all expended fury points after it finishes a long rest. During its turn, the croak can expend fury points on the following options:

- Attack Bonus (1 Fury Point).** The croak gains advantage on its next attack roll.
- Damage Bonus (1 or More Fury Points).** For each fury point expended, the croak deals an extra 1d8 weapon damage on its next weapon damage roll.
- Shake It Off (1 Fury Point).** The croak gains advantage on its next saving throw.

In addition, the croak can force a bonded warbeast under its control and in its control range to use any of these options, in which case the warbeast gains the number of fury points and the benefits described above.

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 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Casting a spell requires the croak to expend a number of fury points equal to the spell's level. It knows the following warlock spells:

At will: *dancing lights*, *thaumaturgy*

2nd level: *pestilent wind*, *rapport*

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

Multiattack. The croak makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.





DISEMBODIED

Many people across western Immoren live a lie, displaying an outward appearance of goodness and light that masks a terrible darkness beneath. Despite their calling, priests are no exception to this rule. The worst among them, having committed unspeakable acts kept hidden from their flocks and knowing that their spirits would face punishment for their crimes, resist crossing over after death and remain tied to their corporeal form in order to escape retribution. These shades, known as the disembodied, develop a terrible hatred for the living, and their only means of sustaining their power and delaying their judgment lies in consuming the vitality of intelligent creatures.

Fortunately for the living, these specters cannot move more than about a hundred feet from their corpse without being destroyed and forced to face their fate. Removing a disembodied's corpse will only cause its spirit to follow, so the only way to truly defeat one of these foul defilers is to burn the corpse, immerse it in acid or holy water, or find some other means of destroying it.

Unnatural Hatred. The disembodied's hatred toward the living is fueled by their own desperate attempt to cling to existence. This bitterness stems from their inability to face their crimes and move on to the afterlife. Their insistence on defying the natural order of things has made them a scourge upon the living world.

Parasitic Existence. To maintain its unnatural existence, a disembodied must drain the life force of intelligent creatures. This parasitic behavior further highlights the depths of the spirit's corruption and desperation. Unfortunately for the disembodied, consuming the vitality of others merely prolongs its own suffering and further distances itself from any hope of redemption.

I am rarely surprised by the lengths to which the living will go to hide their misdeeds. Why should the dead be any different?

—V.P.

DISEMBODIED

Medium undead, neutral evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	12 (+1)	17 (+3)	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 13

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Ghastly. The disembodied can take a bonus action to appear dreadful until the start of its next turn. Each creature that isn't a construct or an undead and that starts its turn within 10 feet of the disembodied must succeed on a DC 14 Wisdom saving throw or be frightened until the start of the creature's next turn.

Incorporeal Movement. The disembodied 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 the disembodied is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains, its remains are destroyed, or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The disembodied is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The disembodied has the following cleric spells prepared: Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (4 slots): *bane*, *command*, *inflict wounds*
2nd level (3 slots): *blindness/deafness*, *hold person*
3rd level (3 slots): *bestow curse*, *dispel magic*

Shroud of Blasphemy. The disembodied radiates a blasphemous aura in a 30-foot radius. The disembodied and any undead in the aura have advantage on saving throws against effects that turn undead.

ACTIONS

Energy Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the disembodied 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.

DRAGON FISH

Dragon fish are deadly aquatic predators with extremely sharp teeth and an endless appetite. They are typically found in fresh waters, particularly along the Dragon's Tongue River east of Widower's Wood.

Blood in the Water. An individual dragon fish is little more than a nuisance capable of nipping a chunk of exposed flesh from an unlucky swimmer. Unfortunately for those who encounter them, dragon fish always attack in numbers, and a sufficiently large school can quickly swarm any submerged prey. The real danger comes when a school of these predators draws blood and begins to frenzy. Dragon fish frenzy only when there's blood in the water, but once they do, they'll attack and eat just about anything.

A Delicacy in Demand. Dragon fish are considered a delicacy in Five Fingers and the surrounding areas, and restaurant patrons will pay exorbitant prices for them. In addition, their teeth are highly prized as needles, as their extreme sharpness and unique flexibility are particularly handy in many crafts.

Long in the Tooth. The mouth of a dragon fish is tightly packed with multiple rows of sharp, interlocking teeth. Most of these teeth are broadly conical and slender, and the fine serration on their anterior face makes them especially useful for rapidly puncturing and shearing prey. The shape and number of teeth differ slightly from one species of dragon fish to another, with western breeds having shorter, stouter teeth than their eastern counterparts.



DRAGON FISH

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

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

Mindless Frenzy. At the start of its turn, if the dragon fish detects any blood in the water, it gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Water Breathing. The dragon fish can breathe only underwater.

ACTIONS

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

If you're looking for a dangerous delicacy or a crafty needle, look no further than the dragon fish. Just make sure you don't look too close.

—VP



SWARM OF DRAGON FISH

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 36 (8d8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Keen Senses. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Mindless Frenzy. At the start of its turn, if the swarm detects any blood in the water, it gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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 dragon fish. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

FARROW

Farrow, particularly those under the banner of the Thornfall Alliance, have grown increasingly bold across many regions of western Immoren, including the Bloodstone Marches, the Wyrmswall Mountains, and even the interior of Cygnar and Ord. Tribes that follow Lord Carver, as well as those that are allied with him, go to battle with great beasts fused with scrap mechanika.

My dear Professor Pendrake,

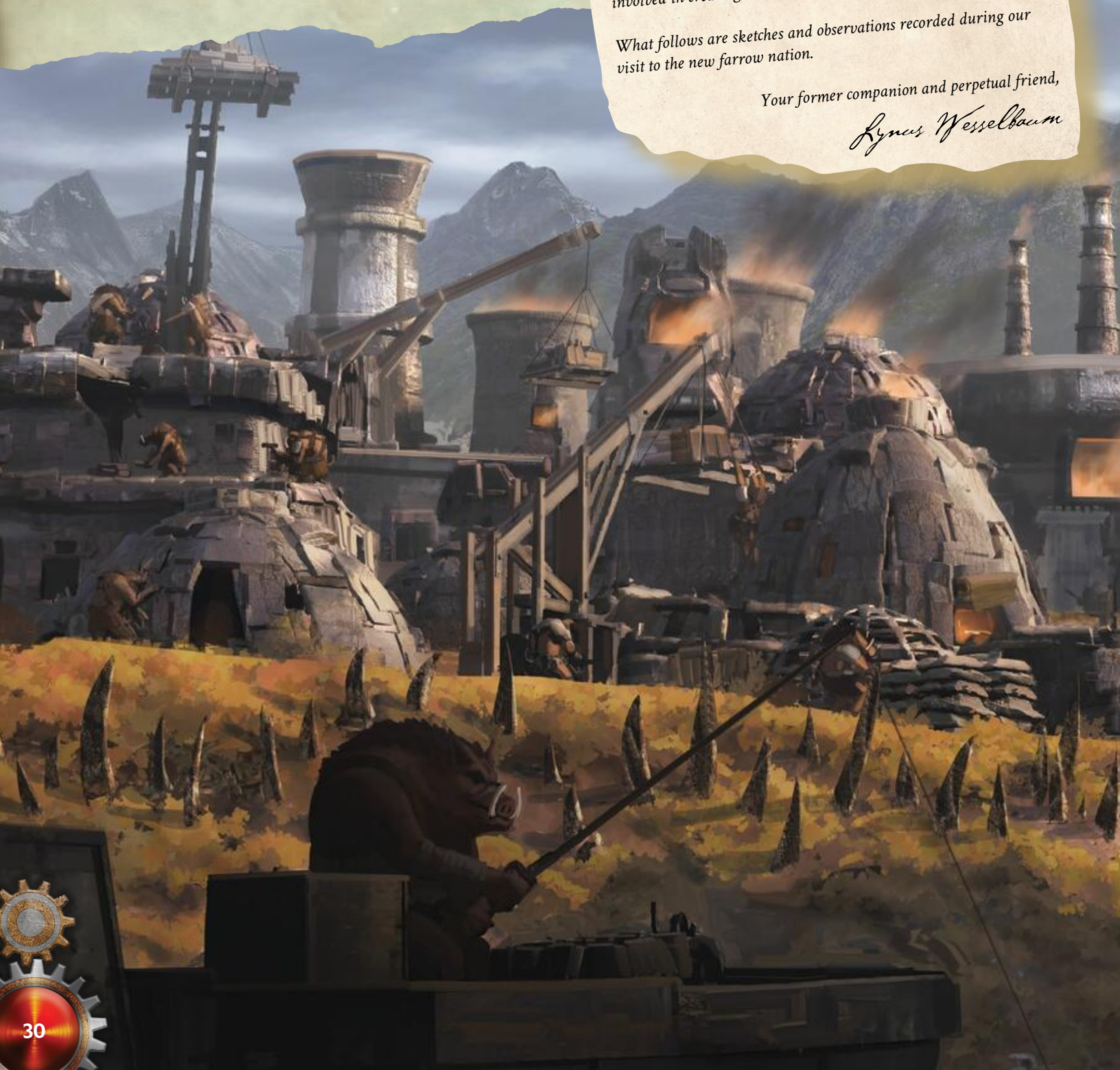
My trip to the new home of the Thornfall Alliance was mercifully without much incident. Kinik joined me on my journey to carry my research library—and, more importantly, her weapons. At the edge of the rumored “Carversburg,” we met with our guide: the conniving farrow known as Rorsh. I reminded him of our prior meeting and informed him that we were prepared this time, having brought a sacrificial horse to feed his beastly companion.

Rorsh was both our guide and our chaperone for the remainder of our time there. I must say that despite his advanced age, the infamous Doctor Arkadius remains as sharp-witted as ever, though his malformed assistant seems to be handling all the physical labor involved in creating their fascinating warbeasts.

What follows are sketches and observations recorded during our visit to the new farrow nation.

Your former companion and perpetual friend,

Lynus Wesselbaum



Dr. Egan Arkadius is one of the most unorthodox and brilliant scientific minds in western Immoren, particularly outside the chapters of the Order of the Golden Crucible. An innovator in the fields of anatomy and physiology, Dr. Arkadius has for many years provided Lord Carver and his Thornfall Alliance with enhanced warbeasts built on a platform of the largest strains of farrow. By combining his brilliant insights into physical anatomy with the farrow's native resilience and a fundamental understanding of mechanical concepts, Dr. Arkadius has spearheaded the development of fierce porcine warbeasts fused

with mechanical prosthetics, alchemical enhancements, and steam power. Simple mechanical devices interface directly with the farrow's body, while alchemical treatments soothe the raw flesh and trick the farrow's brain into believing that the devices are part of the creature's natural form. These creations have not only fueled the dominance of the Thornfall Alliance over other farrow tribes, but also played a large part in Lord Carver's ability to found his own fledgling nation.



FARROW BATTLE BOAR

With the proper application of alchemical and electrical impulses, Dr. Arkadius has transformed the boars of the Thornfall Alliance into powerful living weapons. His battle boars have been trained to activate pumps connected to tanks of stored adrenaline that enhances their strength as they batter opponents to pieces.

FARROW BATTLE BOAR

Large humanoid (farrow), neutral

Armor Class 12 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Grun

Challenge 2 (450 XP)

Adrenalize (2/Day). As a bonus action, the battle boar can move up to its speed straight toward a creature it can see and make one claw attack against that creature. If it does so, it takes 7 (2d6) fire damage at the end of its turn.

Charge. If the battle boar 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 battle boar has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The battle boar makes two melee attacks: one with its claws and one with its tusks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Tusks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

As I watched the doctor's creations, it became clear that he had found a way to turn pigs into weapons. His invention seemed like an apt metaphor for turning lemons into lemonade—even in war!

—RW



FARROW WARLOCK

Among the farrow gifted with magic, a select few develop a powerful, intuitive bond with porcine beasts. These warlocks invariably rise to prominence within their tribe, using their powers and their beasts both to usurp their tribe's leadership and to mount ambitious campaigns against neighboring rivals. Such warlocks can simply take what they desire from weaker farrow. The majority of the mightiest farrow warlords are warlocks, each having forced obedience from numerous lesser chiefs in their territories.

Thornfall Warlocks. The Thornfall Alliance has many lesser warlocks subordinate to the great powers of Carversburg—leaders such as Carver, Helga, and Midas. These lesser warlocks are quick to lead their warbeasts into battle in defense of their fledgling nation.

Warbeast Companions. A farrow warlock is typically accompanied by a Farrow resonance warbeast with a challenge rating of 2 or lower.

Though many lesser warlocks seek to emulate the legendary leaders of the Thornfall Alliance, they must still take heed that their ambitions do not exceed their strength. As I have seen firsthand, it is easy enough for powerful farrow warlocks to take what they desire from weaker ones.

—*LM*



FARROW WARLOCK

Medium humanoid (farrow), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Grun

Challenge 1/2 (100 XP)

Fury Manipulation. The farrow is a warlock with 2 fury points and a control range of 20 feet. It regains all expended fury points after it finishes a long rest. During its turn, the farrow can expend fury points on the following options:

1. **Attack Bonus (1 Fury Point).** The farrow gains advantage on its next attack roll.
2. **Damage Bonus (1 or More Fury Points).** For each fury point expended, the farrow deals an extra 1d8 weapon damage on its next weapon damage roll.
3. **Shake It Off (1 Fury Point).** The farrow gains advantage on its next saving throw.

In addition, the farrow can force a bonded warbeast under its control and in its control range to use any of these options, in which case the warbeast gains the number of fury points and the benefits described above.

Keen Senses. The farrow has advantage on Wisdom (Perception) checks related to smell.

Spellcasting. The farrow is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Casting a spell requires the farrow to expend a number of fury points equal to the spell's level. The farrow can cast the animus of a bonded warbeast in its control range. It knows the following warlock spells:

At will: *thaumaturgy*

1st level: *warpath*

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Scattergun. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.



FARROW ROAD HOG

Road hogs hurl themselves into the fray with supercharged fury, unleashing gouts of flame and mechanically enhanced brutality upon the enemies of the farrow. Their lower limbs have been replaced by prosthetic legs, and they are capable of surprising swiftness at the cost of agonizing pain to themselves—a small price to pay for the brutal carnage these mighty beasts can inflict upon their foes.

Road hogs can be outfitted with many different weapon configurations, though most have at least one limb replaced with the artillery of a warjack. Flamethrowers are a popular choice, both for the terror they can sow among the enemies of the Thornfall Alliance and due to the abundance of crude Menoth's Fury in the territory surrounding Lord Carver's growing city-state, but any weapon that packs a sufficient punch will work.

Because of their swiftness, road hogs are favored by the warlocks who patrol the periphery of the Thornfall Alliance's territory. These creatures' ability to rapidly close on targets or engage from afar is ideally suited to the flat expanses of the Bloodstone Marches, and they can withstand far more punishment than gun boars and splatter boars. Road hogs are such a prized commodity among the Alliance's warlocks that demand almost always outstrips supply, no matter how many farrow giants are carved up in the warbeast foundries of Carversburg.

Although his road hogs were swift, their speed came at a cost paid in agony, both for the creatures themselves and for anyone unfortunate enough to cross their path.

—RM

FARROW ROAD HOG

Large humanoid (farrow), neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	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 road hog 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.

Full Boar. As a bonus action, the road hog can increase its walking speed by 20 feet until the end of its turn. If it does, it takes 7 (2d6) fire damage at the end of its turn.

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

Relentless (Recharges after a Short or Long Rest). If the road hog takes 36 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Steam Powered. The road hog requires coal and water to function. When not in combat, it can function for 13 hours with a full fuel load of 100 pounds of coal and fresh water in its boiler. While in combat, the road hog can function for 2 hours with a full fuel load. If the road hog'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 road hog has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The road hog makes three attacks: two with its mechano-claw and one with its tusks.

Mechano-Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) slashing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the road hog can't use its mechano-claw on another target. A creature takes 4 (1d8) slashing damage each time it ends its turn grappled by the road hog.

Tusks. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Flamethrower (Recharge 5–6). The road hog sprays fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.



FARROW SPLATTER BOAR

Huddled away in his remote laboratory, Dr. Arkadius has indulged his scientific and surgical theories to create frighteningly specialized warbeasts. Fitted with a mortar and a bandolier of shells containing highly volatile substances, the masked splatter boar trades accuracy for the ability to bombard anything and everything with corrosive chemicals and panic-inducing gases.

FARROW SPLATTER BOAR

Large humanoid (farrow), 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)

Gas Mask. The splatter boar is immune to inhaled toxins, such as those produced by the *stinking cloud* spell.

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

ACTIONS

Multiattack. The splatter boar makes two melee attacks: one with its claws and one with its tusks.

Claws. *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.

Alchemical Mortar. The splatter boar fires an alchemical shell up to 120 feet, and the shell explodes in a 20-foot-radius sphere. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. Each time the splatter boar attacks with the alchemical mortar, it chooses one of the following shell types:

1. **Acid Blast.** Each creature in the area also takes 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.
2. **Psychoactive Gas.** Each creature in the area that fails the saving throw is also frightened until the start of the splatter boar's next turn.
3. **Smoke Shell.** Each creature in the area also takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. In addition, the area is heavily obscured with smoke for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (20 or more miles per hour) disperses it after 1 round.

When first witnessing the splatter boar, I couldn't help but remark, "Scatological humor is beneath a man of your skills, my good doctor."

—RM



FARROW WAR HOG

Each war hog is over a ton of muscled, bristling rage strong enough to rend steel and tear the living flesh from the bones of enemy warbeasts. Enhanced by alchemical and mechanical augmentations, these products of dark experimentation are easily goaded into a state of frenzied bloodlust. War hogs use their twin war cleavers and massive tusks to slaughter their enemies without mercy, and they answer the screams of their victims with nothing but primitive grunts of delight.

War hogs may be strong enough to rend steel, but their minds are as simple as that of a farrow child. I prefer my power to lie in books and knowledge, though I'd sooner give up an hour in my favorite library than spend a minute on any battlefield.



FARROW WAR HOG

Large humanoid (farrow), neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	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)

Aggression Dial. As a bonus action, the war hog can activate its aggression dial. If it does, it deals an extra 4 (1d8) weapon damage with melee weapon attacks until the end of its turn but takes 7 (2d6) fire damage at the end of its turn.

Charge. If the war hog 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 war hog has advantage on Wisdom (Perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). If the war hog takes 36 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Steam Powered. The war hog requires coal and water to function. When not in combat, it can function for 13 hours with a full fuel load of 100 pounds of coal and fresh water in its boiler. While in combat, the war hog can function for 2 hours with a full fuel load. If the war hog'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 war hog has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The war hog makes three melee attacks: two with its cleavers and one with its tusks.

Cleaver. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tusks. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

GALLOWS TREE

The people of western Immoren fear the deep forests for many reasons. These dark places are inhabited by fearful beasts, but some of the strangest and most disturbing inhabitants are the gnarled and mysterious trees that have loomed for centuries. Such trees are believed to be manifestations of the Devourer Wurm—physical aspects of its thirst for blood and demand for sacrifice. When gathered together, they are called “gallows groves” by those who stumble upon them. Devourer cultists seek out such places, where they spill copious amounts of blood in acts of savage worship intended to feed the endless desires of these revered trees.

Hunt Blood, Will Travel. When sacrifices grow scarce, a gallows tree will inexplicably vanish, only to reappear in another part of the forest, its roots drinking deeply from the carcass of a dead animal. The very presence of one of these trees saps vitality from the living and causes blood to drip onto their ever-thirsty roots.

Infused with Power. As a gallows tree grows with age and soaks up more and more blood, glowing runes appear upon its trunk. Unwary people journeying in dark forests have been lured to their doom by the light of these runes. Devourer worshippers who are possessed of mystical talent feel a special bond with the trees of a gallows grove. In their presence, the trees act as conduits for their power.



GALLOWS TREE

Large plant, unaligned

Armor Class 5

Hit Points 38 (4d10 + 16)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	18 (+4)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened, paralyzed, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 0 (0 or 10 XP)

Channeler. Members of the Circle Orboros and worshippers of the Devourer Wurm can channel spells through the tree.

Entropic Force. Hostile creatures within 50 feet of the tree can't regain hit points.

False Appearance. While the tree remains motionless, it is indistinguishable from an ordinary tree.

ACTIONS

Strange Growth. The tree teleports to an open area within 30 feet of it.

REACTIONS

Water the Roots. When a creature other than a construct or an undead dies within 50 feet of the tree, the tree regains 11 (2d10) hit points.

GATORFOLK

The gatorfolk of western Immoren remain among its deadliest inhabitants and most powerful natural warriors.

GATORFOLK SPIRIT EATER

Devoted worshippers of the Lord of Blood, the gatorfolk known as spirit eaters wield the great beasts of the swamp in the name of their voracious god. Their cold-blooded reptilian spirits are attuned to these predatory creatures and to the Lord of Blood himself. Just as the god of the Blindwater Congregation feeds on the spirits of the swamp and other gods, spirit eaters devour the restless souls of ghosts and specters to nourish their own.

Warbeast Companions. A spirit eater is typically accompanied by a Swamp resonance warbeast with a challenge rating of 8 or lower.



GATORFOLK SPIRIT EATER

Medium humanoid (gatorfolk), any alignment

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Stealth +4

Senses passive Perception 12

Languages Quor-Gar plus one other language

Challenge 2 (450 XP)

Consume Spirit. If the gatorfolk reduces an undead creature within 5 feet of it to 0 hit points, it regains all its expended fury points.

Fury Manipulation. The gatorfolk is a warlock with 4 fury points and a control range of 40 feet. It regains all expended fury points after it finishes a long rest. During its turn, the gatorfolk can expend fury points on the following options:

1. **Attack Bonus (1 Fury Point).** The gatorfolk gains advantage on its next attack roll.
2. **Damage Bonus (1 or More Fury Points).** For each fury point expended, the gatorfolk deals an extra 1d8 weapon damage on its next weapon damage roll.
3. **Shake It Off (1 Fury Point).** The gatorfolk gains advantage on its next saving throw.

In addition, the gatorfolk can force a bonded warbeast under its control and in its control range to use any of these options, in which case the warbeast gains the number of fury points and the benefits described above.

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

Spellcasting. The gatorfolk is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Casting a spell requires the gatorfolk to expend a number of fury points equal to the spell's level. It knows the following warlock spells:

At will: *dancing lights*, *resistance*

2nd level: *caustic mist*, *cold blooded*

Swamp Camouflage. The gatorfolk has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The gatorfolk makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

The spirit eaters are devoted to the Lord of Blood, who seems more than happy to have them feast on the souls of ghosts and specters. I suppose it's a case of "you scratch my back, I'll devour yours."

—V.P.

GATORFOLK TROPHY HUNTER

Many members of the Blindwater Congregation aim to prove their worth to the Lord of Blood, and those known as trophy hunters are no exception. Armed with brutal tomahawks, these fierce warriors, many of whom are young by gatorfolk standards, seek to claim the heads and limbs of auspicious prey. These grisly trophies are then used in the construction of bone shrines, as sacrifices to their god's attendant bone shakers, or in the creation of mystic weapons and tools.

GATORFOLK TROPHY HUNTER

Medium humanoid (gatorfolk), any alignment

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Quor-Gar

Challenge 2 (450 XP)

For the Lord of Blood. Once on each of its turns, when the gatorfolk misses with a melee attack, it can reroll the die but must use the second result.

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

Swamp Camouflage. The gatorfolk has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The gatorfolk makes two attacks: one with its bite and one with its tomahawk.

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

Hit: 7 (1d10 + 2) piercing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gatorfolk can't bite another target.

Tomahawk. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



To say that trophy hunters are eager to impress their god and win his favor understates the extent of the situation. I once saw one of these brutes rip the jaw off a warwolf that was gnawing on its arm. They will stop at nothing in pursuit of the perfect trophy, even if it means risking life and limb.

—V.P.

GATORFOLK VAULT PROTECTOR

Vault protectors push the Blindwater Congregation's massive stone sacral vaults across its territory. Selected for their size and strength, they are also responsible for guarding these sacral stones from attack. They wield barbed cudgels fitted with jagged stones taken from bone shrines sacred to the Blindwater Congregation, making each of their kills a minor demonstration of their devotion to the Lord of Blood.

At first blush, vault protectors would seem to have a thankless job. They spend countless hours pushing impossibly large sacral stones across the swamp and serve as the primary line of defense should these vaults come under attack. Yet the job is not without its perks: from what I have seen, they receive preferential treatment at feeding time. I suppose it pays to be big and strong... if you don't mind being used as an instrument of death.

VP



GATORFOLK VAULT PROTECTOR

Medium humanoid (gatorfolk), any alignment

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Quor-Gar

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the gatorfolk hits with it (included in the attack).

Dark Devotion. The gatorfolk has advantage on saving throws against being charmed or frightened.

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

Swamp Camouflage. The gatorfolk has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The gatorfolk makes two attacks: one with its bite and one with its spiked cudgel.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (2d10 + 2) piercing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gatorfolk can't bite another target.

Spiked Cudgel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

GOROL

The gorol is an enormous primate found only in the interior mountains of Alchiere. Troops of gorols are fiercely protective of their territories and are most often led by an elder male, who travels throughout the territory on patrol for intruders.

An adult gorol can weigh several tons and has a long reach. Both males and females have prominent upper and lower tusks, which are used not only to display dominance, but also to help the creatures eat. The large, herbivorous gorols use these tusks to peel away the thick outer bark of jungle trees so that they can feed on the fibers beneath.

Despite its great size, a gorol is a surprisingly agile and swift creature. Its long forelimbs allow it to knuckle-walk at great speeds and climb sheer mountain bluffs with ease.

The trollkin of Tolok Fortress have noticed a similarity between the temperament of the gorol and that of the dire troll, although a gorol is much less likely to fly into a frenzy when agitated or hungry.

Gorols are social creatures, and they live in family groups of up to ten members. Each family is led by a male and female pair, and each member of the family shares in the duties of raising the young. These family groups work together to protect territory against other gorols.

Gorol Alphas. Gorol troops are led by an elder male known as the alpha. As the strongest and most experienced member of the group, the alpha is responsible for the troop's well-being and defense. Alphas must constantly prove their worth to maintain their position, ensuring the continued strength and stability of the gorol community.

GOROL

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics +9, Perception +5

Senses passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Trampling Charge. If the gorol moves at least 20 feet straight toward a creature and then hits it with a fist 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 gorol can make one fist attack against it as a bonus action.

ACTIONS

Multiattack. The gorol makes two attacks with its fists. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the gorol can't bite another target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

GOROL ALPHA

Gargantuan beast, unaligned

Armor Class 12

Hit Points 174 (12d20 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics +12, Perception +6

Senses passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Trampling Charge. If the gorol moves at least 20 feet straight toward a creature and then hits it with a fist 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 gorol can make one fist attack against it as a bonus action.

ACTIONS

Multiattack. The gorol makes two attacks with its fists. It can replace one of these attacks with a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the gorol can't bite another target.

Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Gorols may be large and fierce, but at least they don't fly into a frenzy like dire trolls. On the other hand, their tusks can grow to the size of a small tree trunk, so you'd do well not to cross them.

NP



IKOSKIT

Deep in the heart of the dense jungles of Alchiere lurk small bloodsucking vermin known as ikoskits. These vaguely reptilian creatures resemble a rangy, scaled ape with a long, agile body and sharp claws, and they prey on the blood of warm-blooded creatures such as the shaggy pack animals herded by letheans. Blessed with a tremendous sense of smell, these ferocious predators can track a potential meal for miles through the dense jungle. Primarily nocturnal, ikoskits wait for their victims to bed down before burying their razor-sharp teeth into whatever exposed flesh they can find.

Adult ikoskits are not especially fast or strong, but their sharp claws and powerful jaws allow them to maintain a tight grip on their prey during a feeding frenzy. Their camouflaged skin allows them to blend into the dark rocks and foliage commonly found throughout Alchiere, enabling ambushes that make them dangerous even to larger targets such as humans. Spotting an ikoskit before it is almost on top of its prey is nearly impossible, and they are a deadly threat to any who dare venture into their territory.

The ikoskit may be small, but it is a fierce predator that lurks in the shadows of Alchiere's jungles. Be warned: these creatures are nearly impossible to spot until they're right next to you—and by then, it might already be too late.

—VP

IKOSKIT

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Pounce. If the ikoskit moves at least 30 feet straight toward a Medium or smaller creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the ikoskit can make one blood drain attack against it as a bonus action.

Standing Leap. The ikoskit's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sunlight Sensitivity. While in sunlight, the ikoskit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the ikoskit attaches to the target. While attached, the ikoskit doesn't attack. Instead, at the start of each of the ikoskit's turns, the target loses 6 (1d6 + 3) hit points due to blood loss, and the ikoskit regains hit points equal to that amount.

The ikoskit can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the creature or the target dies. A creature, including the target, can use its action to detach the ikoskit.

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



IRONBACK

Ironbacks are enormous chelonian beasts that dwell in the swamps of western Immoren. These opportunistic carnivores will attack everything they encounter when hungry, making meals of alligators, fish, and other swamp dwellers. They prefer to roam on four legs, particularly when they are looking for smaller prey, but they will stand on their hind feet and rise to their full height when faced with a significant threat. The tallest ironbacks stand over twelve feet tall, and their impressive bulk is usually enough to scare off all but the most determined predators.

A Walking Defense Arsenal. The dorsal plates of older ironbacks feature pronounced spikes that can grow several feet long. Intact ironback shells are invaluable to bog trogs and swamp gobbers, who hack the creature's body from its carapace and use the hollowed shell to build their primitive hovels. This shell is strong enough to shield an ironback from all but the most devastating attacks. The thick carapace can even repel explosive blasts, as the ironback simply pulls back into its shell for protection.

Acidic Spew. The ironback's savage claws and snapping beak are fearsome weapons, but its acidic spit is its most dreaded attack. If the beast identifies a suitable meal that is beyond its immediate reach, it spews a massive stream of noxious gastric acid that turns living flesh into a nutritious sludge the ironback can consume at its leisure.

IRONBACK

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Con +4

Damage Resistances piercing damage from nonmagical ranged attacks

Condition Immunities frightened

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Dorsal Plates. A creature that touches the ironback or hits it with a melee attack while within 5 feet of it takes 7 (2d6) piercing damage.

Hold Breath. The ironback can hold its breath for 1 hour.

Shell. On each of its turns, the ironback can take a bonus action to retract into or emerge from its shell. While retracted, the ironback gains a +4 bonus to AC, has a speed of 0, can't attack, and can't benefit from bonuses to speed.

ACTIONS

Multiattack. The ironback makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) slashing damage.

Corrosive Spit (Recharge 5–6). The ironback spews a gob of corrosive venom at a point it can see within 60 feet of it. The gob explodes in a torrent of bile on impact. Each creature within 15 feet of that point must make a DC 12 Constitution saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.



LEMAMAX

The lemax—or “lizard monkey,” as it is sometimes known—is a pest found throughout the humid forests of the Iron Kingdoms and the jungles of Alchiere. These creatures are a nuisance at best and outright brigands at worst. Although individually weak, they are terrifying to face when they gather in numbers.

The lemax is a grotesque mixture of scaly skin and tufts of hair. Its main features are an exaggerated facial structure, a thick black mane, flashing yellow eyes, and a prehensile tail, and its main weapon is an acidic spittle it emits from a mucous sack located deep within its throat. Lemax have a unique but primitive language of hoots, howls, clicks, and hisses. Because the creatures make their homes high in the trees, travelers are advised to camp in clearings if at all possible when passing through their territory.

Lemax rarely attack head-on, but they excel at harassment, especially under cover of darkness. They bellow and bawl, intentionally frighten horses, and even sneak into camps just to kick out fires. Many travelers who have ventured through the territory of these pests have woken from a quiet evening’s rest to find their sacks rummaged through, the contents scattered.



LEMAMAX

Small monstrosity, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

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

Spit Acid (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 7 (2d4 + 2) acid damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

Lemax may be small, but don't let their size fool you. I've woken up more than once in the middle of the night to find my camp upended by these nuisances. And don't get me started about the time they ruined my favorite pair of boots.

—VP

LETHEANS

Deep in the jungles of Alchiere, the ruins of ancient human civilizations lie hidden beneath the canopy. Pictograms inscribed on what remains of their walls tell of a people who turned from their creator to worship the powers of sky and earth. These lost souls sacrificed to the dark beasts of the forest and, in turn, became like beasts themselves and forgot the ways of man.

Not all of them fell to this primal decay, however. Those who remained true to the old ways watched from their temples to Menoth and paid tribute to their creator. In a mighty ritual, these faithful few cursed the beast-men so that their souls would never know rest, and they prophesied that true men would return to rain fire and justice upon the degenerate apostates. If these pictograms are true, then they tell of a tragic and terrible fate for the letheans, the inhabitants of Alchiere.

Letheans rarely venture out in daylight except in the darkest parts of the jungle, where they use the cover of the forest while brachiating to surround their prey. Unintelligent prey is quickly dispatched, but letheans use their surprisingly strong grip to grapple intelligent prey into submission so that they can sacrifice the unfortunate victims to their idols.

Letheans subsist on a primarily carnivorous diet, but from a young age they regularly consume a fermented cocktail of poisonous jungle fruits and vine sap. This blend is known to contain elements from most major families of poison. Young letheans are given the drink at progressively stronger dilutions as they grow, allowing them to build up complete immunity to it—and, through it, the vast majority of other poisons. The practice seems to have originated as

a means of ensuring that letheans can consume any of the poisonous plants found in their jungle home, thereby giving the race an alternate food source in times of desperation or scarce hunting.

Perhaps the most remarkable practice among letheans is an unusual form of ritual endocannibalism. Letheans believe they can transfer the soul of a tribe member into a newborn by feeding its flesh to a pregnant female. During each yearly birthing cycle, the tribal elders lead pregnant members of the tribe to a secluded place, where they consume prized elders and powerful warriors the tribe wishes to preserve for subsequent generations. Letheans consider it auspicious if those eaten are still alive at the outset of this ceremony, and they believe the longer the consumed endure, the greater the fortunes of those born after. These cannibalistic rituals last for days at a time and are horrifying to behold—a violent and bloody cycle of death and rebirth.

Mystic Managed. The letheans' cannibalistic ritual of rebirth is overseen by shamanistic spiritual guides known as mystics. These important leaders not only choose which letheans will be reborn, but also decide which female will give birth to which individual.

In addition to carrying out this critical duty, mystics oversee the sacrificial rites of their tribes. Although they are quite discriminating when it comes to determining who would make an ideal sacrifice to their idols, their criteria are unfathomable, especially to outsiders. Even letheans find these decisions mysterious, and it is not uncommon for each tribe to have its own standards for selecting sacrifices, depending on the peculiarities of the tribe's mystic.

In return for their sacrifices, mystics are blessed with primal magic. Those who have observed their magic and rituals have witnessed a blend of both Dhunian and Devourer practices.

UR-CASPIAN

Not all letheans speak a comprehensible language, but those who do speak a limited form of the dead language of the first human civilizations. The few individuals who have been lucky enough to encounter letheans and live to recount the experience have described a strange pidgin of comprehensible Caspian and other, more animalistic sounds. This language, known today by scholars as Ur-Caspian, lends credence to the theories about the origins of this strange race.

Letheans believe that by consuming the flesh of their elders, they can pass on strength and wisdom to future generations. Given that their civilization has been stalled for centuries, one wonders why they still believe in the efficacy of this gruesome practice.

—VP



LETHEAN

Medium humanoid (lethean), any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	9 (-1)	8 (-1)

Skills Athletics +6, Perception +1, Survival +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ur-Caspian

Challenge 1/4 (50 XP)

Brachiation. The lethean can move through tree branches and climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Iron Grip. Creatures have disadvantage on ability checks made to escape the lethean's grapple.

Pyrophobic. The lethean has disadvantage on saving throws made to avoid being frightened while within 60 feet of a fire source it can see.

ACTIONS

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 12 Strength saving throw or take an extra 2 (1d4) bludgeoning damage and be grappled (escape DC 12). The lethean can have only one creature grappled in this way at a time.

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, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

LETHEAN CHIEFTAIN

Medium humanoid (lethean), any chaotic alignment

Armor Class 17 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Skills Athletics +7, Perception +2, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Ur-Caspian

Challenge 1/2 (100 XP)

Brachiation. The lethean can move through tree branches and climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Inspiring Presence. At the start of its turn, the lethean can choose one ally within 30 feet of it to gain temporary hit points equal to the lethean's Wisdom modifier (minimum of 1).

Iron Grip. Creatures have disadvantage on ability checks made to escape the lethean's grapple.

Pyrophobic. The lethean has disadvantage on saving throws made to avoid being frightened while within 60 feet of a fire source it can see.

ACTIONS

Multiattack. The lethean makes two attacks: one with its fist and one with its spear.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or take an extra 2 (1d4) bludgeoning damage and be grappled (escape DC 13). The lethean can have only one creature grappled in this way at a time.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). The lethean lets out a fierce cry. Each ally within 30 feet of the lethean that can hear it gains advantage on attack rolls until the end of its next turn.



Lethean mystics have a unique way of determining who is worthy enough to be reborn or sacrificed. It's an arcane process, but I strongly suspect it's something along the lines of "whoever they feel like."

VP

LETHEAN MYSTIC

Medium humanoid (lethean), any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	9 (-1)	14 (+2)

Skills Athletics +6, Perception +1, Survival +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ur-Caspian

Challenge 1/2 (100 XP)

Brachiation. The lethean can move through tree branches and climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The lethean's innate spellcasting ability

is Charisma (spell save DC 12, +4 to hit with spell attacks). The lethean can innately cast the following spells, requiring no material components:

Cantrips (at will): *poison spray*

1/day each: *entangle*, *fear*

Iron Grip. Creatures have disadvantage on ability checks made to escape the lethean's grapple.

Pyrophobic. The lethean has disadvantage on saving throws made to avoid being frightened while within 60 feet of a fire source it can see.

ACTIONS

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 12 Strength saving throw or take an extra 2 (1d4) bludgeoning damage and be grappled (escape DC 12). The lethean can have only one creature grappled in this way at a time.

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, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

PUREBLOOD WARPWOLF

Generations of breeding among those born as warpwolves have produced the great beasts known as pureblood warpwolves. These creatures are not born as humans and are always found in their “natural” state—the form their parents adopt only at the bidding of the moons.

A Breed Apart. Purebloods harbor no affinity for humanity and are proudly pure to be free of its taint. They are incapable of assuming human form, and they dislike interacting with warpwolves who are in human guise. Purebloods can speak by warping the structure of their throats, but they prefer not to talk for long. Familiarity with a pureblood’s kind can help a listener understand its clipped speech.

Children of the Wurm. Purebloods are easily distinguished by their fur, which is as white as the light of the moon Calder. Their connection with the will of the Devourer grants them great mystical power, and their control over their form is so complete that they can provoke sympathetic warping in others of their kind. The only indication of their human ancestry is their intelligence. Their minds are as keen as that of any human, but their view of the world and their place in it is utterly inhuman.

A Warped Existence. Like their lesser kin, purebloods can warp their bodies, causing rows of defensive bone spikes to erupt from their hides, but these beasts are born to their shape and entirely at ease with their preternatural state. They can call upon the supernatural essence of their blood to become as insubstantial as fog, and they can unleash their primal power in a discordant howl that rends flesh and shatters stone. An enemy struck by this terrifying force finds itself enveloped in warping energy and howling in unspeakable agony as its flesh stretches, its bones deform, and its skin splits wide. The sight of these horrific spasms is unbearable to most witnesses, and the reactions of disbelief and terror they prompt can overwhelm all rational thought.

Leaders of the Pack. Purebloods strike swiftly with claw and fang before inciting subordinate warpwolves to join in a frenzy of bloodshed. The howl of a pureblood pierces the night for miles and prompts an irresistible longing among lesser warpwolves to abandon reason, unleash their predatory rage, and join the pureblood’s hunt.

Do not be deceived by its outwardly animal appearance, for the mind of a pureblood warpwolf is as keen as its claws. These creatures retain an intelligence uniquely their own— one freed of the restraints of conscience yet still cunning beyond that of any simple beast. They are counted among the greatest bestial warriors of the blackclads.

—VP

PUREBLOOD WARPWOLF

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

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 Dex +6

Skills Athletics +8, Perception +6, Survival +6

Senses darkvision 30 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Controlled Warping. At the start of each of the warpwolf’s turns, it gains one of the following benefits of its choice:

1. **Ghostly.** Until the start of its next turn, the warpwolf 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.
2. **Spell Ward.** The warpwolf has advantage on saving throws against spells and other magical effects until the start of its next turn.
3. **Warp Strength.** Until the start of its next turn, the warpwolf has advantage on Strength checks and saving throws and rolls one additional damage die on its melee weapon attacks.

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

Regeneration. The warpwolf regains 10 hit points at the start of its turn. If the warpwolf takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The warpwolf dies only if it is hit by an attack that deals 10 or more acid or fire damage while the warpwolf has 0 hit points.

ACTIONS

Multiattack. The warpwolf makes four melee attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Death Howl (Recharge 5–6). The warpwolf unleashes a deathly howl tinged with lunar magic in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTION

Reactive Warping. After taking damage from an enemy attack or effect, the warpwolf can use its reaction to choose a different Controlled Warping effect.



SCREECHER

The screecher is a small carnivorous quadruped that inhabits the forests of Cygnar and Khador. It is easily recognized by its flattish, wedge-shaped head, its widely spaced eyes, its two-clawed feet, and its short, stumpy tail, and there isn't a more irritating beastie to be found in the wilds.

Sound the Alarm. Screechers spend their day tracking larger animals—not to mention unsuspecting explorers innocently going about their business—through the bush. The nasty vermin are as silent as the grave as they creep about behind their prey. The vicious little monsters will wait until a victim stops for a quiet moment, whether to sleep or graze, and then, having crept close to their prey, emit a furious shriek that can stun even much larger animals. Once their prey has been assaulted in this fashion, the screechers attack in a pack and attempt to tear it to bits with their claws and fangs.

Screechers may be small, but these silent stalkers are the bane of any traveler who dares to venture into their territory. With an ear-splitting shriek, the tiny terrors can make even the most courageous explorer need a fresh pair of pants. —V.P.

SCREECHER

Small monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The screecher makes two attacks: one with its bite and one with its claws. It can replace one of those attacks with Sonic Shriek.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Sonic Shriek (Recharges after a Short or Long Rest). The screecher releases a shriek that is loud enough to harm nearby creatures and leave them stunned. Each creature within 20 feet of the screecher that can hear it must make a DC 12 Constitution saving throw. On a failed save, a creature takes 10 (3d6) thunder damage and is stunned for 1 minute. On a successful save, the creature takes half as much damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SHAGMAR

The dense jungles of Alchiere are home to mighty animals known as shagmar—remarkably formidable creatures covered with shaggy fur and powerful muscles. Lethean tribes use them both as pack animals and as a source of food, and lethean hunting parties ride the beasts as they move through the dense underbrush. Lethceans hold shagmar in high regard and see them as the embodiment of the primal forces of nature. They believe that riding one of these beasts allows them to tap into the essence of the jungle itself.

Many people consider riding a shagmar an awe-inspiring experience, but I prefer to keep my feet firmly on the ground. After all, why risk being trampled by such a powerful beast when you can just admire it from afar?

—VP

SHAGMAR

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Beast of Burden. The shagmar is considered to be a Gargantuan animal for the purpose of determining its carrying capacity.

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

Trampling Charge. If the shagmar moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the shagmar can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

SNAPPER

Named for their fast and powerful bite, snappers are large carnivorous reptiles native to Widower's Wood and Bloodmeath regions. Despite being ruthless hunters, snappers are incredibly lazy. They typically remain motionless until they sense danger or a meal—and if the latter escapes too quickly, they quickly become torpid and wait for less wary prey.

Armored and Swift. Due to its massive finned tail and webbed feet, the snapper is faster in water than it is on land. An adult snapper's armored dorsal fin protects its back from swamp predators. The fin's spiny ridge is as sharp and hard as the animal's talons. Snappers put their armored fins to good use, turning their points into an oncoming bite to discourage a would-be attacker.

Protective Parents. Snappers take extraordinary care of their young. After laying as many as a dozen eggs, a cow snapper leaves the nest to regain her strength. She does so under the watchful eye of a bull snapper, who guards the nest against any intrusion and warns off trespassers with a low, guttural growl. Any creature that persists in approaching the nest is met with violence.

Egg Teeth. Young snappers have an egg tooth that they use to break through their shell when they hatch. Most snappers lose their egg tooth in their first month of life. These rare teeth are valuable finds to swamp divers and marsh scouts, and some Morridane villagers consider them good-luck tokens.

SNAPPER

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d10+8)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Condition Immunities frightened

Senses passive Perception 10

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the snapper has advantage on attack rolls against any creature it has surprised.

Bloodthirst. As a bonus action, the snapper can move up to its speed toward a hostile creature that it can see, provided that the creature is not a construct or an undead.

Dorsal Plates. A creature that touches the snapper or hits it with a melee attack while within 5 feet of it takes 7 (2d6) piercing damage.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 8 (1d10 + 3) piercing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the snapper can't bite another target.



SWAMP GOBBERS

Although swamp gobbers are the same species as the gobbers commonly found in cities across western Immoren, they have a distinct culture and have not integrated as well with humans as their urban kinfolk have.

SWAMP GOBBER CHIEFTAIN

Each swamp goblin tribe is led by a chieftain—a respected and influential leader responsible for guiding the tribe's members through the challenges and dangers that they face on a daily basis.

First among Raiders. An adventurous spirit sets chieftains apart from other swamp gobbers, but it often leads them to be actively involved in all of their tribe's raids. There are a few reasons why a chieftain might choose to participate in these raids. One reason is to instill confidence in the rest of the tribe by showing them that their leader is willing to take on the same risks and challenges that they are. This kind of leadership can help unite a tribe and rally its members to victory, but there's also a more practical reason why a chieftain might choose to participate in a raid: to lay claim to the best loot before anyone else can. Swamp goblin tribes are known for their love of treasure and valuables, and rivalries commonly break out over the distribution of loot after a successful raid. By having a direct hand in a raid, a chieftain can claim the first share of the spoils and thereby help prevent disputes from arising within the tribe.

Swamp goblin chieftains live by one rule: when it comes to loot, the best way to get first pick is to be there to claim it for yourself.

VP

SWAMP GOBBER CHIEFTAIN

Small humanoid (goblin), any alignment

Armor Class 14 (studded leather armor)

Hit Points 36 (8d6+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +5, Stealth +6, Survival +3

Senses darkvision 120 ft., passive Perception 15

Languages Goblinish

Challenge 1 (200 XP)

Chieftain's Order. As a bonus action, the goblin targets one allied swamp goblin it can see within 30 feet of it. If the target can see or hear the goblin, the target can use its reaction to make one melee attack or to take the Hide action.

Nimbleness. The goblin can move through the space of any Medium or larger creature.

Surprise Attack. If the goblin surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Swamp Camouflage. The goblin has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The goblin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Rusty Pistol. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



SWAMP GOBBER FUMIGATOR

All gobbers seem to have an intuitive knack for alchemy. Most swamp gobbers and even some bogrin demonstrate skill with primitive alchemy and are noted for creating excellent flammable concoctions, as well as some ingenious poisonous gases. Swamp gobbers who deploy these toxic gases in their bellows are known as “fumigators.” Whereas swamp gobbers typically use these bellows to create dense clouds of obscuring fog, fumigators have learned how to mix potent swamp herbs, animal venoms, and other compounds to produce choking clouds of deadly smog.

I guess you could say swamp gobbers are the alchemists of the bog, but I prefer to call them “fumigators” instead. It’s more accurate and far less flattering.

VP

SWAMP GOBBER FUMIGATOR

Small humanoid (gobber), any alignment

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 25 ft.

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

Skills Perception +5, Stealth +6, Survival +3

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 15

Languages Gobberish

Challenge 1/4 (50 XP)

Fumigator’s Haze. The gobber is wreathed in a haze of toxic smoke leaking from its bellows. Each creature that starts its turn within 10 feet of the gobber and isn’t a construct or an undead must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the start of the creature’s next turn. On a successful saving throw, the creature is immune to any gobber’s Fumigator’s Haze for 1 hour.

Swamp Camouflage. The gobber has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

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

Fumigate (Recharge 5–6). The gobber uses its bellows to produce poisonous fog in a 20-foot-sphere centered on itself. Each creature in that area other than a construct or an undead must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.



SWAMP GOBBER PLUNDERER

The swamp gobbers of Widower's Wood trade with several other societies near the Black River but are just as likely to get what they need by robbing and raiding. Small bands of these ambushers lie in wait for caravans they can bushwhack, and more than one traveler has learned the hard way that these creatures should not be underestimated despite their diminutive size.



SWAMP GOBBER PLUNDERER

Small humanoid (gobber), any alignment

Armor Class 13 (leather armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft.

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

Skills Perception +5, Stealth +6, Survival +3

Senses darkvision 120 ft., passive Perception 15

Languages Gobberish

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the gobber can use a bonus action to take the Dash, Disengage, or Hide action.

Nimbleness. The gobber can move through the space of any Medium or larger creature.

Sneak Attack (1/Turn). The gobber 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 gobber that isn't incapacitated and the gobber doesn't have disadvantage on the attack roll.

Swamp Camouflage. The gobber has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The gobber makes two attacks with its dagger.

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

Rusty Pistol. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

It is best to avoid journeying through Widower's Wood if you're looking for safe travel, but if you can't avoid passing through that accursed forest, always keep a decoy coin purse at hand. You don't want to meet any swamp gobbers empty-handed.

—VP

SWAMP HORROR

Few men have survived an encounter with the swamp horrors that lurk in the marshlands of western Immoren. Survivors speak of great beasts rising from the swamp in a

flurry of tentacles and seizing entire hunting parties in their slimy grip. Once ensnared, a swamp horror's victims can only struggle futilely as they are pulled into the creature's bone-crushing maw. Only the strongest gatorfolk bokors and shamans can hope to control these primal beasts, and taming one is viewed as a show of great power.



SWAMP HORROR

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	1 (-5)	15 (+2)	4 (-3)

Saving Throws Str +11, Con +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 10 (5,900 XP)

Amphibious. The swamp horror can breathe air and water.

Siege Monster. The swamp horror deals double damage to objects and structures.

Spider Climb. The swamp horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The swamp horror makes four tentacle attacks. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, or 25 (4d8 + 7) piercing damage if the target is grappled.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one creature. *Hit:* 14 (2d6 + 7) bludgeoning damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 16) and pulled to an unoccupied space within 5 feet of the swamp horror. Until this grapple ends, the target is restrained. The swamp horror has eight tentacles, each of which can grapple one target.

SWAMP SPIRIT

There are places in the deepest swamps of western Immoren where the air itself is laden with unnatural malignancy. Those who are sensitive to the spirit world can see flickers of nebulous forms rising from the dark waters near these sites of death and decay—sinuous, serpentine forms that move and flow in ways difficult to behold. To gatorfolk tribes, however, these malevolent spirits are known as the great *hok-shisan*. These ghostly apparitions are lured by death, and where they move, the air becomes foul and difficult to breathe, as if cold mud and water seeps in with every breath. The swamp itself responds to the presence of a *hok-shisan*: mud becomes colder and more unrelenting in its grip, as if it seeks to swallow whole the creatures who move through it so that it can add their rotting corpses to its putrescence.

The swamp may be a place of mystery and beauty, but it's also home to the *hok-shisan*—malevolent spirits that lurk in its depths. The bone-numbing chill that accompanies these entities lingers long after their departure.

SWAMP SPIRIT

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 130 (20d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	13 (+1)	8 (-1)	9 (-1)	16 (+3)

Skills Perception +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 13

Languages —

Challenge 11 (7,200 XP)

Cull the Herd. The spirit has advantage on attack rolls against frightened creatures.

Incorporeal Movement. The spirit 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 spirit's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The spirit can innately cast the following spells, requiring no material components:

At will: *chill touch*, *poison spray*

1/day each: *bestow curse*, *chain lightning*, *finger of death*

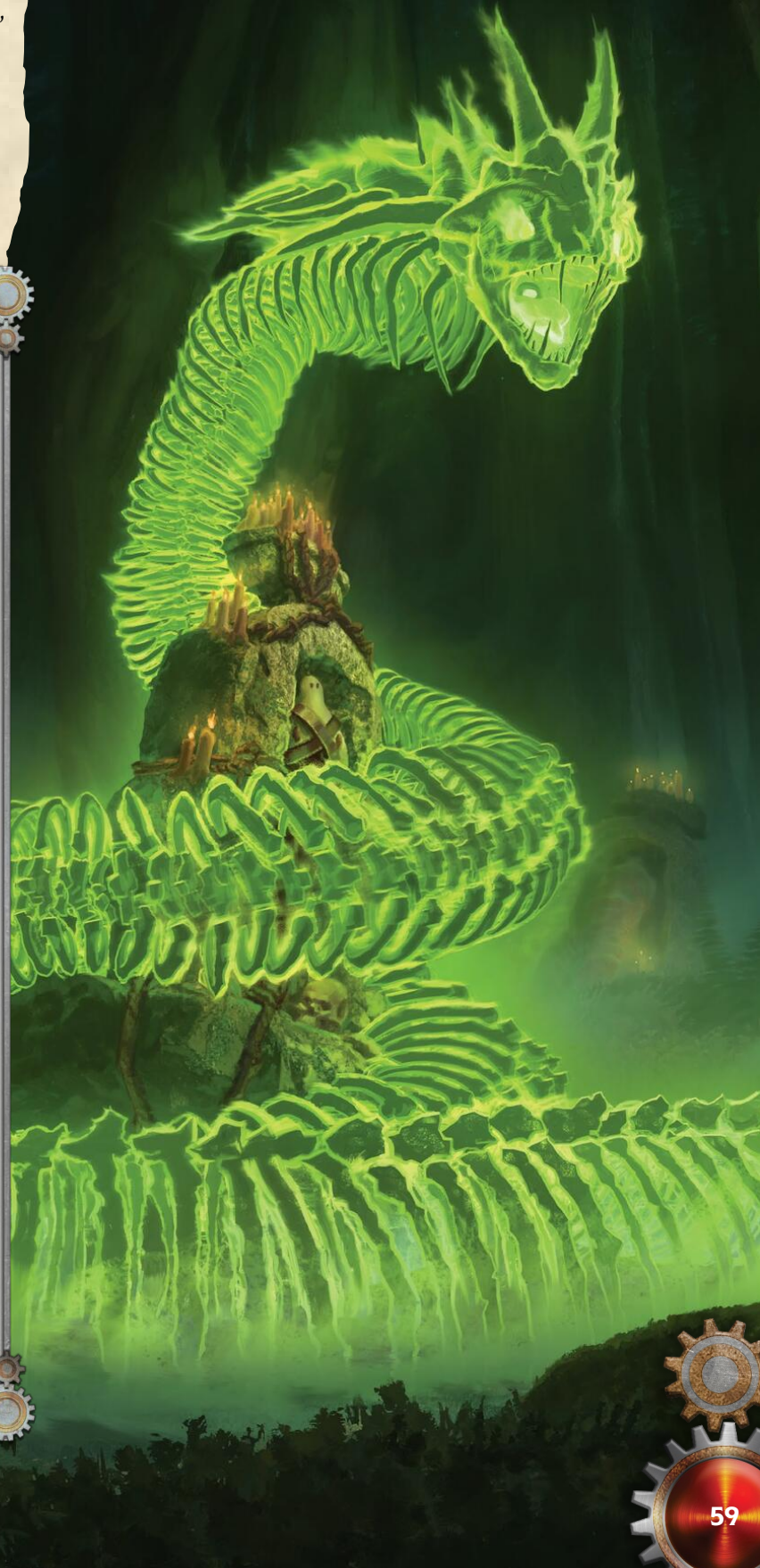
Magic Resistance. The swamp spirit has advantage on saving throws against spells and other magical effects.

Strength from Death. When a creature within 30 feet of the spirit dies, the spirit immediately regains 11 (2d10) hit points.

ACTIONS

Multiattack. The spirit makes two Spectral Bite attacks.

Spectral Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (3d10 + 3) psychic damage, and the target must succeed on a DC 15 Wisdom saving throw or be frightened 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.



TATZYLWURMS

Tatzylwurms are found across the entirety of Immoren, and each species is adapted to its local environment. Fortunately for those who live in western Immoren, coral and feathered tatzylwurms are found exclusively within the jungles of the Alchiere subcontinent.

CORAL TATZYLWURM

The coral tatzylwurm is a reclusive creature that spends much of its time belowground. It is a natural burrower, but its corrosive breath helps it move more quickly as it bores tunnels through soil and stone.

Heightened Senses. Unlike many other tatzylwurms, which have acute vision, the coral tatzylwurm is almost blind, but it makes up for its poor eyesight with an acute sense of smell. In addition, a cluster of tentacle-like sensory organs on its head allows it to sense minor vibrations and track any potential prey that moves over its lair.

Ambush Attacker. When a coral tatzylwurm detects a potential meal, it erupts from the soil in a lightning-swift attempt to subdue its prey. A single bite from a coral tatzylwurm is enough to deliver a potent dose of paralytic venom that can render most creatures immobile within moments. Those who succumb to this paralysis are quickly constricted and dragged back to the tatzylwurm's underground lair to be devoured.



CORAL TATZYLWURM

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 190 (20d10+80)

Speed 30 ft., burrow 15 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 tremorsense 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Ambusher. In the first round of a combat, the tatzylwurm has advantage on attack rolls against any creature it has surprised.

Tunneler. The tatzylwurm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tatzylwurm makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the tatzylwurm can't constrict another target.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the tatzylwurm can't constrict another target.

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 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

With just one bite, this fossorial viper can render most creatures helpless in moments before dragging them back to its lair. At least the tatzylwurm saves anyone the trouble of digging a grave.

VP

FEATHERED TATZYLWURM

The feathered tatzylwurm is native to Alchiere, where it spends much of its time among the dense jungle canopy. Subsisting on a diet of jungle primates, birds, and overlarge rodents, it is one of the smaller tatzylwurm breeds.

Hallucinatory Venom. The feathered tatzylwurm's venom is a potent psychoactive that can induce extreme panic in those exposed to it. The creature uses this venom primarily as a defensive measure, particularly when protecting a clutch of eggs in one of the nests that the serpents build in the trees.

Graceful Gliders. The feathered tatzylwurm's most distinctive feature is its outsized, colorful, featherlike scales. These thin plates are brilliantly colored among males of the species, whereas those of females tend to be muted shades of green, brown, and black. These specialized scales allow tatzylwurms to glide short distances, and they use this ability to cross rivers, gorges, and other gaps between trees in the jungle.

Feather Finders. Letheans are immune to the feathered tatzylwurm's venom and have no special fear of these jungle serpents, which they call *kukul*. Many of these Alchiere natives decorate their clothing, weapons, and homes with "feathers" taken from tatzylwurms they have hunted.

Tatzylwurms have already dominated the forest, the swamp, and the sand. Now they've added the sky to their list of conquests, making them truly terrifying—unless you're a lethean, that is.

—VP

FEATHERED TATZYLWURM

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., climb 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)

Glide. If it isn't incapacitated, the tatzylwurm can extend its feathers to move up to 5 feet horizontally for every 1 foot it descends in the air.

Standing Leap. The tatzylwurm's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The tatzylwurm makes two bite attacks. It can replace one of those attacks with Spit Poison.

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. On a failed save, it takes 10 (3d6) poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. While poisoned, the target is charmed as if by a charm person spell. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* 14 (4d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is charmed as if by a charm person spell. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TROLLS

Full-blooded trolls are blessed with an adaptability second to none across Immoren. There is no ecological niche they cannot fill, and even when introduced to an unfamiliar one, they rapidly adapt to thrive—and eat.

DEEPBORN DIRE TROLL

As the dire trolls are to the mountain kings, the deepborn are to the sea kings. These aquatic monstrosities dwell off the continental shelf, adapted for the cold, crushing pressure, and lightless environments of deep water. While they can breathe both air and water, they can only spend a limited amount of time out of the water.

These titanic underwater creatures have natural armor of thick chitin and grasping claws that rival a giant squid in strength. The deepborn troll frequently makes meals of whales, sea drakes, and will not hesitate to challenge a cove dracodile for a meal.

While these dire trolls live across the ocean floor, they are more common in the southwestern waters of Immoren, with a large concentration living near underwater volcanic vents off the coast of Alchiere.



DEEPBORN DIRE TROLL

Large giant, neutral

Armor Class 16 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 30 ft., swim 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 120 ft., passive Perception 15

Languages understands Molgur-Trul but can't speak it

Challenge 12 (8,400 XP)

Deep Dweller. The troll is acclimated to the deep ocean and depths up to 20,000 feet.

Grappler. The troll has advantage on attack rolls against any creature grappled by it.

Limited Amphibiousness. The troll can breathe air and water, but it needs to be submerged once every 24 hours to avoid suffocating.

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.

Trampling Charge. If the troll moves at least 20 feet straight toward a creature and hits it with a melee attack in the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the troll can make one melee attack against it as a bonus action.

ACTIONS

Multiattack. The troll makes two attacks with its fists and one with its bite.

Armored 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.



EARTHBORED DRE TROLL

Believed by some trollkin to be among the first trolls created by Dhunia after the mountain kings, glacier kings, and sea kings, the earthborn dire troll is a remarkable breed that can draw from the natural world around it to become stronger, faster, and more durable. With each step, the earthborn's body changes. When it passes near boulders and rocks, its skin hardens and deforms like chiseled stone; by contrast, moving through water gives it speed and fluid grace.

Most terrifying of all, these trolls have a resonance with the creatures they hunt and battle. An earthborn's claws will twist and reshape into dracodile talons or the sickle-shaped claws of a spine ripper, depending on the enemy. Even unnatural opponents such as wolds and steamjacks give the earthborn power, allowing it to bash its enemies with fists of granite or steel.

Rare Beasts. Earthborns are the rarest of all troll breeds, and only a few hundred exist throughout western Immoren. They were much more common in the time of the Molgur, and for many generations the people of western Immoren believed them to be mythical beasts. They roamed atop unreachable mountains and hunted in the distant peaks, far from the sight of men and trollkin alike. They kept their dens at the convergence of natural features, such as where mountain streams cut through the rock and among the tough foliage at the tree line, where they could move from one natural feature to the next.

Inexplicable Mutations. Many theories have attempted to explain the transmutative capabilities of the earthborn dire troll. The prevailing theory is that the earthborn's ability to alter itself is connected to its regenerative power. Rather than just knitting the earthborn's flesh, the creature's power allows it to rapidly alter the very structure of its body to suit any need. Other theories suggest that the breed was simply blessed by Dhunia with a special link to her and the wilderness. Whatever the source of its unique trait, the earthborn dire troll is a ferocious throwback to an ancient time.

Being confronted by the earthborn breed of dire trolls can be a disconcerting experience, particularly to those unfamiliar with their unusual ability to draw strength from the characteristics of their surroundings. My advice would be to find a large patch of relatively uniform terrain to make your stand, where the earthborn has only one environment from which to draw; running through a diverse region only gives it a greater arsenal to wield against you.

VP

EARTHBORED DRE 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)

Adaptive Nature. If the troll takes acid, cold, fire, lightning, or thunder damage, it gains resistance to that damage type until the end of its next turn.

Elemental Communion. If the troll is in contact with one of the following at the start of its turn, it gains the corresponding benefit until the start of its next turn. The troll can be affected by only one of these benefits at a time. If the troll could gain more than one benefit, it must choose which benefit it gains.

1. **Metal.** The troll gains 22 (4d10) temporary hit points.
2. **Nonmagical Difficult Terrain.** The troll's walking speed increases by 10 feet.
3. **Plants.** The troll regenerates 15 hit points at the start of its turn instead of 10.
4. **Stone.** The troll gains a +2 bonus to AC.
5. **Water.** The troll gains a swimming speed equal to its walking speed.

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 three attacks: two with its adaptive fists and one with its bite.

Adaptive Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. The troll can choose to change the damage type of this attack to slashing, piercing, or a damage type it currently has resistance to.

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. A troll can have only one creature swallowed at a time.

If the troll takes 20 damage or more on a single turn from the swallowed creature, the troll must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the 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.



Andrea Oderzo

GLACIER KING

The awakening of the mountain kings chained beneath the Wyrmwall reminded the world of the eternal hunger that once roved the land. The north, too, has its kings of the peaks, and they are no less insatiable in their appetites for destruction than their southern cousins. Gifted by the hand of Dhunia with an affinity for the elements that envelop them, the glacier kings are the embodiment of winter and the frozen north. Localized storms laden with ice and snow swirl about their towering forms, streams and lakes ice over at their passing, and tree trunks explode in a hail of splinters under the pressure of sap rapidly expanding in the sudden cold.

Even after the imprisonment of the glacier kings by the northern kriels, tales of the greatest among these trolls circulated far and wide. Trollkin children heard stories of Winter's Maw battling giant mountain bears across the Shard Spires. Around low-burning fires, accounts were whispered of Icebringer devouring entire kriels. Some shamans attributed the penetrating cold of the north entirely to these primal trolls, saying that avalanches were caused by the beasts rolling over in their sleep and that the harshest storms followed their foul moods. Such stories persisted for

generations. Now the glacier kings walk the world again, unearthed by Hoarluk Doomshaper after years of research and many lengthy expeditions, and the harsh realities of the creatures' wild tempers outstrip any tale.

While their insatiable appetites had gnawed at these gargantuan trolls in their cold, dark prisons, the lust for battle also filled their restless dreams. Thousands of years of anger carries them forward now in an avalanche of ice and fang. Massive fists sunder mountainsides and flatten villages while the perpetual snowfall surrounding them obscures any forms alongside them. Howling gales whirl about their shoulders and chill with the might of the northern winds. The moisture in the air crackles as it freezes, and the exposed hands and faces of enemies are quickly enveloped by frostbite. Snow and ice blanket the ground at the glacier kings' feet, and enemies who lose their footing nearby are promptly crushed to death or frozen solid before being lofted into a mouth of jagged, yellowed teeth.

"Coaxed out of their frozen prisons by the Shaman of the Gnarls, Doomshaper, these walking mountains of ice are very much like their namesakes: ponderous, gigantic things that grind across the landscape, leaving a trail of utter devastation in their wake."

TROLL GLACIER KING

Gargantuan giant, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +17, Con +17

Skills Athletics +17, Perception +7

Damage Immunities cold

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 17

Languages understand Molgur-Trul but doesn't speak it

Challenge 24 (62,000 XP)

Ice Walker. The glacier king ignores movement restrictions caused by icy or snowy terrain.

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

Regeneration. The glacier king regains 20 hit points at the start of its turn. If the glacier king takes necrotic damage, this trait doesn't function at the start of the glacier king's next turn. The glacier king dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The glacier king deals double damage to objects and structures.

Snow Aura. The area within 60 feet of the glacier king is treated as difficult terrain and is lightly obscured by snow and ice.

ACTIONS

Multiattack. The glacier king makes three attacks: one with its

bite and two with its icy fists.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target.

Hit: 30 (4d10 + 10) piercing damage.

Icy Fists. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 33 (6d8 + 10) cold damage. If the target is a creature, it must succeed on a DC 25 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.

Wind Thrower (Recharge 4–6). The glacier king exhales a blast of freezing air in a 60-foot cone. Each creature in the area must make a DC 25 Constitution saving throw, taking 88 (16d10) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Move. The glacier king moves up to its speed without provoking opportunity attacks.

Snowfall. The glacier king causes snow to fall in a 60-foot radius centered on itself. The area becomes heavily obscured by blowing snow.

Cold Breath (Costs 2 Actions). The glacier king uses its Wind Thrower ability.

Frostquake (Costs 3 Actions). The glacier king slams its fists into the ground, causing a tremor that radiates out from it in a 60-foot radius. Each creature on the ground in the area must make a DC 25 Dexterity saving throw, taking 77 (14d10) cold damage on a failed save, or half as much damage on a successful one. The tremor also causes the ground to become difficult terrain until the end of the glacier king's next turn.



MOUNTAIN KING

To look upon a mountain king is to see the primal essence of the troll: hunger, rage, and the strength of nature. Set loose upon the world, these great beasts shake the ground with their tread and sunder granite with their roars. Mountain kings, which seek to satisfy an incomprehensible appetite, walk Caen again after millennia of quiescence.

Trollkin legend describes mountain kings with fearful reverence. Such tales, which originated long before the age of the Molgur and the mastery of runes, speak of a time of plenty for the trollkin throughout the forests and plains of Caen. Those trollkin respected and feared their full-blood troll cousins and kept their distance from the greatest among them, the mountain kings, already ancient in those nearly forgotten days.

The stories say the destructive and terrible mountain kings were the first trolls to emerge from the stony ground, given life by the harsh joining of Dhunia and the Devourer Wurm. They kept largely to the remote mountain ranges, far from where the trollkin communities first appeared. In time, however, trollkin populations began to spread and intrude upon the territory the mountain kings had claimed.

The encroaching trollkin enraged the mountain kings beyond all consideration. The primal brutes incited one another with furious howls that echoed across the mountain chains, and even those in remote regions came forth to slaughter. Like emissaries of the Wurm, the mountain

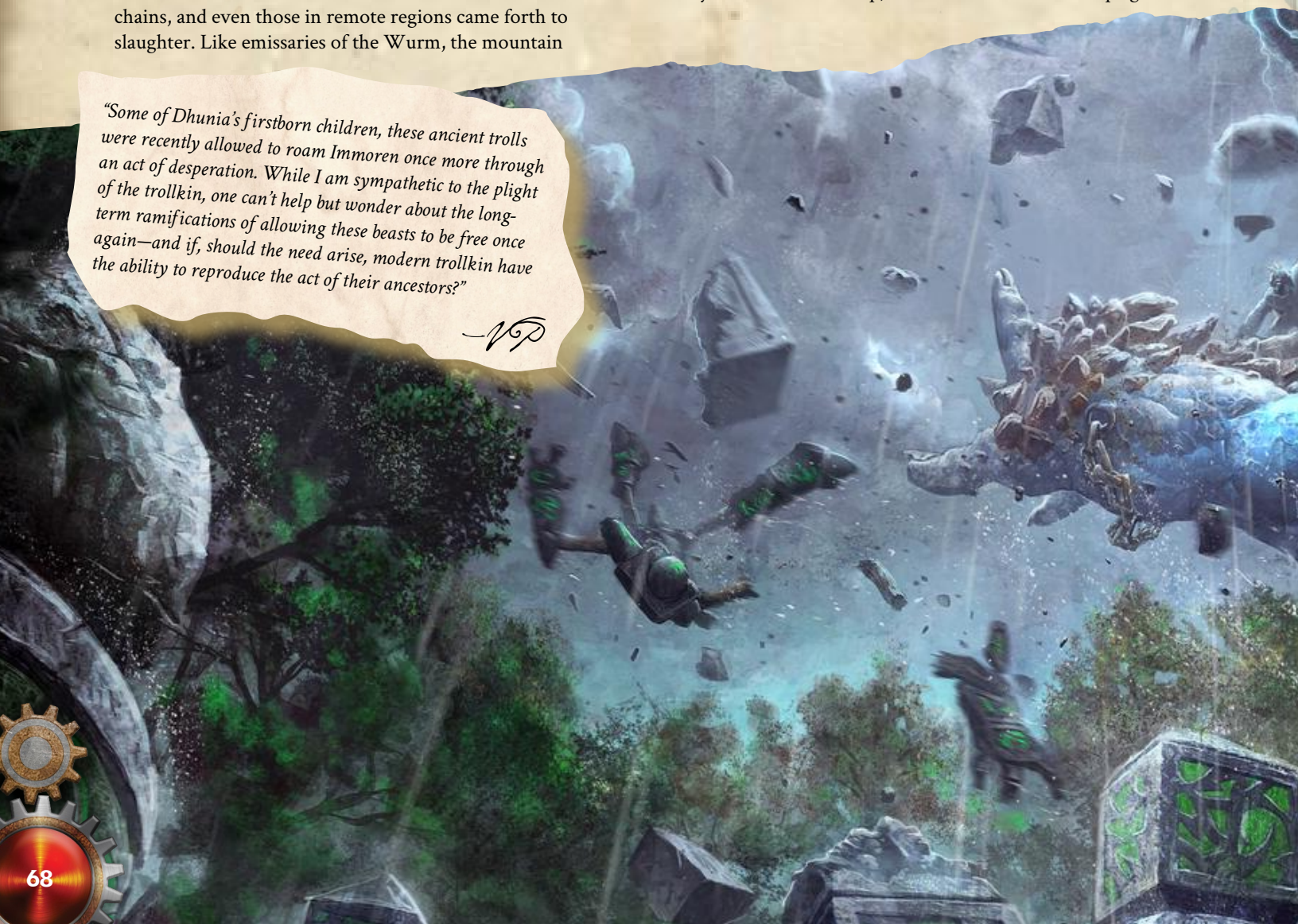
kings smashed and devoured all in their path, their blinding hunger overcoming any sense of kinship with other trollblood species. Trollkin myth suggests the Gnarl and the Thornwood were part of a single, uninterrupted forest until mountain kings stripped the region between them bare of every animal, stone, and tree.

As the terror they had unwittingly provoked continued, the trollkin saw that in time the great trolls would devour not only their people but also the entirety of the world itself. An ancient epic describes a gathering of great trollkin chieftains, warriors, and shamans who sought to subdue the mountain kings. They ultimately succeeded, though the specific means they employed are poorly recorded and even less understood. What is known is that somehow the shamans of the kin discovered a way to forge chains infused with spiritual energies that could restrain the great beasts, and the trollkin entombed their enormous cousins within the mountain peaks from which they had come. Many trollkin died to bring the mountain kings to those rage-filled barrows, which were marked with great rune-inscribed stones warning against future disturbance.

At first, the mountain kings stormed beneath the earth, consuming stones in their hunger and causing the earth to quake as they strove to snap the chains that bound them. They eventually fell into a restless torpor, their turbulent dreams filled with images of hunting and feeding. When they stirred in their sleep, avalanches and mudslides plagued

"Some of Dhunia's firstborn children, these ancient trolls were recently allowed to roam Immoren once more through an act of desperation. While I am sympathetic to the plight of the trollkin, one can't help but wonder about the long-term ramifications of allowing these beasts to be free once again—and if, should the need arise, modern trollkin have the ability to reproduce the act of their ancestors?"

VP



the slopes above them. For these ageless beings, sleep was the only escape from the gnawing emptiness of their hollow stomachs.

As ages passed, the mountain kings slowly faded into the mists of myth; few trollkin even dreamed they still lay in chains underground. The existence of the great beasts wasn't proven until Madrak Ironhide and Hoarluk Doomshaper, pressed to desperation, set out to harness their tremendous might. At no small cost, the two succeeded in their unbelievable—and perhaps unthinkable—quest to bring the first reawakened mountain kings clown from the Wyrmswall Mountains, eager to satisfy their undiminished hunger for the first time in thousands of years. The ravenous beasts make little distinction between friend and foe, and even the greatest shamans must take care in their presence, using the enchanted chains that still dangle from their hulking bodies to forestall their hunger between battles. They are truly primeval creatures, so closely connected to the essence of creation that their very tissue continually spawns small whelps, which they ignore until hunger calls.

A mountain king evokes terror in all who behold it. It lopes forward to fill its fathomless belly—an urge that grows even stronger when the creature becomes injured. Uneasy trollkin watching such staggering rampages must wonder at the price paid to ensure the survival of their people.

TROLL MOUNTAIN KING

Gargantuan giant, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	29 (+9)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +16, Con +16, Wis +7

Skills Athletics +16, Perception +7

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 17

Languages Molgur-Trul

Challenge 22 (41,000 XP)

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

Regeneration. The mountain king regains 20 hit points at the start of its turn. If the mountain king takes necrotic damage, this trait doesn't function at the start of the mountain king's next turn. The mountain king dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Siege Monster. The mountain king deals double damage to objects and structures.

Whelp Shedding. Each time the troll takes 10 or more damage, it spawns a troll whelp in an open space within 5 feet of it.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.

Hit: 35 (4d12 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.

Hit: 31 (4d10 + 9) slashing damage.

LEGENDARY ACTIONS

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

Move. The troll moves up to its speed without provoking opportunity attacks.

Roar (Costs 2 actions). The troll lets out a thunderous roar. Each creature within 60 feet of the troll that can hear it must succeed on a DC 23 Constitution saving throw or take 36 (8d10) thunder damage and become deafened and frightened for 1 minute. A frightened 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 troll's roar for the next 24 hours.

Fling (Costs 3 actions). The troll hurls a creature it is grappling or a Large or smaller object it is holding up to 60 feet in a straight line. The target takes 55 (10d10) bludgeoning damage on a failed DC 23 Dexterity saving throw, or half as much damage on a successful one. If the target is a creature, it must succeed on the saving throw or be knocked prone.

NORTHERN DIRE TROLL

The northern dire troll is similar to the white-maned ice and winter trolls but is far larger and more primal than its smaller cousins. The northern dire troll is incredibly aggressive, even by the standards of dire trolls, and often commands an entire mountaintop or glacier as its home territory. Fortunately, most of these beasts live far to the north in the Howling Wastes or in the northernmost reaches of mountain ranges like the Shard Spires, seldom traveling farther south except when in search of a meal.

The troll's massive size and fearsome presence make it a dominant predator in its harsh, unforgiving environment. The diet of the northern dire troll consists primarily of large mammals such as elk, bears, and even other trolls when food becomes scarce. In times of desperation, these behemoths have been known to prey on any travelers or settlements unfortunate enough to cross their paths. They are not above cannibalism, either, and will readily devour their own kind if necessary.

Northern dire trolls are solitary creatures, preferring to live and hunt alone. However, during the mating season, they may gather in small groups to find a suitable mate, engaging in fierce battles to assert dominance, and ensure the survival of the strongest offspring.

While the northern dire troll is not a particularly intelligent creature, it possesses a cunning and resourcefulness born from surviving in the harsh,

unforgiving wilderness. They are known to use their surroundings to their advantage when hunting prey or defending their territory, such as triggering avalanches in narrow mountain passes to cut off avenues of retreat before descending with a furious assault.

Peculiar Weakness. Northern dire trolls share all of the strengths demonstrated by dire trolls of other kinds, but they have shown a particular weakness for strong drink. They have a particular vulnerability to the eye-watering hooch brewed by the Northkin kriels of trollkin. Once a northern dire troll gets its meaty fists on a keg—or five—of it, it can't help but consume as much as it can stomach, which is a surprising volume. Drunk, belching, and torpid, this state is one of the only times the Northkin can attempt to control these northern giants.

"Though, to my knowledge, only one example of this breed of dire trolls has been seen active in Immoren: the rather characterful companion of the warlock Borka Kegslayer. Its existence is manifest and perhaps lies in greater numbers beyond the farthest northern peaks among the ice fields of the Howling Waste?"

—VP

NORTHERN 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)

Assault. The northern dire troll can make one extra melee attack on its turn if it moves at least 10 feet toward a target before making the attack.

Berserk. When the northern dire troll destroys one or more creatures with a melee attack during its turn, immediately after the attack is resolved, it must make one additional melee attack against another creature within its reach.

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 northern dire troll makes three melee attacks: two with its big meaty 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.

Frost Breath (Recharge 5–6). The troll exhales a 60-foot cone of freezing air. Each creature in that area must succeed on a DC 20 Dexterity saving throw, taking 55 (10d10) cold damage on a failed save or half as much on a successful one. A creature that fails this save by 5 or more becomes restrained by ice until the start of the dire troll's next turn unless it has resistance or immunity to cold damage.



PAINTED TROLL

When the trollkin of the United Kriels decided to establish a new home in the lush and vibrant jungles of Alchiere, they brought many of their full-blood troll cousins with them. These trolls quickly adapted to their new environment, and their nonstop consumption of the many toxic plants, poisonous amphibians, and venomous serpents native to these new lands caused them to develop a degree of toxicity rivaling even that of the deadliest tatzylwurms. This new diet also resulted in wild changes in their skin color, as drab browns, blues, and grays gave way to a kaleidoscope of brilliant hues. These formidable beasts became known as painted trolls, and they quickly evolved into some of the most dangerous creatures on the Alchiere subcontinent. They are a fearsome sight to behold, and those who encounter them in the jungle would be wise to give them a wide berth.

Look, but Don't Touch. The skin of a painted troll glistens with an oily layer of debilitating poison that can leave its victims in agony. In addition, the creature can vomit a poisonous bile that burns the skin and leaves victims stumbling and blinded. Those who have been exposed to the venom of a painted troll describe the experience as feeling as if liquid fire were burning through their veins.

PAINTED 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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Molgur-Trul

Challenge 8 (3,900 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.

Toxicity. A creature that touches the troll or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

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) fire damage.

Spit Poison (Recharge 4-6). The troll spits a ball of poison at a point it can see within 30 feet of it. Each creature within 20 feet of that point must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is blinded until the start of the troll's next turn. On a successful save, the creature takes half as much damage and isn't blinded.



REEF TROLL

In the warm southern coastal waters of western Immoren, the reef troll can be found swimming through coral reefs or basking on rocks, beaches, and sand bars. Nearly everything is a potential meal for the reef troll, from sea turtles to sharks. They are social trolls who often gather in groups during the hot period of the day, where they groom one another and look after their young.

Reef trolls are cautious creatures compared to their terrestrial kin. When one spots a ship on the horizon it barks out a warning cry to the others before slipping into the water. The coloration of the reef troll helps them blend in with their watery surroundings, and they have enormous lung capacities allowing them to wait beneath the waves until a potential danger passes.

This cautious behavior makes reef trolls a challenge for those who wish to ally with them. The trollkin of the Brineblood fleets have had some success, luring the trolls out of hiding by chumming the water with vast quantities of fish. Such efforts take time, as the reef troll is reluctant to approach a vessel unless it has received a gift of food many times without incident.



REEF TROLL

Large giant, neutral

Armor Class 15 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft., swim 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, Stealth +4, 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.

Hold Breath. The troll can hold its breath for 1 hour.

Underwater Camouflage. The troll has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The troll makes two melee attacks.

Bone Harpoon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., or range 30/90 ft, one target. *Hit:* 18 (2d12 + 5) piercing damage.

I must say, the reef troll is an aquatic enigma, blending social grace with the cunning of an underwater chameleon, rendering them both endearing and elusive to those seeking their alliance.

VP

SEA KING

When the world was young, those trollkin kriels that made their homes on the coasts performed primeval ceremonies to summon the troll kings of the sea to destroy their enemies. The drums and chants of entire villages rolled out over the surf and across the coastal waters, the powerful reverberations reaching the ears of the slumbering sea kings and rousing them to wrath. Most kriels forgot these rites over time, and the sea kings wandered into deeper waters and vanished into legend.

Unlike the mountain kings, the sea kings did not spend centuries imprisoned. Each established a lair many leagues from Immoren's coastlines, hunting the nearby waters and occasionally waging titanic battles in the deeps with other great leviathans. At times, they have approached the surface to attack passing ships, smashing hulls with their great fists and devouring crews that fell screaming into the waters. Tales tell of certain stretches of ocean that swallow ships whole, leaving only the rare unhinged survivor to rave about monsters at the edges of the watery world. Some have described vast beasts swimming amid whirlpools, lying in wait. Experienced sailors avoid these perilous expanses even at the cost of speed and supplies, though there is no shortage

of fools seeking faster trade routes. These poor souls meet unsavory ends as the briny waters erupt in violent upheavals, and their ships are torn asunder.

Sea kings have evolved in ways different from their surface kin, able to sustain themselves for longer periods between feasting. One notable adaptation is that they possess not one stomach but two. The first digests whale flesh and doomed sailors while the second serves akin to a spare holding tank to carry them through the lean times. A sea king will glut itself amid swarms of prey, and the small creatures swallowed whole remain alive and undigested in its innards as an almost self-contained ecology. The sea king has learned to make aggressive use of its food reserves, vomiting up the chitinous swarms in a stream of salt water and partially digested meat. Those crabs still alive are left agitated and deadly, grabbing and slicing anything in reach amid panicked efforts to escape consumption. After annihilating its foes, the sea king eats anything left behind.

"With these titanic creatures of unfathomable appetite lurking in the abyssal depths of the Meredius, it is a wonder that there are any fish, sharks, seals, drakes, or whales left in all the world. Perhaps the sea kings go through cycles of torpor in the oceanic deep, allowing what creatures they didn't devour time to repopulate?"

TROLL SEA KING

Gargantuan monstrosity, chaotic evil

Armor Class 23 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +19, Con +19

Skills Athletics +19, Perception +12

Damage Immunities cold

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 22

Languages understands Molgur-Trul but does not speak it

Challenge 30 (155,000 XP)

Amphibious. The sea king can breathe air and water.

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

Regeneration. The sea king regains 20 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.

Siege Monster. The sea king deals double damage to objects and structures.

ACTIONS

Multiattack. The sea king can use its Vomit Swarm. It then makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). The sea king has two

claws, each of which can grapple only one target.

Crush. The sea king targets one or more creatures it is grappling. For each target, the sea king makes a claw attack. If the attack hits, the target takes the claw's damage, and the target is restrained until the grapple ends. The sea king can't use the same claw on another target.

Vomit Swarm (Recharge 5-6). The sea king regurgitates a swarm of putrid, acidic sea creatures in a 60-foot cone. Each creature in the area must make a DC 26 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also covered in the swarm and takes 33 (6d10) acid damage at the start of each of its turns until it or another creature takes an action to remove the swarm with a successful DC 18 Strength (Athletics) check. The swarm disappears after 1 minute.

LEGENDARY ACTIONS

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

Move. The sea king moves up to its speed without provoking opportunity attacks.

Attack. The sea king makes one claw attack.

Tsunami (Costs 3 Actions). The sea king creates a massive wave of water that surges forward in a 200-foot cone. Each creature in the area must make a DC 26 Strength saving throw, taking 55 (10d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one. Structures and objects in the area take double damage from the wave. The water then floods the area, creating difficult terrain until it recedes.



TUNNEL TERROR

The tentacled, toothy monstrosities known as tunnel terrors are normally found in damp mountain caves, where they subsist on rats, bats, insects, and other vermin. A few have somehow ended up in the dark, slimy sewers of some of

western Immoren's largest cities, having likely escaped from the collections of scholars or traveling zoos. Tunnel terrors lucky enough to live under a city thrive on a diet of garbage, sewer rats, and the occasional vagrant and can quickly grow large enough to fill the widest sewer tunnel.

Tunnel terrors are thought by some students of extraordinary zoology to be related to the swamp horrors that



dwell in Widower's Wood. Although the two monstrosities share certain physical characteristics, it is much likelier that they represent a similar evolution of different species. What's known for certain is that whenever a tunnel terror and a swamp horror encounter each other in the wild, the result is a flurry of violence as the two tentacled beasts try to rip each other to pieces.

TUNNEL TERROR

Huge monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances poison

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Sunlight Sensitivity. While in sunlight, the tunnel terror has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Trampling Charge. If the tunnel terror moves at least 20 feet straight toward a creature and then hits it with a tentacle attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tunnel terror can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The tunnel terror makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The tunnel terror has four tentacles, each of which can grapple one target.

Frightful Presence. Each creature of the tunnel terror's choice that is within 120 feet of the tunnel terror and aware of it must succeed on a DC 13 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 tunnel terror's Frightful Presence for the next 24 hours.

It appears that these creatures have found a home in city sewers, where they feast on garbage and unfortunate vagrants. I suppose if you don't want to be their next meal, it's best not to venture too far down below.

—VP

URTHEK

Great shaggy beasts, urtheek stand fully nine feet tall and half as wide. Their beady little black eyes peer out from under their gray fur, which hangs in matted clumps tangled with filth and debris. Their wide mouths are lined with dozens of teeth, and their thick fingers are tipped with wicked claws the length of a dagger. These claws are hollow and filled with a paralytic poison.

Shroom with a Phew. Urtheek gather in the darkest and most ancient recesses of western Immoren's forests, where great patches of mushrooms grow and the bogs and fens reek with decay. They share a symbiotic relationship with these fungus patches, and bathing in fungal spores allows their flesh to regenerate at an alarming rate. As one might imagine, such bathing habits do little to improve these creatures' hygiene. The smell of an urtheek is unmistakable—a fetid, overpowering odor that seems to cling to clothes, skin, and hair for weeks.

URTHEK

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Link with Fungi. As a bonus action, the urtheek can attune its body to a patch of mushrooms, mold, or other fungi (minimum 10 feet by 10 feet). While in contact with the patch, the urtheek regains hit points equal to its Constitution modifier at the start of each of its turns.

Stench. Any creature other than an urtheek that starts its turn within 5 feet of the urtheek must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all urtheek for 1 hour.

ACTIONS

Multiattack. The urtheek makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and 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 urtheek can't bite another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the target fails the saving throw by 5 or more, it is also paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Be wary of the urtheek, for their size and strength are matched only by their terrible smell—a warning that should be heeded well before one gets close enough to feel the sting of their paralytic claws.

VOID LEECH

Bog trogs do not live easy lives, and those that displease a gatorfolk bokor do not live for long. The luckiest such bog trogs are killed immediately, but a few unfortunates suffer a fate far, far worse: they are crafted into void leeches. Covered in countless occult fetishes nailed into their flesh, these mindless servants create a pocket of arcane static that enemy spells have difficulty piercing. When the time is right, the creatures are forced to sacrifice their pitiful life force to extinguish the magic of their masters' enemies.

VOID LEECH

Medium humanoid (bog trog), unaligned

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Condition Immunities frightened

Damage Immunities psychic

Senses passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/8 (25 XP)

Amphibious. The void leech can breathe air and water.

Mage Static. Spells with a range of 5 feet or greater targeting the void leech or an ally of the void leech within 10 feet of it have their range reduced by 25 feet, to a minimum of 0.

ACTIONS

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

Wasting Power. Each spellcaster concentrating on a spell affecting the void leech or an ally of the void leech within 10 feet of it must succeed on a DC 10 Constitution saving throw with disadvantage to maintain concentration, and the void leech drops to 0 hit points.

Ah, the void leech: a bokor's way of saying, "I am disappointed in you, but don't worry. It will never happen again."

—VP

WARPBORN SKINWALKER

Some human bloodlines are carefully nurtured by the blackclads with the same care they apply to the husbandry of beasts. In the deepest wilds, the druids oversee the remote villages that shelter the most devout of the Wolf Sworn. Outsiders who stumble upon these isolated communities may initially find themselves welcomed by the people they take to be simple rustic folk. But that impression is shattered by nightfall when certain warriors of the villages begin to howl. Their skin warps, and they hunt down the interlopers like prize game.

The druids of the Circle carefully choose from among the finest hunters and trackers of each generation to become part of a special breed. In distinct rituals derived from those that

transform men into the savage warpwolves, the warpborn skinwalkers commit themselves wholly to the Circle Orboros. As the agonizing ritual takes hold, their flesh distends and snouts burst forth from their faces, their skin grows hirsute, and their muscles gain strength. Their senses are also heightened, and they become near-perfect hunters. Stronger than any human, they wield their massive pole axes with enthusiastic brutality until the battle ends and they resume their mundane forms.

"I have wondered at great length what would possess someone to abandon their humanity. Whether it be the Cyriss worshippers who shed their mortal forms for one of steel and brass, wizards who pursue immortality as an iron lich, or even the warriors who for a short time wear the skin of wolves after drinking some blackclad's potion..."

WARPBORN SKINWALKER

Large humanoid (warpborn), chaotic evil

Armor Class 14 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Skills Athletics +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Any one language

Challenge 6 (2,300 XP)

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

Regeneration. The skinwalker regains 10 hit points at the start

of its turn if it has at least 1 hit point.

Shapechanger. The skinwalker can use its action to polymorph into a wolf-humanoid hybrid or back into its true form, which is humanoid. 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.

ACTIONS

Multiattack. The skinwalker makes two attacks with its polearm or three attacks: one with its bite (hybrid form only) and two with its claws (hybrid form only). It can replace one claw attack with a Pole Axe attack.

Bite (hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw (hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Pole Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.



WARPBORN SKINWALKER ALPHA

Ravenous and brutal, skinwalker alphas are fearsome combatants, laying low their enemies before feasting upon them as they die screaming. Those they lead follow without hesitation, knowing they will find either a glorious death or a victory in the blood and viscera of those who stand against them.

Few skinwalkers live long enough to claim the right of alpha, but those who do reign as veterans of years, perhaps decades, of battle. They have killed in the name of the Wurm across the wilderness of western Immoren, hunted great and deadly beasts, and listened to songs praising their scars

and valor. Other skinwalkers would not deign to follow a lesser hero, and alphas must stand ready to prove their worth in honorable combat. An alpha meets any challenge to its authority with snapping jaws and a primal howl—terrifying for lesser creatures to hear—as it attempts to brutalize the challenger into submission. These constant tests ensure not only that the pack respects its leader, but also that their leader is strong and cunning enough to be worthy of their loyalty.

Incited to the edge of savage delirium, the alpha and its pack wield their massive axes with shocking speed, cutting down all who come near or dare to return their attacks. They slake their bloodthirst upon the gore of their slaughtered foes, rejuvenating themselves without need of respite. Even as their targets fall into mangled ruin, the alpha has already begun to formulate its pack's next move.



WARPBORN SKINWALKER ALPHA

Large humanoid (warborn), chaotic evil

Armor Class 16 (natural armor)

Hit Points 198 (20d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	17 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Athletics +12, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Any one language

Challenge 8 (3,900 XP)

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

Regeneration. The skinwalker alpha regains 20 hit points at the start of its turn if it has at least 1 hit point.

Shapechanger. The skinwalker alpha can use its action to polymorph into a wolf-humanoid hybrid or back into its true form, which is humanoid. 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.

ACTIONS

Multiattack. The skinwalker alpha makes three attacks with its polearm or one with its bite and two with its claws. It can replace a claw attack with a Pole Axe attack.

Bite (hybrid form only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Claw (hybrid form only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Pole Axe. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage.

Night Howls (1/day). The skinwalker alpha emits a terrifying howl. Each creature within 60 feet of the skinwalker alpha that can hear it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature that fails this saving throw cannot cast spells while it is frightened in this way. 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 skinwalker alpha's Night Howls for the next 24 hours.

WOLDSTALKER

Woldstalkers represent the simplest and most numerous wolds created by the blackclads: each is a small and relatively fragile but deadly floating weapon. Multiple woldstalkers are sent into battle controlled by a single blackclad, coordinated like a hunting pack, either dispersing to pick off multiple foes or concentrating their fire.

They appear superficially akin to woldwyrds and function by similar mystical principles. Woldstalkers are essentially swift-moving, floating conduits of concentrated energy. Their light construction allows them to draw on latent ley line energies below the soil beneath them. This energy powers their floating movement but is also gathered and concentrated into accurate and powerful bursts of light and heat, which emerge from the crystalline orbs at the woldstalkers' center to pierce and destroy enemies of the Circle Orboros.

Woldstalkers are relatively easy to construct—they do not require a ley line conjunction or blood-soaked ropes for their fabrication, meaning they can be swiftly built anywhere in the wilds. The crystal orb used to focus a woldstalker's energy is the most difficult aspect of construction and is frequently reused if a woldstalker is destroyed in battle.

Woldstalkers are often used in the defense of the Circle's territory; stonewards deploy them around key ley line conjunctions and ritual sites. The silent woldstalkers drift through the air between the trees, ready to obliterate enemies of the Circle who enter their territory. They are deathly silent, aside from the sound of their blasts, making it simple for a stoneward to catch intruders unaware before directing the small wolds to unleash a torrent of arcane force.

"Pesky little things when a blackclad is sending one of them at you. When you must face off with a dozen of the buggers, though, that is an experience I do not soon want to relive."

VP

WOLDSTALKER

Small construct (wold), unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Dex +3

Skills Stealth +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands the languages of its manufacturer but can't speak

Challenge 1 (200 XP)

Controlled. Woldstalkers do not act on their own and must be controlled to take actions. A controlling blackclad can command woldstalkers as a bonus action on its turn, commanding the

woldstalker to move and take the attack, dodge, or disengage action. The woldstalkers act on their controlling blackclad's initiative. The blackclad can command up to 3 woldstalkers at once, and each woldstalker must be within 60 feet of the blackclad.

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

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

Swarm Tactics. The Woldstalker has advantage on an attack roll against a creature if at least one of the woldstalker's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Arcane Strike. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 7 (2d6) force damage.

BUILDING WOLDSTALKERS

A character can construct a woldstalker provided they have the appropriate tools, materials, and a place to perform the stonework. A woldstalker has a creation cost of 100 gp. A woldstalker requires a gemstone worth 100 gp in its construction.

If the woldstalker is ever destroyed, roll a d6. On a roll of 1 or 2, the gemstone used in its construction is chipped or otherwise damaged and is no longer useable but retains its value. Otherwise, the gemstone can be recovered and used in a new woldstalker, reducing its creation cost to 50 gp.



WOLDWRATH

A woldwrath stands as a towering monument to woldcrafting genius, meant to tap into and unbind the ultimate fury of Orboros. Brought to life amid strenuous, blood-fueled rituals conducted atop powerful conjunctions of ley lines, a woldwrath channels the vast energies that flow within the earth. Its tempestuous assaults are prefaced by voltaic flickers that play along darkening clouds above and the pulsing runes inscribed across its stone form. In the aftermath of its summoned storm, all that remains of its enemies are charred and smoldering husks scattered upon the rain-drenched ground.

Blackclads perfected the crafting of wolds millennia ago. The first woldwraths, however, did not appear until after the dragon Toruk was driven from the mainland and descended upon the Scharde Isles. Before that time, the Circle Orboros held vast territories amid the islands, which formed a vital portion of its ley line network. The speed with which the dragon destroyed the druidic guardians in that region prompted the fabrication of new and mightier weapons: the first great woldwraths.

Senior druids knew the power at their disposal relied upon the network of ley lines that stretched under their feet. The woldwraths were built not simply to siphon that power in

order to drive their myriad functions but also to store it for later use. Able to hold that energy in reserve and then direct it at enemy forces, a handful of woldwraths were created to stand against threats on the scale of dragons, which had rapidly become a growing threat.

When the Orgoth invaded western Immoren, the druids of the Circle Orboros were scarcely more prepared than the warring city-states. The Circle sought to avoid direct contact with the invaders whenever possible, but the Orgoth witches were drawn to the sites of power the blackclads had erected, seeking to exploit them for their own dark rites. The Orgoth launched many brutal raids to that end, forcing the Circle to fight bitterly in a largely futile attempt to defend them. The woldwraths inflicted a heavy toll upon the invaders in those battles, virtually all of which went unrecorded. The most awesome of these clashes occurred at the battle of Nine Stones, in what would become western Cygnar, where the druids sent five woldwraths against a host of Orgoth. Although the blackclads were ultimately defeated and their wolds crumbled to ruin, the battle set back the Orgoth conquest of druidic sacred sites by decades. In time, as the Orgoth began to lose their foothold in western Immoren, the Circle again deployed woldwraths to expel the invaders from places stolen from them. The Circle eventually withdrew the surviving woldwraths into their most remote fastnesses.

Like all wolds, woldwraths must be crafted according to



exacting rituals; indeed, tremendous power is required to animate such huge constructs. A woldwrath's wood and stone frame must be ceremonially imbued with the blood of life at a nexus of ley lines during key astronomical conjunctions. Fresh blood is harvested from battles and delivered unto these productions alongside freshly quarried stone and gathered timber.

Once given the semblance of sentience, woldwraths aid their druidic masters. Off the battlefield, they serve as mobile replacements for the permanent standing stones situated at sites of great power, facilitating members of the Circle in tapping the energy of ley lines. It is in combat, however, that the constructs fulfill their terrible promise.

As a woldwrath closes with an enemy, it discharges destructive lightning-emanations so great that whole thunderstorms gather about the construct and linger even after battle ends. While nearby druids leverage its power to augment their own natural magic, a woldwrath smashes the Circle's challengers into wreckage. Roused to battle, it enacts the will of the blackclads and Orboros itself.

"I remember the breathtaking sight of a woldwrath decimating an entire skorne force during the early days of their invasion. Despite the ruins they used as a fortification, despite their mammoths, cannons, and superior position, not a single one of them survived the onslaught of this towering giant of wood and stone."

WOLDWRATH

Gargantuan construct (wold), unaligned

Armor Class 20 (natural armor)

Hit Points 350 (20d20+140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	24 (+7)	8 (-1)	14 (+2)	8 (-1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 22 (41,000 XP)

Construct Nature. The woldwrath doesn't require air, food, drink, or sleep.

Druid's Wrath. Allied spellcasters within 30 feet of the woldwrath makes spell attack rolls with advantage.

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

Sacred Ward. The woldwrath cannot be targeted by enemy spells and automatically succeeds on saving throws caused by enemy spells.

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

ACTIONS

Multiattack. The woldwrath can use its Lightning Strike. It then makes two slam attacks.

Slam. Melee Weapon Attack: +19 to hit, reach 15 ft., one target.

Hit: 31 (6d6 + 10) bludgeoning damage.

Crushing Grasp. The woldwrath attempts to grab a creature within 10 feet of it. The target must succeed on a DC 22 Strength saving throw or take 44 (8d10) bludgeoning damage and be grappled (escape DC 22). Until this grapple ends, the creature is restrained, and the woldwrath can't use its Crushing Grasp on another target. The woldwrath can have only one target grappled at a time.

Lightning Strike (Recharge 5-6). The woldwrath calls down lightning to strike a point within 120 feet that it can see. Creatures within 30 feet of that point must make a DC 22 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much on a successful one. Constructs and creatures in heavy armor have disadvantage on the save.

Thunderous Stomp (Recharge 5-6). The woldwrath stomps the ground, causing a shockwave to ripple out from it. Each creature within 60 feet of the woldwrath must make a DC 22 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one. The shockwave also destroys all unattended objects and structures within 20 feet of the woldwrath.

WYLDGEIST

Wyldgeists, or “hollow devils” as they are sometimes known, are warrior spirits found in the wilderness of western Immoren. They are claimed to be spirit manifestations of the Blackroot Wood in Khador. Long ago, in the aftermath of the Orgoth Occupation, the wyldgeist was first recorded emerging from the Blackroot Wood to possess the bodies of an army of soldiers who had turned against each other. Dissolving the flesh from the corpses, their bodies rose to hack down the soldiers who yet lived.

“I discovered the wyldgeist during one of my travels through untamed Khador at a roadside inn where I made the acquaintance of a peculiar merchant. I recall the man distinctly. His long scraggly hair, white as ash, and his thin, fickle body jerking in a state of palsy while he struggled with trembling fingers to stack his coins on the tabletop. He vowed I’d find his tale an intriguing one...”

—VP



WYLDGEIST

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	13 (+1)	17 (+3)	18 (+4)

Skills Perception +6, Stealth +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Innate Spellcasting. The wyldgeist’s innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: detect thoughts, invisibility (self only)

1/day each: dominate person

Flyby. The wyldgeist doesn’t provoke an opportunity attack when it flies out of an enemy’s reach.

Gaseous Form. The wyldgeist can enter a gaseous form as a bonus action. While in this form, it can’t take any actions, speak, or manipulate objects. It is immune to all non-magical damage and gains a fly speed of 40 feet (hover). The wyldgeist can remain in gaseous form for up to 1 hour or until it uses an action to revert to its normal form.

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

ACTIONS

Spiritbind. As an action, the wyldgeist can bond with the fled spirit of a dead creature within 30 feet. The wyldgeist dissolves the dead creature’s flesh and replaces it with its own body and will, becoming a hybrid of the two creatures. The wyldgeist retains its own ability scores, saving throws, and any special abilities or resistances, but uses the physical statistics (Strength, Dexterity, and Constitution), natural weapons, and armor (if any) of the bonded creature.

While in this form, the wyldgeist can use the damage rating of the creature’s natural weapons or weapons it was wielding before it died, but uses its own attack bonus. The wyldgeist is proficient with the attack form it uses, a result of the bond formed with the fallen host. It also adds any bonuses from armor the host may have been wearing to its Armor Class.

The wyldgeist can maintain this form indefinitely if not defeated in combat. If reduced to 0 hit points or if the bond is broken (e.g., by a dispel magic spell), the wyldgeist reverts to its normal form and the dead creature’s flesh reforms, undamaged. The wyldgeist can’t use this ability again until it finishes a long rest.

Additionally, when the wyldgeist bonds with a creature, it gains temporary hit points equal to the bonded creature’s hit point maximum. These temporary hit points last for the duration of the bond.

Acidic Mist (Recharge 5-6). The wyldgeist releases a cloud of acidic mist in a 20-foot radius centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

SHARDES OF EVERBLIGHT



THE SHARDS OF EVERBLIGHT

Without question, Everblight is the most conniving of Toruk's dragon brood. Using stealth and manipulation to avoid the scrutiny of his more powerful siblings, Everblight has been a corrupting influence on western Immoren for thousands of years. From the Black Kingdom of Morrdh to the elven city of Issyrah, Everblight has gone unnoticed for centuries at a time, gathering his power and influence only to suffer extreme setbacks time and again.

But Everblight is no stranger to hiding. For many centuries, he hid below the kingdom of Morrdh, a dark realm of necromancers and warlords. The dragon allied with the lords of Morrdh, hoping that they would provide him protection against his siblings and progenitor, but his hope proved misplaced. The southerners of Midar broke the Black Kingdom, ripping away Everblight's layer of protection and forcing him once again to flee and go into hiding—this time beneath the elven city of Issyrah, where he sought to build himself a legion of blighted elves. But his ambitions outstripped his stealth, and in time the armies of Ios bent against him, obliterating his physical body and locking away his athanc behind mystical wards. The dragon was ultimately stranded atop the frozen mountains of the north, where he was imprisoned for over two hundred years.

Only recently was Everblight able to lure the ogrun Thagrosh to his mountain prison on Nrynrr Lyss and secure his release. Within just a few years, he created a legion whose reach extended far beyond the frozen north, and he was free to assault the lands of western Immoren in his quest to increase his power. But his decline was just as rapid as his ascent: barely more than a decade after his release from Nrynrr Lyss, his mighty legion had been scattered to the four winds, with the few small pockets that remained lurking in the deep wild and living in fear of the next dragon attack.

They are a legion no more.

Everblight's ambitions and the rapid expansion of his reach

were ultimately the cause of his most recent downfall. After enhancing his personal power by consuming the heartstone of his sibling Pyromalfic and strengthening his legion with spawn made from the fallen dragon's flesh and bones, Everblight made an ambitious play for the forgotten athanc of the dragon champion Nidoboros. But he was not the only dragon who coveted Nidoboros' strength.

In 612 AR, the skies of western Immoren were cast into shadow by the wings of dragons. The creatures came from across the continent and converged to battle for Nidoboros' stone. Even the Dragonfather himself joined the fray, leaving Skell for the first time in centuries. Toruk and Everblight both failed to claim Nidoboros' stone. The former suffered a grave wound at the talons of Blighterghast and was forced to retreat to Cryx, but the latter had gambled heavily and lost, exposing his legions to his many enemies in the process. Unable to work as a cohesive whole, Everblight's army scattered across the continent. Like Everblight himself, they went into hiding, biding their time and waiting for the next opportunity to gather power.

After the conclusion of what would come to be known as the Dragon War, other dragons hunted what remained of Everblight's forces. Cut off from one another, Everblight's warlocks made for tempting targets. Each one contained a tiny sliver of the dragon's own athanc—the source of both the warlock's powers and Everblight's control over them. Although none of these splinters offered much individual power, the other dragons hungrily sought every morsel of the athanc they could. Even the power of a blighted warlock was insignificant in comparison to the blighted majesty of a dragon, and many of Everblight's most faithful servants were hunted down and consumed in the aftermath of the Dragon War. Those few who survived soon went into hiding, marshalling whatever forces they could find and waiting for their master's next clever ploy to escape his destruction.

Professor,

I recently embarked on a journey to study the remnants of the once-powerful legion of dragonspawn and blighted elves under the command of Ethrunbal. Although they are dangerous and corrupt, I gained valuable insights into the dragon's workmanship by studying what remains of them, and perhaps these insights can teach us how to respond should a threat like this ever arise again. I approached this journey with caution, for the dangers that these corrupted beings pose are not to be underestimated. But I set out, determined to uncover the truth and bring new knowledge to the world of extraordinary zoology.

I did not undertake this task alone. An associate of Lynus and yours, the Northkin Rathlok, approached me about the subject. He described his time with both of you in the far north, as well as your run-ins with what we now understand to be the minions of Ethrunbal. He still bears scars from his last encounter with the blighted creatures, as even his trollkin physiology could not overcome the damage the blight inflicted. According to him, it took months for him to recover in some frozen cave nurtured by—in his own words—"nothing more than the milk of a momma winter troll who took me to be one of her whelps." (I will spare you the rest of the details he offered. They were . . . comprehensive.)

Regardless, together we are setting out to find what pockets of Ethrunbal's thralls remain, after which we will pass that information to the huntress Cylena of the Raefyll shard.

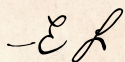
I am sending you a copy of my observations in the hope that they shall prove useful in the coming year's lesson plans.

*Yours,
Edea Horyr*

BLIGHTED ARCHON

For the gods of man and wild, the infernals' invasion of Caen was a moment of great crisis, and they responded by dispatching their archons to defend their mortal worshippers from this new threat. For Everblight, however, this moment prompted an entirely different response. Disgusted by the crude flesh work of the infernal masters and contemptuous of what he believed to be the gods' attempt to best his creations, the haughty dragon worked tirelessly to create the perfect being. His efforts culminated in his crowning achievement: the blight archon, a formidable creature capable of inspiring the dragon's mortal soldiers, controlling his dragonspawn, and reducing his enemies to melted slag. With blight archons at the forefront of his armies, Everblight remains a force to be reckoned with despite his most recent setback.

The creation of the blight archons demonstrates Ethrunbal's determination to assert his dominance over the divine powers and prove his mastery of the art of sculpting flesh. It is clear that the dragon will stop at nothing to spread his influence throughout the world.



BLIGHT ARCHON

Large aberration (blighted), neutral evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 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)

Blight Weapons. 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).

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 18). The archon can innately cast the following spells, requiring no material components:

At will: *burning hands*, *mage armor*

3/day each: *compulsion*, *freedom of movement*, *warding bond*

Meltdown. Hostile creatures within 60 feet of the archon lose resistance to necrotic damage.

Soul Ward. Hostile creatures within 60 feet of the archon can't collect souls from allies of the archon.

ACTIONS

Multiattack. The archon makes two attacks with its blighted talons.

Blighted Talon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 38 (7d10) necrotic damage.

Toxic Breath (Recharge 5–6). The archon exhales a cloud of toxic blight in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one.

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.

Blighted Talon Attack. The archon makes a blighted talon attack.

Detect. The archon makes a Wisdom (Perception) check.

Cast a Spell (Costs 2 Actions). The archon casts one of its at-will spells.

Toxic Breath Attack (Costs 2 Actions). The archon immediately recharges its Toxic Breath ability and makes an attack with it.

BLIGHTED NYSS

The Nyss were once an isolated people who dwelled only amid the frozen peaks of the Shard Spires and migrated with their herds of ulk across the snowy mountains. That changed when the dragon Everblight, working together with the traitorous Nyss sorceress Vayl of the Hallyr tribe, corrupted the vast majority of the Nyss with his blight.

Their calm and graceful executions of even the most heinous acts are both frightening and deserving of study. Their standing as leaders among the corrupt Nyss and the devotion they inspire highlight the strange intersection between spirituality and violence among Ethrunbal's legions.

—E.S.

BLIGHTED NYSS ABBOT

Among the Nyss corrupted by Everblight, swordsmen were the first to answer the dragon's call. Many lost their sense of self and were unable to comprehend what had compelled them to hack apart their kin. Their hollowness aligned naturally with the meditative discipline of sword mastery, allowing them to escape the horror of their actions by concentrating solely on their skill. They turned emptiness itself into a form of spirituality, embracing an emotional void in order to achieve absolute perfection with the blade. Those who fully embraced this murderous meditation became the greatest blade masters of their race. They are the abbots, and they are both greatly feared and deeply respected among Everblight's forces for the absolute calm with which they execute a variety of atrocities.

Serenity in Murder. Abbots have achieved something akin to a state of enlightenment, and their ability to fight with utter dispassion and grace is well known. These "monks of the blade" have attracted devotees from among the blighted Nyss' most skilled and disciplined swordsmen.

With each kill acting as the focus for their serene meditative state, abbots are unnerving to face in battle. The sight of these feared weapon masters on the battlefield, spattered in the gore of their fallen foes and possessed of expressionless faces, has shaken the willpower of countless veteran warriors across the Iron Kingdoms.

BLIGHTED NYSS ABBOT

Medium humanoid (blighted Nyss), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 2 (450 XP)

Dark Prayers. As a bonus action, the blighted Nyss invokes its draconic master through prayer. It blesses up to three blighted Nyss of its choice within 30 feet of it with one of the following prayers until the start of the abbot's next turn:

1. The creature's weapons become magical.
2. Moving through nonmagical difficult terrain doesn't cost the creature extra movement.
3. When the creature reduces another creature to 0 hit points with a melee attack on its turn, it can make one melee weapon attack as a bonus action.

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

ACTIONS

Multiattack. The blighted Nyss makes two attacks with its Nyss claymore.

Nyss Claymore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.



BLIGHTED NYSS CHAMPION

Among the ranks of the blighted abbots, there exists a select group of devoted students known as champions. These elite warriors have dedicated their lives to studying and venerating the pure abstraction of their blight, and they strive to refine their flesh through its power.

Twice as Deadly. These champions are some of the greatest practitioners of their dragon master's blight, and they are so deeply immersed in its strength that they can perform the surprising feat of wielding two Nyss claymores in tandem. Their skill with these massive swords is unmatched, and they are feared and respected by all who encounter them on the battlefield.

Blight above All. To champions, their blight is more than just a tool of destruction. It is a way of life—a source of strength and enlightenment that they seek to spread to all those around them. They are the embodiment of the blighted abbots' ideology, and they will stop at nothing to defend it and spread its influence.

Made fearless by their skill and blighted flesh, the champions of the corrupted Nyss only die one way—violently.

—E.F.

BLIGHTED NYSS CHAMPION

Medium humanoid (blighted Nyss), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 1 (200 XP)

Overtake. When the blighted Nyss reduces a creature to 0 hit points with a melee attack on its turn, it can move up to 5 feet without provoking opportunity attacks.

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

ACTIONS

Multiattack. The blighted Nyss makes two attacks with its Nyss claymore.

Nyss Claymore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.

Defensive Strike. When a hostile creature the blighted Nyss can see moves within 5 feet of it, the blighted Nyss can use its reaction to make a melee attack against that creature.

BLIGHTED NYSS HEX HUNTER

Long known for their proud tradition of sorcery, the Nyss have manifested the arcane spark in increasing numbers since the coming of Everblight and their baptism by his blight. The sorcerers of this accursed race once prided themselves on their knowledge of the Aeric script and reverent service to Nyssor, their frozen god. After Everblight's arrival, however, they turned to the black secrets of ancient Morrdh, blending their most sacred traditions with blasphemous lore and the power of dragon blight. Instead of protecting their shards and guiding them to safety, many among this new breed of Nyss sorcerers devoted themselves to slaughter in the name of their master. From this terrifying blend of ancient lore and blighted radiance came the hex hunters, each a sadistic master of the art of death, whether by blade or fell magic.

Shave and a Haircut Hex hunters are arcane assassins: living weapons who have forsaken the greater mysteries of the arcane to focus solely on the destruction of the flesh. Armed with hex razors—weapons recovered from the dark and dangerous pits of the buried ruins of Morrdh—these warriors channel the deaths of their victims into potent occult energies. To be struck by such a blade is to feel one's life unraveled by the blighted touch of death.

Blighted Assassins. Once unleashed upon the battlefield, hex hunters move with great alacrity, easily leaping across obstacles or difficult ground in their eagerness to kill in Everblight's name. When they close with their victims, they lash out with their vicious hex razors and deadly blight magic, each death fueling a frenzy of murder.

BLIGHTED NYSS HEX HUNTER

Medium humanoid (blighted Nyss), neutral evil

Armor Class 15

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 1 (200 XP)

Battle Wizard. When the blighted Nyss reduces a creature to 0 hit points, it can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Innate Spellcasting. The blighted Nyss's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The blighted Nyss can innately cast the following spells, requiring no material components:

At will: *misty step*

Magic Weapons. The blighted Nyss's hex razor attacks are magical.

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

Shadow Stealth. While in dim light or darkness, the blighted Nyss can take the Hide action as a bonus action.

Unarmored Defense. While the blighted Nyss isn't wearing armor and isn't wielding a shield, it gains a bonus to AC equal to its Wisdom modifier.

ACTIONS

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

Hex Bolt. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d10) force damage.

Former priests of a now-dead god and current servants of a fading one, the sorcerer-warriors of the Nyss are one of Eithrunbal's newer weapons, but they wield some of his most ancient ones.

—EJ

BLIGHTED NYSS

ICE WITCH

Wreathed in the biting winds of winter and with the primal force of ice and cold at their command, covens of blighted Nyss ice witches use their blight-augmented magic to leave behind grisly statuary of frostbitten soldiers and beasts as they fight in the name of their disembodied dragon lord.

Let It Snow. Ice witches are part of an old Nyss tradition practiced deep in secluded mountain valleys by the most animalistic and feral shards. Cut off from other shards, these Nyss indulged in barbarous rites that glorified Nyssor through ritual sacrifice. As Nyssor's chosen shamans, ice

witches guided these tribal practices.

The blighting of the Nyss did not initially touch these wild shards. But as their fellows scattered, some of these isolated shards, having long envied the superior hunting grounds of their peers, moved into the newly abandoned territories. This expansion ultimately led to their discovery by agents of Everbright. The ice witches' raw and primal talent for magic provided fertile ground for the dragon's manipulations to take root, and he demanded that all of them be converted to his cause. The recently blighted Nyss hunted down the ice witches with enthusiasm, eager to bring them into the fold. Now, all but a small handful of ice witches serve Everbright, wielding their inborn gift and the dragon's blessings with savage fervor.

BLIGHTED NYSS ICE WITCH

Medium humanoid (blighted Nyss), neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Arcana +3, Perception +4, Stealth +5

Damage Immunities cold

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 1 (200 XP)

Innate Spellcasting. The blighted Nyss' innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The blighted Nyss can innately cast the following spells,

requiring no material components:

At will: *ray of frost*

1/day each: *command*, *fog cloud*, *mage armor*

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

Snow Wreathed. A 10-foot radius of snow extends out from the blighted Nyss in a constant whirl of primal magic. The snow spreads around corners, and its area is lightly obscured.

ACTIONS

Cold Steel Blade. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 9 (2d8) cold damage. If the blighted Nyss scores a critical hit, the target becomes paralyzed until the start of the blighted Nyss' next turn unless the target is immune to cold damage.

Ray of Frost. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage. If the target is a creature, its speed is reduced by 10 feet until the start of the blighted Nyss' next turn.

The ice witches of the Nyss stand as a striking example of Ethrunbal's ability to manipulate and influence those previously untouched by his blight. Through visions and promises, these wild shamans are seduced into service, and they wield their formidable magical powers in the dragon's name without mercy. The icy remains they leave behind serve to chill onlookers and remind them that no one is beyond the dragon's reach.

—E.S.

BLIGHTED NYSS LEGIONNAIRE

Legionnaires effortlessly cut through flesh and bone with perfectly executed strikes honed by countless hours of practice. These blighted warriors have corrupted an ancient tradition of elite Nyss warriors once called the *ryssovass*. This small group of highly disciplined soldiers defended the narrow, winding passes leading to the heart of Nyss territory—a role that took them away from their homes, shards, and tribes. Clad in ornate armor of overlapping steel, these sentries stood against superior numbers and tirelessly carved through any enemy forces funneled into the passes.

Corrupted and Coordinated. It once took years to train a Nyss warrior in the complex *ryssovass* fighting style, which teaches legionnaires how to fight in perfect coordination

with one another. Prior to the coming of Everblight, most Nyss were extremely self-centered, and few were willing to embrace the level of self-sacrifice and discipline required to master such tactics. In addition, the precious steel required for their armor was in limited supply, drawn from metal ordinarily reserved for forging swords. After Everblight's corruption of the Nyss, however, expanding the legionnaires' numbers proved much easier. Once they were drained of their individualistic nature, training came effortlessly to them, and a sudden increase in raids allowed them to plunder enough metal to outfit these blighted warriors and ready them for battle.

Elite Warriors. Blighted Nyss legionnaires wield the great blades of the *ryssovass* and serve as the prophet Thagros's personal guard. Standing side by side, they strike with fluid grace, their blades rising and falling to cut down any who would harm their brethren. When one of their number falls, another steps forward to avenge the slain comrade. A line of legionnaires carves through enemies like a living thresher—a wave of flashing blades that dismember any defenders foolish enough to hold their ground.

BLIGHTED NYSS LEGIONNAIRE

Medium humanoid (blighted Nyss), neutral evil

Armor Class 18 (plate)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Skills Perception +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 17

Languages Aeric

Challenge 1 (200 XP)

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

Wall of Steel. While the blighted Nyss is within 5 feet of another friendly creature with the Wall of Steel trait that isn't incapacitated or prone, it gains a +2 bonus to its AC.

ACTIONS

Nyss Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

REACTIONS

Vengeance. If an allied blighted Nyss legionnaire within 30 feet of the blighted Nyss is damaged by a hostile creature, the blighted Nyss can move up to half its speed and make one attack with its Nyss greatsword.

Protectors turned destroyers, these armored warriors have traded a lifetime of patient practice and meditation for mindless devotion to an uncaring manipulator. I hope their destruction comes swiftly, for their existence is too tragic to prolong.

—EF



BLIGHTED NYSS SPELL MARTYR

The forces of Everblight do not thrive due to numerical superiority or fortified holdings, but rather due to their adaptability. Spell martyrs are a gruesome example of this ruthless cunning. These blighted Nyss are imbued with the dragon's tainted energy, and warlocks can tap into their essence to unleash powerful spells. This overwhelming flow of arcane power consumes the spell martyr, just as it consumes the bodies of Everblight's enemies.

BLIGHTED NYSS SPELL MARTYR

Medium humanoid (blighted Nyss), unaligned

Armor Class 14 (natural armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Eldritch Suspension. The spell martyr is lifted on potent blight energies and constantly hovers 1 foot above any surface it travels over, including water. In addition, moving through nonmagical difficult terrain doesn't cost it extra movement.

Soulless. The spell martyr doesn't have a soul.

Spiritual Conflagration. The spell martyr is a channeler, and allied spellcasters can channel spells through it. Immediately after a spell is channeled through the spell martyr, it is destroyed.

Thoughtless Rapture. The spell martyr experiences a rapture of blight haze. The spell martyr is immune to any enemy spell or effect that would take control of it.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4+1) slashing damage.

Through careful manipulation of elven flesh, Ethrunbal has created a weapon that can turn any battle in his favor: spell martyrs. These living vessels can channel tremendous destructive magic upon those who oppose the dragon.

— Eth

BLIGHTED NYSS RAPTOR

Long before the rise of Everblight and the corruption of the Nyss, Nyss warriors known as raptors descended upon the Khardic tribes from the frozen north. Mounted atop swift and sure-footed ulk, these outriders rode through winter storms to fall upon the villages of men, leaving only death and ruin in the snow. Victims of such onslaughts could do little but flee in every direction in the hope that a few might escape the pounding hooves of the raptors' steeds, the deadly hail of their arrows, and the merciless edge of their long blades.

A Long and Lonely Tradition. Each raptor earned the right to join the brotherhood in a tradition as old as the Nyss themselves. Hopefuls went naked into the frozen wilderness

to find and tame an ulk as their steed. They returned astride their bonded beast or died alone and far from their family. The raptor tradition has continued among the blighted Nyss, who ride ahead to tear apart enemy flanks and formations before the bulk of the dragon's forces join the battle. Only skilled warriors who prove themselves masters of both blade and bow may join the ranks of these mounted warriors.

Like Rider, Like Mount. Nyss tribes tamed and rode ulk stags, a hardy breed of particularly large deer, for thousands of years. After Everblight's arrival, these creatures shunned the blighted Nyss until a few striders tracked several herds to exhaustion and the captured ulk were subjected to the dragon's blight. The creatures developed thickened scales on their hide but otherwise retained all their natural grace and strength. They have proven even more aggressive than their non-blighted counterparts, and they enthusiastically slash and impale enemies with massive antlers once reserved for self-defense and displays of dominance.

BLIGHTED NYSS RAPTOR

Medium humanoid (blighted Nyss), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +3, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 1/4 (50 XP)

Brute. A melee weapon deals one extra die of its damage when the blighted Nyss hits with it (included in the attack).

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

Swift Rider. When the blighted Nyss hits a target with a ranged attack while mounted on an ulk, the ulk can use its reaction to move up to half its speed without provoking opportunity attacks.

ACTIONS

Nyss Claymore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage.

Nyss Bow. *Ranged Weapon Attack:* +4 to hit, range 200/800 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.

BLIGHTED ULK

Large beast (blighted), unaligned

Armor Class 11 (natural armor)

Hit Points 13 (2d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances cold

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Charge. If the ulk 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 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ice Walk. The ulk can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 13 (4d4 + 3) bludgeoning damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

The sheer force they bring, combined with their remarkable skill, makes them some of the most powerful assets in Ethrunbal's legion.



BLIGHTED NYSS SHEPHERD

The effect of the blight is not entirely predictable. It overcomes some individuals and disfigures them but harmonizes with the essence of others, bringing them a singular purity of mind and purpose. The blighted Nyss known as shepherds are among those graced with a nearly perfect acceptance of their new state. These individuals possess a quality that allows their bodies to serve like a prism or a resonance chamber for blighted energy and to respond to the power emitted by the shards of Everblight's athanc. A shepherd can almost touch the intangible connection between warlock and dragonspawn by which Everblight's chosen exert their will, and the dragon's warlocks can extend their will beyond its normal limits by relying upon the ministrations of a shepherd to guide their beasts while far afield.

Dragonspawn Companions. The singular relationship between shepherds and the dragonspawn in their care is deemed unusual even among the blighted Nyss. Most of those who serve Everblight respect and fear his dragonspawn as symbolic extensions of his power, but shepherds spend nearly all their time in close proximity to these creatures and view them in a much different light. Some shepherds will even sleep among dragonspawn, and many quickly become irritable and short-tempered if forced to deal with their own kind for anything more than the briefest of exchanges.

Blessed Intermediaries. Shepherds are set apart from other servants of Everblight and are viewed as specially blessed. This status is reinforced by their unique relationship with the dragon's warlocks. The shepherds stand beside Everblight's chosen vassals and serve as direct intermediaries between dragonspawn and warlock. The manner in which shepherds conjoin these two prompts an almost ecstatic hyperawareness whereby they can hear the echoes of Everblight's sacred commandments in their mind.

BLIGHTED NYSS SHEPHERD

Medium humanoid (blighted Nyss), neutral evil

Armor Class 14 (studded leather)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Animal Handling +6, Perception +4, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 1 (200 XP)

Master of the Spawn. When an allied dragonspawn within 60 feet of the blighted Nyss that it can see frenzies, the blighted Nyss chooses the dragonspawn's frenzy target.

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

ACTIONS

Shepherd's Crook. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the blighted Nyss can't use its shepherd's crook on another target.

Condition. The blighted Nyss chooses one allied dragonspawn within 10 feet of it and either adds 1 fury point to the dragonspawn or removes 1 fury point from it.

Medicate. The blighted Nyss touches an allied dragonspawn. The target regains a number of hit points of the blighted Nyss' choice, taken from a pool of 20 hit points. The pool replenishes after the blighted Nyss finishes a long rest.

Through their unique bond with Ethrunbal's spawn, these beings serve as living conduits and intermediaries between warlock and dragonspawn, enabling the dragon's warlocks to extend their will beyond traditional limits. Even among other blighted Nyss, shepherds stand out for demonstrating an almost ecstatic acceptance of their transformed existence.

EF



BLIGHTED NYSS SOLDIER

Blighted Nyss swordsmen retain little from their old lives, but they never lose their tight connection to their weapons—the claymores that have been the sacred weapons of the Nyss for millennia and seem to serve as a lingering remembrance of the old ways. These warriors disdain armor and fight with absolutely no fear of death. They stride into battle bare-chested, and their black eyes mirror the serene calm they require to achieve perfect union with their blades.

Prized Possessions. Although blighted Nyss do not place much value on a given life, they carefully recover each of their treasured swords after a battle is over, refusing to abandon these remnants of their past. To these swordsmen, their blades are the embodiment of their essence, and they are happy to die as long as their swords outlast them. Between battles, they can be seen staring at their swords in the moonlight, their heads tilted as if they were trying to remember what they once were.

BLIGHTED NYSS SOLDIER

Medium humanoid (blighted Nyss), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 1/4 (50 XP)

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

ACTIONS

Nyss Claymore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Nyss Bow. *Ranged Weapon Attack:* +4 to hit, range 200/800 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.

Despite losing their former lives, these warriors hold tight to their swords as both a reminder of who they were and a symbol of their allegiance to Ethrunbal. —ER

BLIGHTED NYSS WARLOCK

Even though Everblight currently lacks a physical body, the splinters of his athanc essentially allow him to reside in numerous physical forms at the same time. Each of his warlocks bears a sliver of his essence, and this small portion of the dragon not only invests the warlock with the dragon's blighted power, but also gives him control over the warlock. Although Everblight would sacrifice any of his servants to protect himself or to achieve his goals, he risks his warlocks strategically and only with the expectation of their survival, since the loss of any portion of his fractured athanc would diminish him. With Everblight's forces now scattered and hiding across western Immoren, each surviving warlock leads a minor shard of the dragon's once-mighty legion, merely biding time until their master rises again.

Warbeast Companions. A blighted Nyss warlock is typically accompanied by a dragonspawn warbeast with a challenge rating of 16 or lower.

BLIGHTED NYSS WARLOCK

Medium humanoid (blighted Nyss), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 67 (15d6 + 15)

Speed 30 ft.

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

Skills Perception +3, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 4 (1,100 XP)

Fury Manipulation. The blighted Nyss is a warlock with 3 fury points and a control range of 30 feet. It regains all expended fury points after it finishes a long rest. During its turn, the blighted Nyss can expend fury points on the following options:

1. **Attack Bonus (1 Fury Point).** The blighted Nyss gains advantage on its next attack roll.
2. **Damage Bonus (1 or More Fury Points).** For each fury point expended, the blighted Nyss deals an extra 1d8 weapon damage on its next weapon damage roll.
3. **Shake It Off (1 Fury Point).** The blighted Nyss gains advantage on its next saving throw.

In addition, the blighted Nyss can force a warbeast under its control and in its control range to use any of these options, in which case the warbeast gains the number of fury points and the benefits described above.

Spellcasting. The blighted Nyss is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Casting a spell requires the blighted Nyss to expend a number of fury points equal to the spell's level. The blighted Nyss can cast the animus of a bonded warbeast in its control range. It knows the following warlock spells:

At will: *guidance, resistance*

3rd level: *guardian beast, healing word*

ACTIONS

Nyss Claymore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.

The warlocks of Ethrunbal are vessels and mirrors for the dragon's power. The splinter of his athanc in each one's heart not only gives them control over his creations, but also subjects the warlocks to his will. Thus does Ethrunbal remain connected with all parts of his legion.

-E.F.

BLIGHTED NYSS WARLORD

As the inheritors of a transformed tradition of Nyss swordsmanship, Everblight's warlords enter combat armed with the double claymore—a dual-bladed weapon that requires remarkable dexterity and coordination to wield. This fearsome saber allows a blighted Nyss warlord to scythe quickly through enemy ranks, severing heads and limbs alike with blinding strikes. Through years of practice, the warlord's body becomes one with the blades in a fluid display that both captivates and decimates. Warlords can use their double claymore to turn aside enemy strikes as quickly as they deliver their own, and they have even proven fast enough to deflect bullets and arrows intended to harm them.

Dual Dedication. This unity between wielder and weapon is the culmination of dedication not only to the art of combat, but also to Everblight himself. Ever since the dragon first called upon the Nyss to do his bidding, many swordsmen have focused on the emptiness within themselves to achieve feats in battle they never could have achieved in their old lives. This meditative state shelters their minds from the consequences of deeds carried out by their own hands and has created an entirely new martial discipline. Everblight's warlords have completely embraced this state, which allows them to move with effortless precision during combat and to forgo conscious thought in order to surrender their will to their master. They view their bodies as extensions of their weapon, and their hearts are as cold as the steel used to fashion their blades. Every action these elite warriors take is fluid, devastating, and delivered without conscience or hesitation. In this deadly dance, they let the dragon wield them just as they wield their own twin blades.

BLIGHTED NYSS WARLORD

Medium humanoid (blighted Nyss), neutral evil

Armor Class 15 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Wis +5, Cha +4

Skills Perception +4, Stealth +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the blighted Nyss hits with it (included in the attack).

Overtake. When the blighted Nyss reduces a creature to 0 hit points with a melee attack on its turn, it can move up to 5 feet without provoking opportunity attacks.

Quick Response (Recharges after a Long Rest). When the blighted Nyss rolls for initiative, it can choose to roll with advantage.

Snap Strike. When the blighted Nyss hits with its double claymore on its turn, it can take a bonus action to make an extra attack.

ACTIONS

Multiattack. The blighted Nyss makes three attacks with its double claymore and uses Warlord's Strike.

Double Claymore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Warlord's Strike. The blighted Nyss targets one ally it can see within 30 feet of it. If the target can see and hear the blighted Nyss, the target can make one weapon attack as a reaction and adds 3 (1d6) weapon damage to the damage roll.

REACTIONS

Blade Shield. The blighted Nyss adds 2 to its AC against one ranged attack roll that would hit it. To do so, the blighted Nyss must see the attacker and be wielding a melee weapon.

Sunder. When the blighted Nyss reduces a creature to 0 hit points on its turn, it can use its reaction to make an additional attack.

By embracing a meditative state that shelters their minds and entrusts their will to the dragon's command, Ethrunbal's warlords become living extensions of their weapon as they scythe through enemy lines in perfect harmony.

—E.F.

BLIGHTED OGRUN

After absorbing the Nyss, Everblight turned his attention to the mountain clans of ogrun in the north. Having been born among them, the prophet Thagros had little difficulty finding the scattered ogrun; backed by the power of the blighted Nyss and Everblight's dragonspawn, he had even less difficulty overwhelming them.

BLIGHTED OGRUN CHOSEN OF EVERBLIGHT

The chosen of Everblight are a special strain of blighted ogrun transformed by the effect of blighted blood. When such a creature arises from its reshaping, it towers above all others of its race, having become a fusion of both rider and mount. A layer of hardened scales covers the lower half of its muscular body. Packs of these monstrosities bound across the battlefield in great leaps, ripping apart foes with hooked talons or cutting them to pieces with their mighty pole cleavers. The chosen of Everblight feast on the bodies of the dead, allowing their draconic flesh to knit even mortal wounds.

The blighted ogrun known as Ethrunbal's chosen are a fierce and formidable sight to behold. Their transformation has granted them strength and endurance far beyond any ordinary ogrun, making them virtually unstoppable on the battlefield. No wonder they have become so feared by those who oppose the dragon's will.

EF

BLIGHTED OGRUN CHOSEN OF EVERBLIGHT

Large monstrosity (blighted ogrun), chaotic evil

Armor Class 15 (warmonger armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (-1)	11 (+0)	7 (-2)

Saving Throws Str +7, Con +7

Skills Athletics +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Aeric, Molgur-Og

Challenge 6 (2,300 XP)

Charge. If the blighted ogrun moves at least 20 feet straight toward a target and then hits it with a claw attack, 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.

Regeneration. The blighted ogrun regains 10 hit points at the start of each of its turns. If the blighted ogrun takes fire damage, this trait doesn't function at the start of the blighted ogrun's next turn. The blighted ogrun dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The blighted ogrun makes three attacks: two with its claws and one with its pole cleaver.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Pole Cleaver. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.



BLIGHTED OGRUN WARMONGER

The blight's effect on ogrun is brutal. It ravages their bodies by deforming and augmenting them at the same time. Warmongers are blight-bred for slaughter, and their eyes reflect only madness. Prone to hallucinations and twisted visions night and day, warmongers never sleep. They can often be heard chanting to themselves in low tones and staring fixated at something unseen by others, their faces twisted with anger and seething with menace. Only in battle do these creatures find true release, earned swing by swing of their enormous war cleavers as they slice through the flesh of friend and foe alike. Divorced from any sense of self-preservation, warmongers do not feel pain and can withstand even the most brutal punishments. They smell of putrescence after battle, as if the lingering odor of death has attached itself to them and can never be shaken loose.

Servants of the Prophet. After corrupting the Nyss, Everblight turned his attention to enslaving and converting the outlying tribes of wild ogrun dwelling in the northern mountains. The prophet Thagrosh, having been born among them, knew both their locations and their numbers. He does not consider them kin anymore, for he sees with the eyes of the dragon now. Despite the prophet's disdain, the warmongers fear and revere him, and their leaders have named themselves his apostles.

No Love for War(mongers). The blighted Nyss are markedly cool toward warmongers. They barely tolerate the brutes and remain segregated, for the ogrun have a habit of murdering them and each other in the field. More than one blighted Nyss has lingered too close to these horrible creatures in combat and been cleaved in two by one of their war cleavers.

BLIGHTED OGRUN WARMONGER

Medium humanoid (blighted ogrun), chaotic evil

Armor Class 15 (warmonger armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Aeric, Molgur-Og

Challenge 1 (200 XP)

Bloodlust. When the blighted ogrun reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to make a war cleaver attack.

Relentless Endurance (1/Day). If damage reduces the blighted ogrun to 0 hit points, it drops to 1 hit point instead.

ACTIONS

War Cleaver. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Bloodthirsty Howl (Recharges after a Short or Long Rest).

Each creature within 30 feet of the blighted ogrun that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the creature's next turn.

The blight's effect on the ogrun has been particularly terrifying. Ravaged by corruption of both body and soul and transformed into unstoppable killing machines that show no preference or mercy when it comes to friend or foe, warmongers are a living embodiment of horror—one that even the blighted Nyss are wary around.

—E.F.





BLIGHTED OGRUN WARMONGER WAR CHIEF

All warmongers can propel themselves into a killing frenzy, but only a few are willful enough to lead the corrupted tribes as war chiefs. Blight transforms each of these horrors into a murderous fiend overcome by hunger. The very scent of blood lends a war chief strength, and he will sometimes pause amid his bloodletting to gorge on fresh kills. A war chief's skin becomes as hard as quenched steel when washed by the blood of the fallen, allowing the ogrun to shrug off blades and arrows as if they were minor irritations. Yet for all their bloodthirsty gluttony, war chiefs are the only leaders who can keep the blighted ogrun in line.

Follow the Leader. Even though the blight has transformed both flesh and mind, some essential core of the ogrun remains. Ogrun feel it is their purpose in life to follow a great leader—someone worthy of being called *korune*. The blight has not changed the fact that some ogrun are born to follow and others to lead. The instinct to heed one's korune is so powerful that it can partially override a warmonger's berserker frenzy.

Might Makes Right. A war chief has proven his right to dominion over multiple vassals, just as many of those vassals have proven theirs over small bands of warmongers or warspears. Wary of their war chief's strength and cowed by the sheer terror of his presence, vassals will not hesitate to heed their leader and do whatever is asked of them. War chiefs look to Thagrosh as the embodiment of the dragon that has enthralled their twisted minds. When Thagrosh stands before his ogrun, they become united in purpose and stronger than any other force in Everblight's legion.

The war chiefs of the blighted ogrun are more than just savage warriors. Their power transcends even their own berserker frenzy, and their allegiance is unwavering: it binds them to Thagrosh, and through him to Ethrunbal, creating a force stronger than any other in the dragon's legion.

—E F



BLIGHTED OGRUN WARMONGER WAR CHIEF

Medium humanoid (blighted ogrun), chaotic evil

Armor Class 15 (warmonger armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6

Skills Intimidation +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Aeric, Molgur-Og

Challenge 4 (1,100 XP)

Blood Quenched. While it has temporary hit points, the blighted ogrun gains a +2 bonus to AC.

Bloodlust. When the blighted ogrun reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to make a war cleaver attack.

Brute. The blighted ogrun deals an extra die of damage when it hits with a war cleaver attack (included in the attack).

Incite the Feast. If the blighted ogrun isn't incapacitated, an allied blighted ogrun that starts its turn within 30 feet of the blighted ogrun, can see it, and reduces a creature to 0 hit points with a melee attack on its turn can use its reaction to gain 5 (1d10) temporary hit points.

Relentless Endurance (1/Day). If damage reduces the blighted ogrun to 0 hit points, it drops to 1 hit point instead.

ACTIONS

Multiattack. The blighted ogrun makes two attacks with its war cleaver.

War Cleaver. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Bloodthirsty Howl (Recharges after a Short or Long Rest).

Each creature within 30 feet of the blighted ogrun that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the creature's next turn.

REACTIONS

Flesh Glutton. When the blighted ogrun reduces a creature to 0 hit points with a melee attack, it can use its reaction to consume the creature's flesh and gain 5 (1d10) temporary hit points.

BLIGHTED OGRUN WARSPEAR

Only in comparison to the deranged warmongers would warspears be described as anything except violent savages. The blight has twisted their minds as well as their flesh, making them addicted to the joy of bloodlust.

The Bigger, the Better. The force with which these fierce creatures sling their massive spears is enough to pierce iron and impale a man at thirty paces. Although killing humans amuses these warriors to some degree, it is no challenge. Out of some twisted sense of sport, warspears enjoy testing their might against more formidable adversaries, and they are quick to single out combatants such as trolls, warpwolves, cyclopes, and warjacks. As they rush their victims, they add their momentum to their hurled spears to deadly effect. Enemies who are not killed outright by such attacks are often tripped up by the tremendous lengths of wood dangling from their vitals, allowing the blighted ogrun to close the distance and finish the job.

The Sane and the Twisted. Despite these gruesome entertainments, warspears are sane and clever compared to the twisted warmongers. The two breeds often fight side by side, though rivalries inevitably break out. Warspears occupy a precarious middle ground between warmongers and the chiefs of the collective blighted ogrun, and they pass down orders to the vassals who lead individual bands.

BLIGHTED OGRUN WARSPEAR

Medium humanoid (blighted ogrun), chaotic evil

Armor Class 15 (warmonger armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +5, Survival +2

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Aeric, Molgur-Og

Challenge 1 (200 XP)

Relentless Endurance (1/Day). If damage reduces the blighted ogrun to 0 hit points, it drops to 1 hit point instead.

ACTIONS

War Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the blighted ogrun scores a critical hit, the target's speed is reduced by 20 feet until the start of the blighted ogrun's next turn.

Bloodthirsty Howl (Recharges after a Short or Long Rest).

Each creature within 30 feet of the blighted ogrun that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the creature's next turn.

Their preternatural strength and immense spears speak for themselves, as does their readiness to test both against the likes of warjacks and dire trolls.

—E.R.

BLIGHT OGRUN WARSPEAR CHIEFTAIN

Blighted ogrun chieftains are possessed of tremendous ferocity. Before the arrival of Everblight, many of these ogrun were great stalkers of prey dedicated to keeping their people fed and supplied, but the dragon's corruption turned them from noble hunters to cold, ruthless warriors. Their skills have been honed in countless conflicts, and they are consummate killers who exult in the slaughter they bring with the points of their massive spears.

A Cut Above. Precious few blighted ogrun rise to the position of chieftain among the warspears, and those who do must first prove that they possess strength and savagery remarkable even among a race of brutal warriors who prize viciousness in slaughter. On the battlefield, warspear chieftains are quick to lead their forces into the thick of every fray, directing their warspears against the most dangerous enemies they can find, inciting them to new levels of violence, and offering every kill as a sacrament to Everblight.



BLIGHTED OGRUN WARSPEAR CHIEFTAIN

Medium humanoid (blighted ogrun), chaotic evil

Armor Class 15 (warmonger armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6, Survival +2

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Aeric, Molgur-Og

Challenge 2 (450 XP)

Brute. The blighted ogrun deals an extra die of damage when it hits with a war spear attack (included in the attack).

Relentless Endurance (1/Day). If damage reduces the blighted ogrun to 0 hit points, it drops to 1 hit point instead.

ACTIONS

Multiaction. The blighted ogrun makes two melee attacks or two ranged attacks.

War Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 13 (2d10 + 4) piercing damage. If the blighted ogrun scores a critical hit, the target's speed is reduced by 20 feet until the start of the ogrun's next turn.

Bloodthirsty Howl (Recharges after a Short or Long Rest).

Each creature within 30 feet of the blighted ogrun that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the creature's next turn.

Mark Prey. The blighted ogrun chooses one creature it can see within 60 feet of it. The next ranged attack roll made by an ally of the blighted ogrun against that creature has advantage.

REACTIONS

Blood Drinker. When the blighted ogrun kills a creature with a melee attack, it can use its reaction to consume the creature's blood and gain 5 (1d10) temporary hit points.

The chieftains of the blighted ogrun are remorseless warriors. Even in a culture of brutal fighters, they are renowned for their strength and cruelty. They fearlessly lead the charge into enemy lines, driven on to victory in the knowledge that every kill is made in service to Ethrunbal.

—EF

BLIGHTED ROTWING

Blighted ogrun are vicious and terrifying creatures known for their savagery, and flocks of scavengers known as rotwings can be found subsisting on the bloody carnage these marauders leave in their wake. Many rotwings consume large amounts of blighted flesh in order to survive, thereby becoming blighted themselves. The effects of this blight can vary widely, from simple changes in coloration to more dramatic physical transformations. Some blighted rotwings become larger and more aggressive, while others develop poisonous or venomous traits.

Despite the dangers of consuming blighted flesh, rotwings are relentless scavengers driven by an insatiable hunger. Their powerful beaks can easily rip flesh and muscle from the carcasses of their prey, and they can crack open skulls and bones to reach the coveted brain matter and marrow within. These gruesome creatures are a common sight in the aftermath of a blighted ogrun attack, and their presence is a sure sign of the destruction that has been wrought.

BLIGHTED ROTWING

Small-monstrosity (blighted), unaligned

Armor Class 12

Hit Points 13 (2d6 + 6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Damage Resistances poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (50 XP)

Blood Frenzy. The rotwing has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Sight and Smell. The rotwing has advantage on Wisdom (Perception) checks that rely on sight or smell.

Stench. Any creature other than a rotwing that starts its turn within 5 feet of the rotwing must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all rotwings for 1 hour.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Like sharks trailing a ship to feed on scraps tossed overboard, these scavengers relentlessly shadow the blighted ogrun. This behavior gives them many opportunities for sustenance, but it corrupts their bodies irrevocably.

—EF

Andrea
Calvoco

FORSAKEN

Twisted beyond recognition, the forsaken are the malignant children of Everblight's accursed touch. Their very presence is anathema to life. They feed upon the rage and misery of the battlefield and can mimic their master's burning aura to generate a mantle of blighted essence so overwhelming that they can strike down the living by their mere proximity.

Fury Fueled. A forsaken that begins a combat encounter with 5 fury points has a challenge rating of 4 (1,100 XP).

The forsaken demonstrate Ethrunbal's dark and terrible power. They are twisted beyond recognition by blighted essence and deathly hunger. Despite this transformation, I wonder whether they retain any spark or remnant of the lives they led before the dragon's curse.

—E S

FORSAKEN

Medium monstrosity (blighted), neutral evil

Armor Class 14 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Perception +3

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 3 (700 XP)

Fury Fueled. A forsaken can have up to 5 fury points. During its turn, a forsaken can expend fury points on the following options:

1. **Extra Attack (1 Fury Point).** The forsaken can attack twice, instead of once, when it takes the Attack action.
2. **Damage Bonus (1 Fury Point).** A melee weapon deals one extra die of its damage when the forsaken hits with it.

Resolute Rage. A forsaken gains a +1 bonus to AC for each fury point it has.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

Blight Shroud. The forsaken expends all its fury points to produce an aura of blighted energy. The area begins as a 5-foot-radius sphere centered on the forsaken. The radius increases by 1 foot for each fury point expended after the first. Each non-blighted creature in the area takes 5 (2d4) necrotic damage for each fury point expended, to a maximum of 25 (10d4).

Consume Fury. The forsaken targets an allied dragonspawn that it can see within 30 feet of it. The forsaken removes up to 5 fury points from the chosen dragonspawn and gains the same number of fury points.

GROTESQUES

Not satisfied with the subtle manipulations he worked upon the flesh of the Nyss, Everblight set about generating even more drastic and terrible transformations. Degenerate and brutish yet possessing an undeniable cunning, grotesques are bestial creatures that scarcely resemble the Nyss stock from which they are spawned. Though initially born of blighted Nyss parents, these corrupt creations now dwell apart from the Nyss and breed only among themselves, generating spawn that incubate and mature at a frightful pace.

GROTESQUE

Swooping from the skies, the terrifying creatures known as grotesques unleash misery on all those who stand against Everblight. These blighted raiders speed across the battlefield on powerful wings before descending en masse to tear apart their prey.

GROTESQUE

Medium aberration (blighted), neutral evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2, Survival +2

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages understands Aeric but doesn't speak

Challenge 1/2 (100 XP)

Deft Flier. Opportunity attacks against the grotesque are made with disadvantage while it is flying.

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

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

A grotesque is a terrifying sight to behold. Its wings carry it swiftly across the battlefield before it descends as part of an unstoppable swarm that leaves nothing but death and devastation in its wake.

ER

GROTESQUE ASSASSIN

The grotesque assassin represents the next step in evolution among Everblight's grotesques. Reshaped by blighted energy, assassins boast longer bodies, a barbed tail, and more refined wings. These trained killers retain a mental capacity well beyond that of other grotesques, making them skilled hunters capable of leadership and advanced tactics.

GROTESQUE ASSASSIN

Medium aberration (blighted), neutral evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +6

Skills Perception +4, Stealth +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages understands Aeric but can't speak

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the grotesque can use a bonus action to take the Dash, Disengage, or Hide action.

Deft Flier. Opportunity attacks against the grotesque are made with disadvantage while it is flying.

Sneak Attack (1/Turn). The grotesque 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 grotesque that isn't incapacitated and the grotesque doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The grotesque makes three attacks: two with its assassin's blade and one with its barbed tail.

Assassin's Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

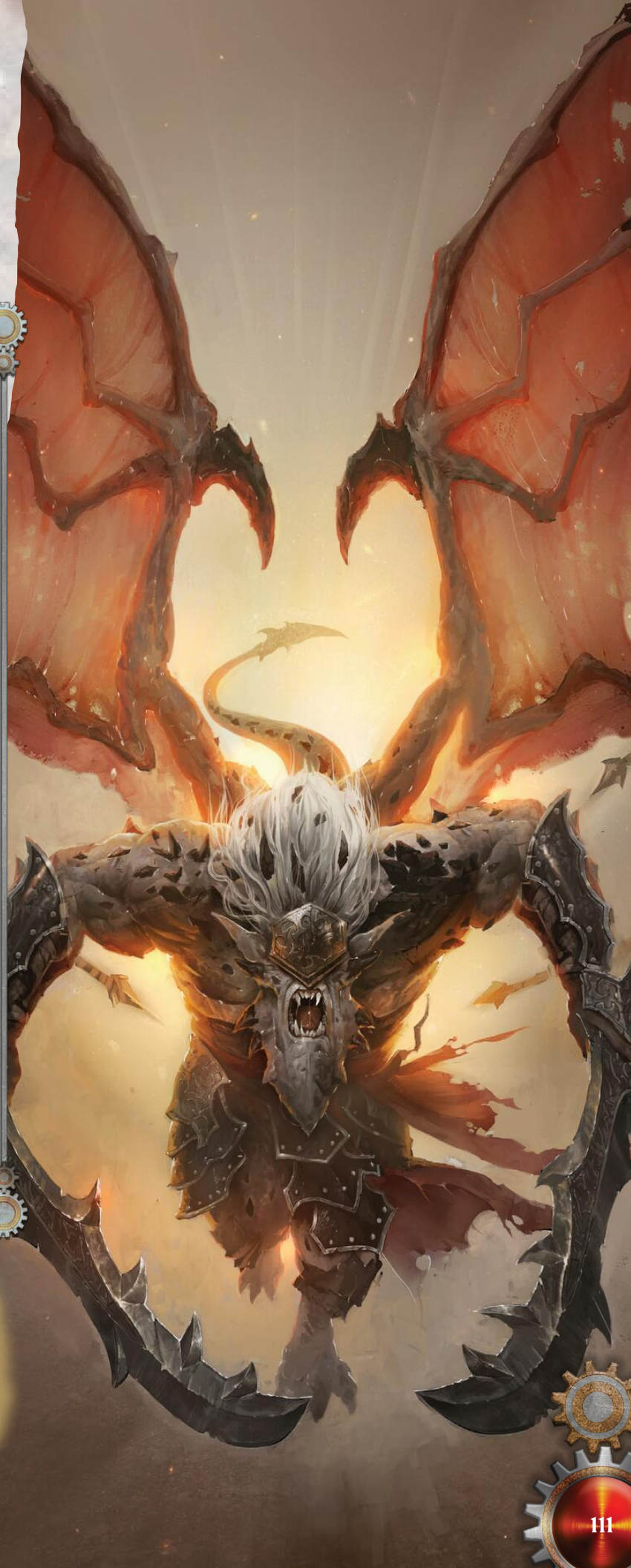
Barbed Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the grotesque can't use its barbed tail on another target.

REACTIONS

Sprint. If the grotesque reduces a creature to 0 hit points with a melee attack on its turn, it can move up to its speed without provoking opportunity attacks.

The grotesque assassin is a fascinating example of how the power of blighted energy can transform and enhance a creature. Anyone who wonders whether Ethrunbal has mastered his manipulation of elven flesh need look no further.

—E.L.



GROTESQUE BANSHEE

Grotesque banshees let loose piercing cries that liquefy organs and drown out the thoughts of spellcasters, rendering their powers useless and spreading the horror of Everblight's touch across the land.

The voice of a single banshee can strip the defenses of anyone in the creature's path, but the cacophony of a throng of them is truly fearsome. They soar across the sky, heralding destruction with unearthly cries that carry far and wide. It is clear why these creatures have become one of Ethrunbal's favorite weapons.

—ER

GROTESQUE BANSHEE

Medium aberration (blighted), neutral evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2, Survival +2

Condition Immunities Frightened

Senses darkvision 60 ft., passive Perception 12

Languages understands Aeric but doesn't speak

Challenge 1/2 (100 XP)

Deft Flier. Opportunity attacks against the grotesque are made with disadvantage while it is flying.

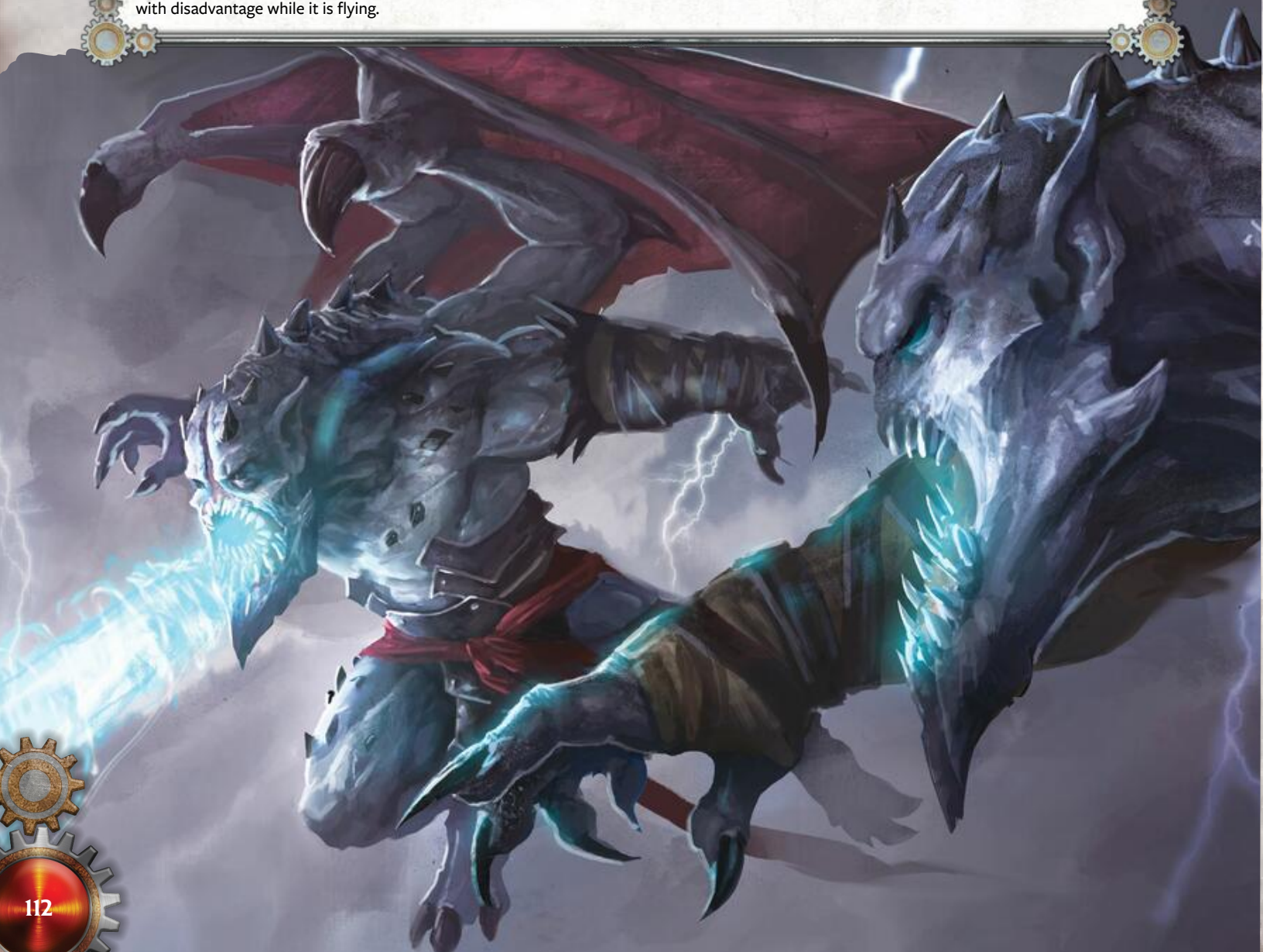
ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Piercing Shriek (Recharge 5–6). The grotesque emits an ear-splitting shriek in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and must make a saving throw with disadvantage to maintain concentration. On a successful save, it takes half as much damage and doesn't have to make a saving throw to maintain concentration.

REACTIONS

Evasion. The grotesque adds 2 to its AC against one ranged attack that would hit it or adds 2 to one saving throw to avoid AOE damage. To do so, the grotesque must see the attacker.



HELLION

The result of Everblight's earliest attempts to create flying spawn, the dreaded hellions once carried the warlords of ancient Morrdrh into battle. Now, after not having been seen for thousands of years, they have returned to serve as mounts for Everblight's sorcerers.

Blood Creations. Hellions are spawned from the blood of Everblight's warlocks but are not dragonspawn. Despite this, the low-level resonance between a sorcerer and a hellion forges a bond deeper than the one that typically exists between rider and mount.

These living chariots elevate their riders to dizzying heights from which they can survey entire battlefields, far beyond the reach of a rifle—as I can attest, having tried more than once with my own weapon. Perhaps I would have better luck with artillery...

—E.S.

HELLION

Large monstrosity (blighted), unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d10+6)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +3

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 3 (700 XP)

Dive Attack. If the hellion is flying, dives at least 30 feet straight toward a target, and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Escape. The hellion can take the Dash or Disengage action as a bonus action.

Soulless. The hellion doesn't have a soul.

ACTIONS

Multiattack. The hellion makes two attacks: one with its bite and one with its tail.

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the hellion can't use its tail on another target.



HELLMOUTH

Everblight first conceived of hellmouths while lurking beneath the ancient kingdom of Morrdh. As part of his pact with the city's dark rulers, the dragon agreed to aid their wars of conquest against neighboring city-states. Thus Everblight created the hellmouth—a living weapon that could unleash horrifying power upon Morrdh's unsuspecting foes, yet one whose true nature remained concealed deep beneath the earth, safely hidden away. Even today, hellmouths slumber beneath the ruins of Morrdh, waiting to unleash their terror upon those who disturb their rest.

A hellmouth finds its prey mainly by sensing vibrations in the ground. It displays a cold and instinctual cunning, cleverly using its tentacles to attack enemies from various angles and deflect enemy blows. The creature's thick hide is designed to withstand the pressure of soil over long periods of time, and sword, rifle, and magical attacks do little more than superficial damage. A hellmouth that has not been actively called to battle rapidly enters a state of suspended animation and awaits either its master's call or the telltale signs of prey aboveground. When awakened, it bursts from the earth in a spray of dirt and rock in an attempt to seize its unfortunate victims in its tentacles and drag them screaming to a grisly death.

Hellish Anatomy. Roughly twelve feet long and incredibly powerful, the hellmouth's tentacles are its main weapons and primary source of sensory input. Highly packed with muscle, these appendages are lined with sharp, barb-like suckers along their ventral surface, which combine with a set of chitinous plates along the back and end of the tentacle to help the creature grasp its prey through a combination of adhesion and muscle contraction.

Although the hellion appears to be immobile—possibly rooted by a network of fine tentacles along the dorsal and ventral surfaces embedded in the earth—it is capable of extremely limited movement. Fine bristles along the exposed flesh of its lower body, along with extremely strong stretching and flexing of its muscles, allow it to gain traction and move underground, though this rate is slow enough that it cannot be discerned by the naked eye.

Nestled between each row of plates protecting the main portion of the hellion's body are small but incredibly sophisticated sensory organs. These gland-like sacs, which are also located inside the creature's tentacles and under the bristles that line its exposed flesh, are extremely sensitive to vibrations, and their senses have been heightened by exposure to the blighted energy of the dragon.

HELLMOUTH

Large monstrosity (blighted), unaligned

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Str +6, Con +7

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Buried Lurker. While the hellmouth remains underground and motionless, it has total cover against attacks and other effects above the surface.

Soulless. The hellmouth doesn't have a soul.

ACTIONS

Multiattack. The hellmouth makes three tentacle attacks, each of which it can replace with a maw attack.

Maw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 17 (3d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the hellmouth can't use its maw on another target.

Swallow. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature grappled by the hellmouth. *Hit:* 13 (3d6 + 3) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the hellmouth, and it takes 10 (3d6) necrotic damage at the start of each of the hellmouth's turns.

The hellmouth can have only one creature swallowed at a time. While the hellmouth isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the hellmouth dies, it likewise regurgitates a swallowed creature.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pulled up to 5 feet toward the hellmouth.

Lazy, opportunistic, and spends most of its time in hiding. Not too dissimilar to the dragon that created them.

—EF



INCUBUS

The sheer inhumanity of Everblight's designs is evident in the twisted manifestations of his will, and few of his creations are more insidious than the incubus. Incubi lurk inside some blighted Nyss as a kind of sentient disease, repurposing the flesh of their hosts to create new bodies once they are activated by the energies of death. Like dragonspawn, these creatures are born of the dragon's blood, and when they burst forth from their slain hosts, they exist only to kill. Those who have witnessed this defilement describe a slain Nyss suddenly transforming into a hideous draconic abomination that tears through the dead flesh of its former host, arises from the bloody remains, and rejoins combat. No one can detect which blighted Nyss host these lurking monsters, and it can thus prove perilous for combatants to turn their backs on fallen Nyss warriors.

Deadly Leftovers. Like dragonspawn, incubi do not have souls. Essentially a conscious manifestation of Everblight's blood, they were created as a byproduct of the dragon's experiments in generating superior dragonspawn, when Everblight mixed his essence with natural Nyss pregnancies to create the creatures known as nephilim.

Unstable Anatomy. The physical structure of an incubus is unstable. The creature's tissues break down at an advanced, visible rate, oozing caustic blighted fluid as the flesh dissolves.

In their short lives, these creatures can amass a dreadful body count against the dragon's enemies, in addition to causing incalculable damage to morale. Witnesses of such attacks will often hesitate to strike a killing blow in future clashes, fearing that their victory will spawn a nightmare to devour them.

INCUBUS

Medium monstrosity (blighted), neutral evil

Armor Class 16 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	3 (-4)	10 (+0)	3 (-4)

Skills Athletics +4, Perception +2

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Death Spawned. The incubus remains dormant within a host creature's body. While in a host body, the incubus is blinded and restrained, and it has total cover against attacks and other effects outside the host body. When the host creature dies, the incubus spawns in the host creature's space. In combat, the incubus inherits the host creature's initiative count.

Limited Shelf Life. One hour after spawning, an incubus' body breaks down into a pool of sludge. At the end of this time, the incubus dies and creates a 5-foot-diameter circle of corrosive fluid. A creature that starts its turn in the area or that enters the area during its turn takes 3 (1d6) acid damage. The pool dissipates gradually over the course of 1 hour.

Soulless. The incubus doesn't have a soul.

ACTIONS

Multiattack. The incubus makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

The incubus is a testament to what little regard Ethrunbal has for those he has corrupted, for the dragon refuses to grant his minions even the dignity of death.

—EF



STRIDERS

Among the Nyss, striders were once a loose affiliation of the most skilled scouts and hunters from across the many shards. Sleek ghosts who flittered nearly unseen across the forests, ranges, and tundra of their territory, these Nyss kept a self-imposed watch on the borders of their people's lands, and their hunting prowess provided their shards with abundant food all year round. They developed a fearsome reputation among those few souls bold enough to dwell in the winter wastes.

The blight brought a special gift to the Nyss who once patrolled the wilds. As it consumed them, their legs deformed and lengthened, their bones stretched as if pulled on a torturer's wrack, and their calves snapped in half before reshaping themselves into new leg joints. The bones of their feet fused and reformed, and their nails hardened into claws capable of digging deep into the earth. When their transformation was complete, they were no longer rangers of the wild, but fleet, feral hunters who could run at full speed across solid ice, hurdle past logs, weave through underbrush, and easily leap across small streams.

STRIDER BLIGHTBLADE

When it comes to reconnaissance and assassination, few can compare with Everblight's striders. Gifted with an incredible speed and elusiveness that cannot be readily duplicated through mere instruction and training, striders slip unseen from one shadow to the next and can traverse formidable terrain easily, foiling many expert marksmen.

Slow Slaughter. Strider blightblades eschew traditional Nyss longbows in favor of a pair of wicked, curved blades fabricated using blighted energies. The angry, blackened wounds these blades leave behind are only the beginning of a victim's suffering; enemies who survive a blightblade's cold touch might spend weeks wishing they had perished, and hardy warriors have been laid low by the slightest of flesh wounds. Battle surgeons and healers of all races familiar with these wounds favor amputation whenever possible to prevent the blight from creeping inexorably into a patient's veins. Blighted blades do not cause an infection in the traditional sense, rendering standard medical treatment and even alchemical restoratives ineffectual. Little can be done to relieve a victim's excruciating pain besides excising the blight entirely. Failure to do so inevitably results in death.

As stories of shadow warriors wielding dual blades of death have spread among the armies of western Immoren, fear of the strider blightblades has grown. The forces of Everblight rely on these warriors not only to assassinate their enemies, but also to sow chaos and terror.





Rathlok was once struck by the horrifying blade of a strider while patrolling his tribe's territory. He said the blades didn't just bite into his flesh; they lacerated his soul. Despite his regenerative powers, he lives with that pain every day. If this is what such a weapon can do to one of his kind, I shudder to think what torment it could inflict upon the rest of us.

—E.R.

STRIDER BLIGHTBLADE

Medium monstrosity (strider), neutral evil

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

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

Skills Acrobatics +5, Perception +4, Stealth +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Aeric

Challenge 1 (200 XP)

Ambusher. In the first round of a combat, the strider has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Sight. The strider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the strider extra movement.

ACTIONS

Multiattack. The strider makes two blight blade attacks.

Blight Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the strider scores a critical hit against a creature other than a construct, the target is afflicted with blight. A target afflicted with blight can't regain hit points until it finishes a short or long rest. The blight lasts until it is removed by the *lesser restoration* spell or similar magic.

STRIDER DEATHSTALKER

All striders are instruments of death, but a few rise above their peers. These creatures have mutated so far from their old species that they are barely recognizable as Nyss. From the way they tilt their heads at peculiar angles to the coldness of their unblinking countenances, deathstalkers behave more like ravens or falcons than those who were once their kin.

Meticulous Killers. Deathstalkers find their reward in slaughter. They plan their attacks in meticulous detail and gather as much information as possible before they strike. An assault by a single deathstalker has been known to convince enemies that an entire force of bowmen is besieging them. Like predatory animals, these archers toy with their victims dispassionately, yet their games are far more intricate and deliberately cruel. Once they have provoked an enemy, they will wait with arrows at the ready for the foolish response that inevitably follows—and they will wait as long as it takes for their quarry to make a mistake. Deathstalkers can blend into their surroundings and sit silently for hours if necessary in order to avoid giving away their positions, and the depth of their patience unnerves even other striders.

The Dragon's Favored. Deathstalkers enjoy a clear place of honor among Everblight's forces, and they demand obeisance from their fellow Nyss by virtue of their piercing intelligence and the dragon's obvious favor. Their skill and ruthlessness justify their arrogance, however; Everblight's warlocks trust them to execute long and complex missions and afford them considerable leeway in commanding other striders. Coordinating their brethren with the barest of glances and gestures, deathstalkers move effortlessly to entrap and execute their prey.

Far Flung. Deathstalkers travel farther afield than any other members of Everblight's legion. Often operating as solitary agents, these deadly warriors are regularly tasked with seeking out and eliminating those who wish the dragon harm—a list that seems to grow longer by the day. Between the blackclads of the Circle Orboros, the few Nyss who remain untouched by blight, other dragons, and the kingdoms that have seen firsthand the atrocities committed by his forces, the growing number of targets Everblight hurls his deathstalkers against keeps them constantly in the field. Forced to assume a lower profile in the wake of his defeat during the Dragon War, Everblight remains hopeful that the skill of his deathstalkers will dissuade at least a few enemies from pursuing him further.

STRIDER DEATHSTALKER

Medium monstrosity (strider), neutral evil

Armor Class 16 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Dex +7

Skills Perception +6, Stealth +10, Survival +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 16

Languages Aeric

Challenge 5 (1,800 XP)

Ambusher. In the first round of a combat, the strider has advantage on attack rolls against any creature it has surprised.

Dead Eye. The strider's Nyss bow attacks ignore half cover and three-quarters cover.

Keen Hearing and Sight. The strider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the strider extra movement.

Swift Hunter. When the strider reduces a creature to 0 hit points with a Nyss bow attack on its turn, it can move up to 10 feet as a bonus action.

Guide Scouts. Allied strider scouts within 30 feet of the strider gain the Swift Hunter trait.

ACTIONS

Multiattack. The strider makes two attacks with its shortsword or three attacks with its Nyss bow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Nyss Bow. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

REACTIONS

Snap Fire. When the strider reduces a creature to 0 hit points with a Nyss bow attack on its turn, it can immediately use its reaction to make a Nyss bow attack.

Among the striders, deathstalkers are a breed apart. The trust Ethrunbal has placed in these creatures is well deserved. They have earned their place as leaders among the Nyss through skillful manipulation and ruthless execution.

—E.F.



STRIDER SCOUT

Certain striders are dispatched ahead of Everblight's forces as scouts to spy on troop movements and assassinate sentries and other targets of opportunity deep within hostile lands. The touch of Everblight has reduced these blighted Nyss to the bitter essence deep within them, enhanced their killer instinct, and honed their talent for slaying the living. Sadistic to their core, these striders will gladly fire arrows at the weakest animals that cross their path, as well as any unarmed innocents they can find. Each death they cause provides a grim satisfaction and is a reward worth savoring, for it is one of the few emotions left to them—as if a void siphoned away the meat of their souls, leaving only tainted gristle. Striders have infiltrated defenseless villages in northern Khador in the dead of night, simply for the pale thrill of skulking from one house to the another and slaying every last man, woman, and child.

Proficient Hunters. Keeping to the cover of shadows and trees, strider scouts are skilled at approaching from downwind and striking from a foe's blind spot. Those who flee Everblight's forces are quickly overtaken by these fleet striders, who cruelly toy with their prey before granting them the mercy of death.

The Memory Remains. Despite having been transformed into ruthless killing machines, striders still maintain one vestige of their former lives. After every slaughter, they indulge in a ritual in which they dip a single raven feather in the blood of each kill. They wear cloaks of such feathers as a reminder of the many deaths left by the passage of Everblight's forces.

STRIDER SCOUT

Medium monstrosity (strider), neutral evil

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

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

Skills Perception +6, Stealth +7, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 16

Languages Aeric

Challenge 1 (200 XP)

Ambusher. In the first round of a combat, the strider has advantage on attack rolls against any creature it has surprised.

Dead Eye. The strider's Nyss bow attacks ignore half cover and three-quarters cover.

Keen Hearing and Sight. The strider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the strider extra movement.

ACTIONS

Multiaction. The strider makes two Nyss bow attacks.

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

Nyss Bow. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Striders are a stark reminder of Ethrunbal's power to corrupt and twist Nyss traditions to his own ends. He has transformed these once-proud warriors into something far more sinister, yet still allowed them to cling to a remnant of their former lives in the form of cloaks adorned with feathers dipped in blood. This memento speaks volumes about those who have fallen at the hands of these lethal hunters.

EF



SUCCUBUS

Products of generations of Everblight's manipulations, succubi are fonts of blighted arcane power. To create each one, a specially selected Nyss is brought to the spawning pools and ritually bathed in the blood of a warlock. It emerges as something no longer wholly Nyss, attuned instead to the warlock whose blood actualized its second birth. This ritual empowers each succubus as an amplifier of its warlock's own gifts. With every thought and action, these creatures carry out the will of their masters and of Everblight himself.

SUCCUBUS

Medium monstrosity (blighted), neutral evil

Armor Class 12

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Arcana +3, Perception +3, Stealth +4

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 13

Languages Aeric

Challenge 1 (200 XP)

Arcane Assist. While the incubus is within 60 feet of an allied spellcaster, it can maintain concentration on a single spell cast by the allied spellcaster.

Innate Spellcasting. The succubus' innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The succubus can innately cast the following spells, requiring no material components:

3/day each: *fog cloud*, *suggestion*

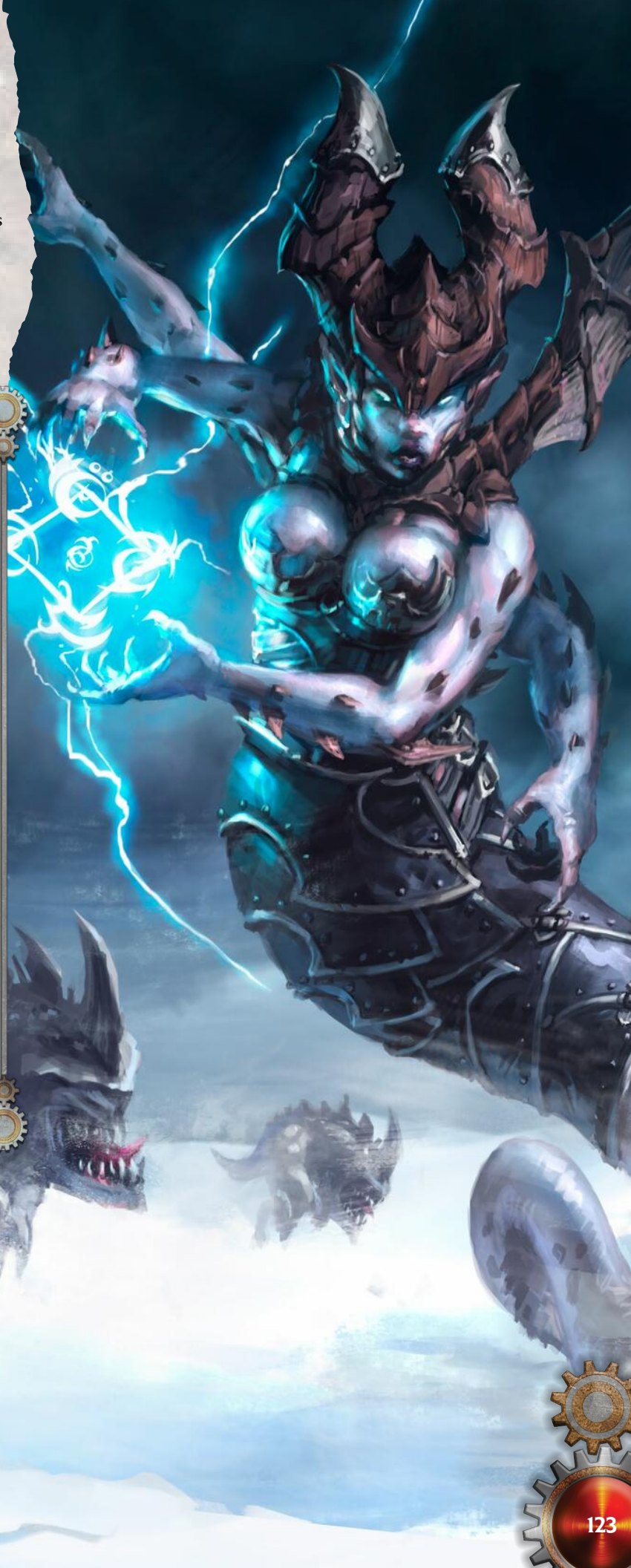
ACTIONS

Constrict. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the succubus can't constrict another target.

Hex Bolt. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d10) force damage.

The ritual of creating a succubus is an example of the lengths to which Ethrunbal will go in warping the flesh of his servants. The intricate process demonstrates not only the dragon's mastery over death and life, but also his ability to manipulate those two states to his own ends.

-E.K.



VIRTUES

Everblight has long been feared for his ability to unleash devastating plagues and curses upon his enemies, but his latest creation may be his most terrifying yet: the virtue, a new species of warrior engineered specifically to combat the threat of the infernals. Elegant yet horrifying, virtues are Everblight's elite vanguard—his perfect warriors. Each is born with the caustic blight of the dragon woven into its very blood, making it a formidable combatant across the endless battlefields of western Immoren. These lightning-fast warriors are capable of secreting clouds of toxicity from their pores, spitting acid at their foes, and tearing their dissolving forms apart with ease. Their blight is so pure that their mere presence is enough to mask the souls of Everblight's faithful, making them nearly impossible to detect.

Virtues are a formidable force to be reckoned with, and their arrival on the battlefield is a sure sign of Everblight's wrath. It is no wonder that they are feared and reviled by all who stand in their path.

They Are the Champions. Virtues are not merely mindless automatons. Each shares a sliver of Everblight's alien intellect and is capable of independent thought and action. This mental freedom allows some virtues to rise above the ranks of their kin. Virtue champions have mastered the blight within their blood and can secrete toxic clouds of blight from their pores. Their control of the dragon's blight is so great that the caustic blessing of their master persists in their presence, no matter what efforts their foes take to be cleansed. As a symbol of their elevated status, many of these champions master difficult weapons or fighting styles to display their prowess in combat, such as wielding two claymores.

VIRTUE

Medium aberration (blighted, virtue), neutral evil

Armor Class 16 (studded blighted leather)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Dex +4

Skills Perception +5, Stealth +6

Damage Immunities acid, poison

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Aeric, Tkra

Challenge 2 (450 XP)

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the virtue extra movement.

Peel Back the Layers. If the virtue hits a corroded creature with a blight claw attack, the attack deals an additional 3 (1d6) slashing damage.

Soul Ward. Hostile creatures within 60 feet of the virtue can't collect souls from allies of the virtue.

ACTIONS

Multiattack. The virtue makes two attacks with its blight claws. It can replace one of these attacks with Spit Venom.

Blight Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) acid damage.

Spit Venom. The virtue spews a stream of toxic fluid at a point within 60 feet of it that it can see. Corrosive fluid covers a 15-foot-radius circle centered on that point. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 9 (2d8) acid damage and is corroded until the start of the virtue's next turn. On a successful save, the creature takes half as much damage and isn't corroded. While corroded, a creature takes a -2 penalty to AC.



The emergence of more powerful virtues reveals much about not only this new breed but also its creator. Despite having been crafted for the singular purpose of serving Ethrunbal, they still possess enough autonomy to rise above expectations through sheer willpower alone.

—E.F.



VIRTUE CHAMPION

Medium aberration (blighted, virtue), neutral evil

Armor Class 16 (studded blighted leather)

Hit Points 59 (7d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Str +6, Dex +6

Skills Perception +6, Stealth +9

Damage Immunities acid, poison

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Aeric, Tkra

Challenge 6 (2,300 XP)

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the virtue extra movement.

Peel Back the Layers. If the virtue hits a corroded creature with a blighted claymore attack, the attack deals an additional 5 (1d10) slashing damage.

Soul Ward. Hostile creatures within 60 feet of the virtue can't collect souls from allies of the virtue.

ACTIONS

Multiattack. The virtue makes two blighted claymore attacks. It can replace one of these attacks with Spit Venom.

Blighted Claymore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 7 (2d6) acid damage.

Blight Cloud (Recharge 4–6). The virtue releases an aura of blight that fills a 10-foot-diameter sphere centered on it. The sphere spreads around corners. Each non-blighted creature in the area must make a DC 14 Constitution saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Spit Venom. The virtue spews a stream of toxic fluid at a point within 60 feet of it that it can see. Corrosive fluid covers a 15-foot-radius circle centered on that point. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 13 (3d8) acid damage and is corroded until the start of the virtue's next turn. On a successful save, the creature takes half as much damage and isn't corroded. While corroded, a creature takes a –2 penalty to AC.

REACTIONS

Incite Virtue. When an allied virtue the virtue can see within 30 feet of it makes an attack, the virtue can use its reaction to incite the ally to strike with greater fury. The ally can roll a d4 and add the number rolled to its attack roll. If the attack hits, the ally can roll one additional weapon damage die and add the number rolled to the damage roll.

⚙️ DRAGONSPAWN ⚙️



DRAGONSPAWN

Dragonspawn are malformed, eyeless creatures spawned by dragons from their own blood. These twisted beasts defend the dragon that spawned them and hunt its enemies to extinction. Although they are alive in the strictest sense of the word, dragonspawn are more like organic constructs created to serve their masters.

Children of Dragons. Dragonspawn are created by dragons at will—never spontaneously—from their own blood. The number of spawn a dragon can create is limited by the power of the dragon's athanc. To create spawn, a dragon releases some of its blood, which metamorphoses into a creature. New spawn are stringy, ravenous creatures compelled by a need for a great quantity of flesh.

Dragonspawn are unswerving servants of the dragon that created them. They essentially act as an extension of the dragon's form and will sacrifice themselves without hesitation to fulfill the dragon's will. When not under a dragon's direct control, dragonspawn act in accordance with their own violent instincts, with much of their time spent hunting, slaughtering, and feeding on other creatures. Dragonspawn do not need sleep or many other aspects of normal animal life. Although they need food, they can survive without it far longer than ordinary creatures can, atrophying but not expiring. When given food, an emaciated dragonspawn can be restored to its full vitality and size with alarming speed.

Living Weapons. Spawn of Everblight, classified as *dragonspawn incognitus* by Viktor Pendrake, are living weapons spawned for the express purpose of war. Each is engineered for a unique purpose by Everblight, and its form

is perfectly suited to a single task. These creatures inherently share a link with the dragon's warlocks and require no time or effort to train. In addition to controlling the form of his spawn, Everblight can use his warlocks to produce them in much greater numbers than other dragons can. Many of Everblight's preferred warbeast forms are ancient, having been designed to guard the dragon's previous lairs in Morrth and beneath the city of Issyrah; others are derived from his more recent imaginings.

Everblight gives his spawn the ability to remain unnoticed. Inert but aware, they conserve their energy until needed. These spawn possess sophisticated instincts that help them carry out their designated tasks, but their true potential is reached only when they are controlled by a warlock. They have no true will of their own, do not react to pain, and possess no sense of self-preservation.

Everblight's spawn are birthed from the blood of his warlocks, whose athanc shards cause their blood to become the dragon's own. These spellcasters choose each beast's form at the time of its creation. A newborn dragonspawn enters the world in possession of natural weaponry, a nearly insatiable hunger, a finely honed killing instinct, and an inborn arcane gift known as an animus. Fresh spawn are immediately bonded to a warlock and taken on hunts to sate their appetite. With an adequate supply of food, even the largest dragonspawn can reach its full size within hours, but the process of creating warbeasts is a taxing one that saps precious vitality from Everblight's warlocks and removes them from the field for a time.

Barrels of ink have been spent in studying and speculating upon dragonspawn of all kinds, but those created by Ethrunbal's warlocks remain the most horrifying of all. Shaped by a mind that has had millennia to consider and refine its designs, they make the spawn of all other dragons look as crude and careless as a child's drawings set next to the paintings of a master artist.

—E R

AFFLICTOR

Among the myriad powers at Everblight's disposal, the most terrifying is the dragon's capacity to infect the bodies and minds of his enemies. The blight is not only a means to create his servants and spawn, but also a weapon to be wielded against lesser creatures. The afflictor was created to serve this very purpose. Born in blight for the purpose of spreading it, its body is a vessel for delivering the seed of this all-consuming force of destruction. A victim who is struck by this beast's wicked tail is quickly pumped full of seething, caustic corruption, its flesh transformed into a host for a new child of the dragon.

Afflictors take to the skies above Everblight's forces like nightmarish wasps designed to hunt across the battlefield.

Imagine, if you will, a monstrous wasp soaring above the battlefield, eager to impale and infect with its venomous barb. A hapless victim, in its final moments of torment, witnesses the birth of another malevolent offspring as its slayer shrieks triumphantly and takes to the skies in search of its next prey. The afflictor is truly a chilling reminder of the depths of Ethrunbal's depravity.

Ed

Each unfortunate humanoid impaled upon an afflictor's barbed tail experiences a few seconds of indescribable agony and fear before a ravening incubus erupts from its ruined flesh. As the dying creature's vision dims, its last sight is that of its killer taking wing with a piercing shriek, already hunting its next victim.

Afflictors serve as harbingers of Everblight's corruption, sowing chaos and despair among their enemies as they spread the dragon's blight. They are relentless hunters, and their aberrant nature allows them to forgo sleep as they tirelessly pursue their quarry. The sight of an afflictor swooping through the air, searching for its next victim, is a chilling omen of the suffering and destruction that follows in its wake.

Unusual Nature. An afflictor doesn't require sleep.

INCUBUS HOSTS

One of the more horrifying aspects of incubi is how they gestate. Lying dormant within the body of an infested host, the incubus undergoes accelerated maturation before ripping free of the host's body. Any creature that hosts a larval incubus gains the following trait:

Incubus Host. When this creature dies, a rapidly maturing incubus rips free of its corpse and appears in the creature's space. In combat, the incubus inherits this creature's initiative count.

AFFLICTOR DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +3

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Animus. The afflictor can be forced to gain 1 fury point to cast the following animus spell:

1st level: *expeditious retreat*

Blighted Presence. At the start of each of the afflictor's turns, each creature within 5 feet of it takes 5 (2d4) poison damage. A

creature that touches the afflictor or hits it with a melee attack while within 5 feet of it takes 5 (2d4) poison damage.

Soulless. The afflictor doesn't have a soul.

Warbeast. The afflictor is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The afflictor has a threshold of 2.

ACTIONS

Multiattack. The afflictor makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) acid damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be implanted with an incubus larva.

A humanoid host can carry only one incubus larva at a time. While it carries the larva, the host is poisoned and gains the Incubus Host trait. While poisoned in this way, the host can't regain hit points. The poison lasts until it is removed by the *lesser restoration* spell or similar magic, which destroys the incubus larva.



ANGELIUS

The great six-winged angelus was created to stand above the ranks of the seraphim and lead the flying hosts of Everblight to victory. Its razor-barbed tail strikes with blinding speed, impaling its victims with a ferocity belying its serpentine grace. The angelus remains in constant motion, soaring over the battlefield and killing with impunity while evading enemies unworthy of its attention.

An Ancient Design. More than two thousand years have passed since Everblight first unleashed his favored creation, near the end of the dragon's alliance with the kingdom of Morrdh. Grown powerful, confident, and too comfortable in his influence over the lords of that dark kingdom, Everblight created the angelus to placate the most loyal lords and terrify the more recalcitrant ones. This was a grave mistake, for agents of the Dragonfather spotted the serpentine spawn and returned to Cryx to report what they had seen to their master. Lord Toruk immediately recognized the mark of the creature's creator and deduced the progeny responsible, eventually unearthing Everblight's hiding place and nearly exterminating him.

Everblight resolved not to spawn the angelus again until the benefits outweighed the risk of drawing unwanted attention. That time came as he prepared to battle the dragon Pyromalfic at the Castle of the Keys. Knowing he would need the might of the angelii to strike down his sibling, he had the prophet Thagrosh summon a seraph and spill its blood. The blighted ogrun then cut his own veins and mingled the seraph's essence with the purer heart-blood of the dragon. Thus the first angelus of the new age tore into the sky with a rending cry, and with its aid, Pyromalfic was defeated.

Draconic Desperation. The resurgence of the angelii once represented Everblight's surging confidence, but it now represents something different about the dragon: his desperate need to protect himself from attack. Everblight has many enemies, and in the years since his failed attempt to secure the athanc of the dragon Nidoboros, those enemies have been circling ever closer to his many warlocks. Creating as many of these flying dragonspawn as he can manage is no longer a show of strength and confidence; instead, it represents a desperate attempt to put a wall of scaled flesh between the dragon's scattered essence and the many forces that would see him wiped out.

Unusual Nature. An angelus doesn't require sleep.

ANGELIUS DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +8, Dex +8

Skills Perception +6, Stealth +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Animus. The angelus can be forced to gain 1 fury point to cast the following animus spell:
1st level: *thunderwave*

Blighted Presence. At the start of each of the angelus' turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the angelus or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Nimble. The angelus can take the Disengage action as a bonus action on each of its turns.

Soulless. The angelus doesn't have a soul.

Warbeast. The angelus is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The angelus has a threshold of 4.

ACTIONS

Multiattack. The angelus makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) acid damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Flame Jet (Recharge 5–6). The angelus exhales fire 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.

The angelus emerges from the shadow of Ethrunbal's grand designs, a symbol of both prowess and desperation. It defends its creator with unmatched grace, tirelessly soaring through the skies.

—EF



ARCHANGEL

Everblight's most perfect spawn, the archangel courses through the sky and unleashes gouts of flame upon the earth. It scorches its master's enemies, coming to ground only to feast upon those who would defy him.

Pièce de Résistance. In just a few short years, Everblight learned more about the crafting of flesh through blight than any dragon on Caen. With each new spawn he wrought, he refined both his vision for his blighted creations and his understanding of their unique physiology. Beasts like the angelus and the seraph informed his knowledge of flight and flame even as their sinuous bodies echoed the glory he knew in his draconic form. Devouring Pyromalfic's athanc multiplied Everblight's strength, as well as his mastery of blight and his desire to spawn creations worthy of his great legacy.

The dragon first conceived of the archangel while working

to consume that essence. But even with the power of his sibling's athanc added to his own, Everblight lacked the essential matter necessary to realize his vision. It was not until his warlock Kallus procured some of the defeated Pyromalfic's bones that Everblight saw the means to create his ultimate work.

Although the bone pieces were few, each served as a powerful reagent in the bloody genesis Everblight intended. The dragon called his consul, Vayl, to him and had her prepare for the spawning. Vayl and her most skilled sorceresses modified her greatest spawning pool and set the wide, deep metal cauldron within a stone basin at the feet of the mountain stronghold where the dragon's forces had temporarily made camp. Vayl herself spent days filling each sigil set into its surface with a mixture containing her own blood, empowered by the athanc shard she bore. When her work was complete, she witnessed the birth of the most potent tool in Everblight's arsenal.

Unusual Nature. An archangel doesn't require sleep.

ARCHANGEL DRAGONSPAWN

Gargantuan aberration (dragonspawn), neutral evil

Armor Class 20 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +9, Con +11

Skills Athletics +12, Intimidation +5, Perception +8, Stealth +9

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18

Languages —

Challenge 18 (20,000 XP)

Animus. The archangel can be forced to gain 3 fury points to cast the following animus spell:

3rd level: *fireball*

Blighted Presence. At the start of each of the archangel's turns, each creature within 5 feet of it takes 18 (4d8) acid damage. A creature that touches the archangel or hits it with a melee attack while within 5 feet of it takes 18 (4d8) acid damage.

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

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

Soulless. The archangel doesn't have a soul.

Warbeast. The archangel is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The archangel has a threshold of 5.

ACTIONS

Multiattack. The archangel makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 11 (2d10) necrotic

damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the archangel can't bite another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Blightfire Breath (Recharge 5–6). The archangel spews blighted fire in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the archangel's choice that is within 120 feet of the archangel 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 archangel's Frightful Presence for the next 24 hours.

Swallow. The archangel makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the archangel, and it takes 21 (6d6) acid at the start of each of the archangel's turns.

If the archangel takes 60 damage or more on a single turn from a creature inside it, the archangel must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the archangel. If the archangel dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Claw. The archangel makes one claw attack.

Deceptively Mobile. The archangel moves up to its speed.

Swoop (Costs 2 Actions). The archangel moves up to its speed and makes one bite attack.



BLIGHTBRINGER

Shrouded by a cloud of perpetual ash and blight, the blightbringer burns with an inner fire like that of the dragons themselves. Powerful warping energies rise from the dragonspawn's gaping maw, bringing with them a withering miasma that reeks of sulfur and decay and chokes all breath from the living. The creature's deep bellow carries for miles like the sounding of a great ancient horn. Its oversized forelegs drag its huge form across the battlefield, leaving a winding gouge in the earth to mark its passing.

Enemies who survive a blightbringer's initial passing do not have long to suffocate on the ashes in its wake before they are dispatched with a flick of its venom-coated barbed tail. So hot are the fires burning within the blightbringer's frame that the very blood pumping through its veins remains at a perpetual boil. Those who fight their way through the smog swirling about the gargantuan to strike it are scalded

by steaming ichor that sprays in great gouts from the beast's wounds.

From a distance, ash expelled from the blightbringer's body appears as a roiling wall of grey cloud that sweeps across the landscape and veils the shifting shadows of a thousand unknown nightmares within. Thus concealed from sight, Everblight's legions sweep across western Immoren like a plague. Lush forests and golden fields are blanketed in charcoal-grey dust as once-beautiful vistas are left stifled and devitalized by the concentrated blight. Skies are blackened, streams are tainted, and flora is changed forever by the blightbringer's passage. Any animal not quick enough to flee is transformed into something horrifically malevolent and vicious, and each blighted creature in the area is strengthened by this corrupt energy, which bolsters the muscles, bones, and scales of those already contaminated by Everblight's touch.

Unusual Nature. A blightbringer doesn't require sleep.

BLIGHTBRINGER DRAGONSPAWN

Gargantuan aberration (dragonspawn), neutral evil

Armor Class 20 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	25 (+7)	4 (-3)	10 (+0)	4 (-3)

Saving Throws Str +12, Con +13

Skills Perception +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 18 (20,000 XP)

Animus. The blightbringer can be forced to gain 3 fury points to cast the following animus spell:

3rd level: *stinking cloud*

Blighted Presence. At the start of each of the blightbringer's turns, each creature within 5 feet of it takes 18 (4d8) acid damage. A creature that touches the blightbringer or hits it with a melee attack while within 5 feet of it takes 18 (4d8) acid damage.

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

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

Soulless. The blightbringer doesn't have a soul.

Warbeast. The blightbringer is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The blightbringer has a threshold of 5.

ACTIONS

Multiaction. The blightbringer uses its Blighted Breath. It then makes three attacks: two with its impaling spikes and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving

throw or be swallowed by the blightbringer. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the blightbringer, and it takes 21 (6d6) acid damage at the start of each of the blightbringer's turns.

If the blightbringer takes 30 damage or more on a single turn from a creature inside it, the blightbringer must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the blightbringer. If the blightbringer dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Impaling Spike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 18 (4d8) poison damage.

Blight Fire (Recharge 5–6). The blightbringer vomits a ball of blighted flame at a point it can see within 90 feet of it. The ball explodes upon impact. Each creature within 30 feet of that point must make a DC 16 Dexterity saving throw, taking 99 (18d10) fire damage on a failed save, or half as much damage on a successful one.

A 30-foot-radius circle centered on the blast point becomes a hazard for 1 minute. Each creature that starts its turn in the hazard or that enters the hazard during its turn must succeed on a DC 16 Constitution saving throw or take 22 (4d10) necrotic damage.

Blighted Breath. The blightbringer exhales a cloud of blighted breath in a 30-foot-diameter sphere centered on it. The sphere spreads around corners. Each time the blightbringer uses its blighted breath, it chooses one of the following options. The chosen effect lasts until the start of the blightbringer's next turn.

- Blight's Blessing.** Each blighted creature in the affected area gains advantage on Strength checks and Strength saving throws.
- Spiritual Corruption.** Non-blighted creatures in the affected area can't cast or channel spells.
- Withering Ash.** The affected area becomes heavily obscured. Each non-blighted creature in that area must succeed on a DC 16 Constitution saving throw or take a -2 penalty to AC and Dexterity saving throws. Creatures immune to fire damage automatically succeed on this saving throw.



BLIGHT WASP

Moving as a single mass of beating wings, scything claws, and pulsing stingers, swarms of blight wasps sow panic and death across the battlefields of western Immoren as they inject enemies with the poison of dragon blight itself. Their victims suffer excruciating spasms as their bodies erupt with spurs of bone. A single dose of blight wasp toxin is enough to kill a man, but these mindless creatures will sting their hapless, writhing victims over and over, sometimes long after their prey has expired.

Everblight's legions can create multitudes of these horrors with alarming ease, and the wasps grow to full size within hours. Blight wasp swarms move unpredictably in battle, darting from one target to another as they harry and eliminate enemy warriors and warbeasts. These swarms are at their most formidable against ranks of enemy soldiers, which they descend upon as one in a vicious, stinging cloud. Against larger prey, blight wasps converge and attack from multiple angles until they have destroyed their quarry.

Relentless and tireless, blight wasp swarms show no mercy to those who encounter them. They communicate by means of a high-pitched, ultrasonic sound that is inaudible to most creatures. Combined with their unique hive mind, this ability allows them to coordinate their attacks with uncanny precision, making them truly terrifying foes. Despite their relatively small size, the dragonblight coursing through their tiny bodies gives them an incredible ability to adapt to different environments and situations. It also grants them an unnatural resilience that allows them to survive even in the most inhospitable conditions. These horrifying creatures serve as a constant reminder of the cruel and devastating power of Everblight's forces, and their presence on the battlefield is enough to make even the most seasoned warriors tremble with fear.

Unusual Nature. A blight wasp doesn't require sleep.

Envision swarms of blight wasps, winged harbingers of death, spreading chaos and agony as they inject victims with Ethrunbal's lethal blight. Their relentless nature and hive mind make them formidable adversaries, allowing them to incite terror among even seasoned warriors.

—EJ



BLIGHT WASP DRAGONSPAWN

Small aberration (dragonspawn), neutral evil

Armor Class 12

Hit Points 10 (3d6)

Speed 20 ft., fly 40 ft.

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

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Animus. The wasp can be forced to gain 1 fury point to cast the following animus spell:

1st level: *expeditious retreat*

Blighted Presence. At the start of each of the wasp's turns, each creature within 5 feet of it takes 1 poison damage. A creature that touches the wasp or hits it with a melee attack while within 5 feet of it takes 1 poison damage.

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

Soulless. The wasp doesn't have a soul.

Warbeast. The wasp is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The wasp has a threshold of 2.

ACTIONS

Blight Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) 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.



CARNEVEAN

Carniveans are among the largest and most formidable beasts in Everblight's living arsenal. Standing a dozen feet tall, these horrifying creatures are consumed by a desire for combat and slaughter, and they lumber into battle protected by a scaly hide that is difficult, if not impossible, for most foes to penetrate.

The carnivean is extremely formidable in melee, but its most devastating weapon is its ability to disgorge a scorching but rapidly consumed naphtha from its mouth—a fiery acidic mixture that melts flesh in a matter of seconds. Even though this discharge is far less powerful than the fiery blasts produced by dragons, it easily annihilates lesser creatures and has a profound effect on the morale of those who witness its ghastly aftermath.

Gruesome Gifts. Morrhdic warlords who proved especially loyal or useful to Everblight were typically granted a loyal carnivean as a token of the dragon's gratitude. Such gifts were often bestowed upon those who had prevented enemy forces from discovering the dragon's hiding place beneath the Black Kingdom's capital.

Unusual Nature. A carnivean doesn't require sleep.

CARNEVEAN DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +9, Dex +8

Skills Athletics +9, Perception +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 16

Languages —

Challenge 10 (5,900 XP)

Animus. The carnivean can be forced to gain 1 fury point to cast the following animus spell:

1st level: *spiny growth*

Blighted Presence. At the start of each of the carnivean's turns, each creature within 5 feet of it takes 10 (4d4) acid damage. A creature that touches the carnivean or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Soulless. The carnivean doesn't have a soul.

Warbeast. The carnivean is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The carnivean has a threshold of 4.

ACTIONS

Multiattack. The carnivean makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) acid damage.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5–6). The carnivean exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



HARRIER

A horror from earlier eras, the harrier has been called from the depths of Everblight's blood to serve the dragon's legions. It bears a passing resemblance to the endlessly ravenous shredder but isn't afflicted with overpowering hunger after it grows to full size.

Shock Troops. Ranging far ahead of the dragon god's blighted army as emissaries of terror, harriers fall upon their victims with swift and deadly violence. Their speed and maneuverability are prized attributes, giving harriers the ability to probe enemy defenses before tearing through their flanks.

Imitations of Life. These unnatural creatures only mimic life and lack their own internal motivation; their sole purpose is to serve at the whim of Everblight's warlocks. Their endless patience and dedication exceed those of any natural living thing, and they can sustain themselves for protracted periods in the air without fatigue if necessary. Like all dragonspawn, harriers have no true soul despite their bestial intelligence.

Deadly Scouts. Despite their lack of sight, harriers are incredibly deft. Their senses are keener than even those of shredders, and they can detect incoming threats from great distances. In ancient times, Everblight used harriers to scout remote positions and to find sites suitable for his lairs; now they are simply another potent weapon in his arsenal. The sight of their sickly, wet flesh gleaming in the waning moonlight is often a harbinger of death for any who behold them.

Unusual Nature. A harrier doesn't require sleep.

HARRIER DRAGONSPAWN

Small aberration (dragonspawn), neutral evil

Armor Class 13

Hit Points 14 (4d6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	4 (-3)	16 (+3)	6 (-2)

Skills Perception +5

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 15

Languages —

Challenge 1 (200 XP)

Animus. The harrier can be forced to gain 2 fury points to cast the following animus spell:

2nd level: *blur*

Blighted Presence. At the start of each of the harrier's turns, each creature within 5 feet of it takes 2 (1d4) poison damage. A creature that touches the harrier or hits it with a melee attack while within 5 feet of it takes 2 (1d4) poison damage.

Flyby. The harrier doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Soulless. The harrier doesn't have a soul.

Warbeast. The harrier is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows.

The harrier has a threshold of 2.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.



KHYMAERIC DRAGONSPAWN

These unusual dragonspawn first appeared in 612 AR in the vicinity of Ramarck and the Wyrmwall Mountains. Observers from Westwatch described seeing them in the skies over Nine Stone. Fearing that they represented leftover spawn from the aftermath of the Dragon War months prior, a group of Cygnaran Rangers set out to identify and eliminate the creatures.

What they encountered was spawn unlike any other ever recorded. The creatures had the blighted traits common among all dragonspawn but also had machine-like qualities. Made up of co-mingled draconic flesh and otherworldly metal, the creatures were described by the Rangers as possessing a degree of bestial cunning that far exceeded previously recorded specimens.

"No conversation about Eithrunbal and his corrupted followers would be complete without a look at an unusual, and recent, discovery: dragonspawn that appear to share elements of the dragon's workmanship but transformed into something... other. And perhaps, something far more dangerous."

-EF



KHYMAERIC HYDRIX

Crawling forth from the depths of the Wyrmswall Mountains, the hydrax emerges as a monstrous entity rivaling the terror inspired by the unveiling of Everblight's formidable army, composed of Nyss and dragonspawn. This serpentine horror, boasting numerous heads, each endowed with unique and dreadful powers, marks a pivotal moment in the evolution and potency of dragonspawn.

Evolutionary Apex. The hydrax serves as the ultimate embodiment of adaptation and advancement in the realm of dragonspawn. This multiheaded monstrosity showcases a plethora of variations, ensuring that opponents face an unpredictable assortment of lethal assaults when confronted by this fearsome foe. While not as nimble as the swift vypex, the hydrax compensates for its reduced speed with an imposing combination of brute strength and a diverse array of attacks.

Multiheaded Menace. Each head of the hydrax harbors its own distinct abilities, enabling the creature to unleash a barrage of complementary assaults to overwhelm and vanquish its adversaries. The heads may possess powers such as pyroclastic breath, venomous spit, or even the ability to harness arcane energies, making the hydrax a formidable and versatile combatant.



HYDRIX HEAVY WARBEAST

Large aberration (khymaeric dragonspawn), unaligned

Armor Class 17 (natural armor)

Hit Points 273 (26d10 + 130)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Str +11, Con +11

Skills Athletics +11, Perception +7

Damage Resistances lightning, necrotic

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Multiple Heads. The hydrax has three heads. The hydrax has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. The hydrax has one primary head and two secondary heads. Its head options are:

1. Arcane Head (Primary)
2. Dragon Head (Primary)
3. Rending Head (Primary)
4. Flame Spitter (Secondary)
5. Hammerhead (Secondary; this head grants the dragonspawn +2 AC)
6. Impaler (Secondary)
7. Lamprey Head (Secondary)
8. Poison Spitter (Secondary)

Regeneration. The dragonspawn regains 10 hit points at the start of its turn. If the dragonspawn takes acid or fire damage, this trait doesn't function at the start of the dragonspawn's next turn. The dragonspawn dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The hydrax makes three bite attacks. It can replace a bite with an attack provided by one of its other heads.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Bash (Hammerhead Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Impale (Impaler Head Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. This attack scores a critical hit on a roll of 19 or 20.

Drain (Lamprey Head Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragonspawn 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.

Rend (Rending Head Only). *Melee Weapon Attack:* +11 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 take an extra 4 (1d8) piercing damage and be grappled (escape DC 16). The dragonspawn can have only one creature grappled in this way at a time.

Dragonbreath (Dragon Head Only, Recharge 5–6). The dragonspawn exhales fire that erupts in a 20-foot radius sphere centered on a point within 120 feet it can see. Each creature in that area must make a DC 20 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Poison Spray (Poison Spitter Head Only). *Ranged Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 18 (4d8) poison damage.

Flame Spray (Flame Spitter Head Only). The dragonspawn spews flame in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save.

REACTIONS

Future Sight (Arcane Head Only, Recharge 6). When the dragonspawn makes an attack or damage roll, it can use its reaction to reroll the attack or damage roll.

KHYMAERIC VYPEX

The vypex, a terrifying creation born from the twisted fusion of harvested biomass and discarded alloy, stands as a testament to its creator's dark genius. Designed as a lethal blend of dragonspawn and machinery, these creatures possess an uncanny adaptability that allows their creator to modify and enhance them to confront various adversaries. The vypex's draconic flesh is a nightmarish fusion of biological and synthetic materials.

Adaptive Abominations. The vypex is a formidable creature, exhibiting exceptional agility and speed, making it a deadly predator. Its primary weapons are its powerful scything talons, razor-sharp appendages capable of slicing through armor and flesh with ease. Some iterations of the vypex have been observed with injector talons, which can deliver a potent dose of venom to incapacitate or even kill their target. This venom is rumored to be a blend of potent natural toxins and engineered chemical agents.

Reinforced Resilience. The structural integrity of the vypex is enhanced by its organic bones, which are reinforced with a lattice of steel and arcane compounds. This unique skeletal structure allows the creature to withstand immense force and punishment, rendering it exceptionally durable in combat. Furthermore, its muscles are augmented by an intricate system of cabling, resulting in enhanced strength and reflexes. This biomechanical synergy enables the vypex to perform astonishing feats of athleticism and acrobatics.

The creature's hide is composed of interwoven layers of supple, scaled flesh and durable metal plates, offering it formidable protection from physical and magical attacks. This adaptive armor makes the vypex a resilient and relentless opponent, able to shrug off all but the most potent of attacks. Its unnerving combination of bestial ferocity and mechanical precision instills terror in even the most seasoned warriors.



VYPEX DRAGONSPAWN

Large aberration (khymaeric dragonspawn), unaligned

Armor Class 16 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Dex +7 ...

Skills Athletics +7, Perception +5

Damage Resistances lightning, necrotic

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Elusive. The dragonspawn can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The dragonspawn makes three attacks: two with its talons and one with its bite. It can replace one of its talon attacks with a tail attack instead.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Cleaver Talon. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. This attack scores a critical hit on a roll of 19–20.

Razor Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and if the target is a creature it must make a DC 16 Strength saving throw or be knocked prone.

VARIANT: A BEAST OF MANY FORMS

One of the true strengths of khymaeric dragonspawn is the versatility of their forms.

The vypex can replace its Cleaver Talon attack with the following: **Injector Talon.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 10 (3d6) poison damage. 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. It can additionally replace its Razor Tail with one of the following options:

Blasting Tail (Recharge 5–6). The dragonspawn's tail fires a blast of blighted energy at a creature it can see within 120 feet. The creature must make a DC 16 Dexterity saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

Spinner Tail (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one creature. *Hit:* The target is restrained by webbing. While it is restrained by webbing, a creature takes 11 (2d10) acid damage at the start of its turn. As an action, the restrained target can make a DC 16 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 bludgeoning, poison, and psychic damage).

NAGA NIGHTLURKER

As winged spawn soar overhead, the hosts of Everblight's legion are preceded on the ground by the fearsome naga. These vicious minions slither through the shadows toward their prey almost like serpents, their countless small claws allowing them to scuttle swiftly over any obstacle.

The naga were among the first forms Everblight crafted during his time at Morrdh. Ancient texts from that period refer to "worms of the earth" that devoured the enemies of Morrdh and likened them to "crawling shadows." Though seemingly simple in form, the naga are complex spawn that illustrate Everblight's genius in the manipulation of blighted flesh.

Unusual Nature. A naga nightlurker doesn't require sleep.

NAGA NIGHTLURKER DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +5, Stealth +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Animus. The naga can be forced to gain 2 fury points to cast the following animus spell:

2nd level: *magic weapon*

Blighted Presence. At the start of each of the naga's turns, each creature within 5 feet of it takes 2 (1d4) poison damage.

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

Pathfinder. Moving through nonmagical difficult terrain doesn't cost the naga extra movement.

Shadow Stealth. While in dim light or darkness, the naga can take the Hide action as a bonus action, and its Stealth bonus increases to +8.

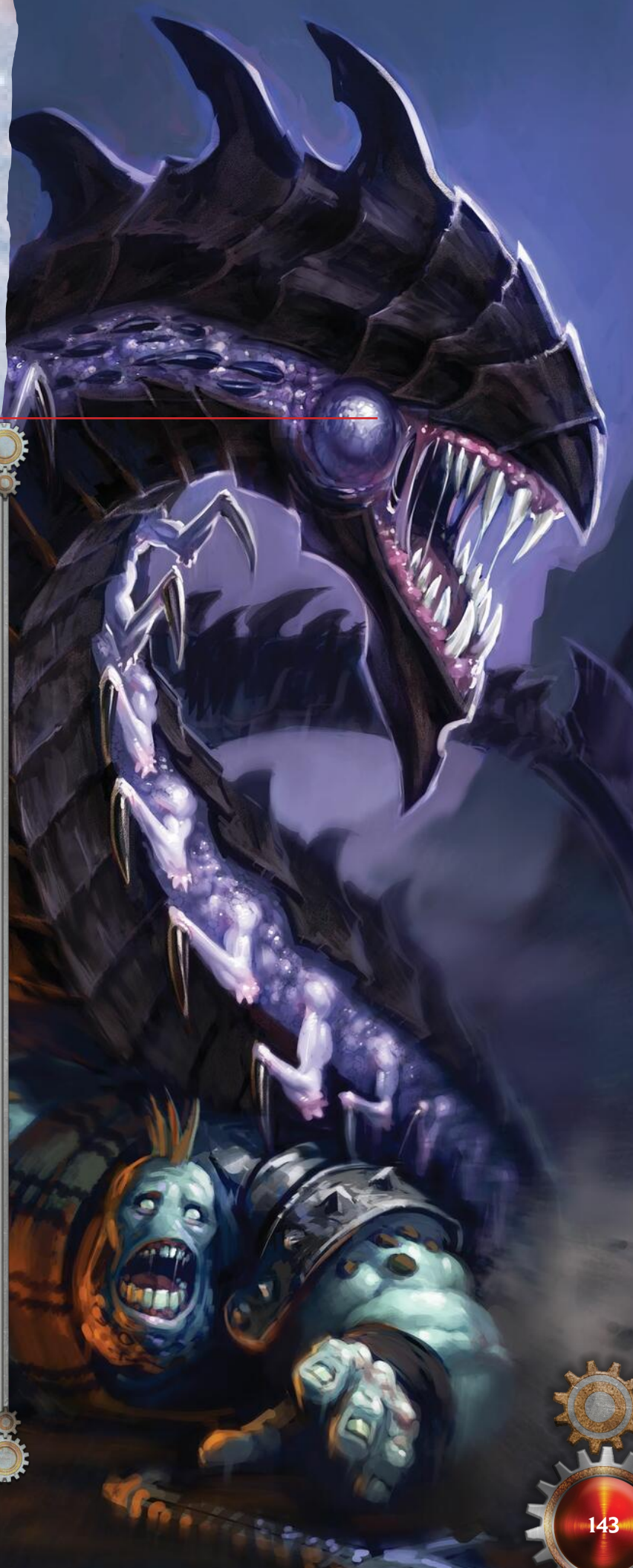
Soulless. The naga doesn't have a soul.

Warbeast. The naga is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The naga has a threshold of 3.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed until the start of the naga's next turn.

Night's Venom. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) acid damage plus 10 (3d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed until the start of the naga's next turn.



NEPHILIM

Unlike other dragonspawn created directly from the blood of one of Everblight's warlocks, nephilim have a much stranger life cycle—or a much more familiar one, depending on one's perspective. Certain pregnant Nyss are selected by the dragon or his generals to receive a special draconic "blessing" in the form of an infusion of warlock blood. These Nyss become the mothers of the nephilim, who grow to towering heights. A nephilim's appearance is nothing short of nightmare, as the combination of the dragonspawn's features—eyeless face, bony spurs, savage teeth and claws—and a perverse mockery of the Nyss' silhouette produces a distressingly humanoid creature.

Most dragonspawn are little more than mindless brutes without the control of a warlock, but nephilim are intelligent, self-willed, and able to act independently. As an unforeseen side effect of their gestation, they are born with souls, making them unique among dragonspawn. Taking advantage of their unprecedented level of intelligence, Everblight has developed them into specific strains, each trained and shaped to fulfill particular functions on the field of battle. If battlefield reports are to be believed, nephilim have even begun to develop a social hierarchy among their number, with some strains naturally deferring to others. It is even rumored that some of them have harnessed a kind of primal magic and can cast spells like a Nyss sorcerer.

Unusual Nature. A nephilim doesn't require sleep.

NEPHILIM BLOODSEER DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	14 (+2)

Skills Perception +3

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive

Perception 15

Languages —

Challenge 8 (3,900 XP)

Animus. The nephilim can be forced to gain 1 fury point to cast the following animus spell:

1st level: *sanctuary*

Arcane Telemetry. Allied spellcasters have advantage on ranged spell attack rolls if the spell's target is within 30 feet of the nephilim.

Blighted Presence. At the start of each of the nephilim's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the nephilim or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Glide. When the nephilim falls and isn't incapacitated, it halves the distance of the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

Innate Spellcasting. The nephilim's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The nephilim can innately cast the following spells, requiring no material components:

At will: *poison spray*, *ray of frost*

2/day each: *hellish rebuke*, *longstrider*

1/day each: *acid arrow*, *scorching ray*

Primal Magic (1/Day). The nephilim can cast the animus of any allied blighted warbeast within 30 feet of it.

Warbeast. The nephilim is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The nephilim has a threshold of 3.

ACTIONS

Multiattack. The nephilim makes two gaff attacks.

Gaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature, the nephilim can knock it prone instead of dealing damage.



NEPHILIM BOLT THROWER DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +3

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Animus. The nephilim can be forced to gain 1 fury point to cast the following animus spell:

1st level: *snipe*

Blighted Presence. At the start of each of the nephilim's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the nephilim or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Warbeast. The nephilim is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The nephilim has a threshold of 3.

ACTIONS

Multiattack. The nephilim makes two bow blade attacks.

Bow Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Ballista. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away from the nephilim and knocked prone.

REACTIONS

Quick Work. If the nephilim reduces a creature to 0 hit points with a melee attack, it can make a ranged attack.



NEPHILIM PROTECTOR DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +3

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 13

Languages —

Challenge 8 (3,900 XP)

Animus. The nephilim can be forced to gain 1 fury point to cast the following animus spell:

1st level: *freedom of movement*

Blighted Presence. At the start of each of the nephilim's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the nephilim or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Warbeast. The nephilim is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The nephilim has a threshold of 3.

ACTIONS

Multiattack. The nephilim makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

REACTIONS

Guard Dog. When a creature makes an attack against a blighted humanoid that is an ally of the nephilim, the nephilim grants a +2 bonus to the ally's AC if the nephilim is within 5 feet of the ally.

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



NEPHILIM SOLDIER DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +3

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 13

Languages —

Challenge 8 (3,900 XP)

Animus. The nephilim can be forced to gain 3 fury points to cast the following animus spell:

3rd level: *haste*

Blighted Presence. At the start of each of the nephilim's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the nephilim or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Glide. When the nephilim falls and isn't incapacitated, it halves the distance of the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

Warbeast. The nephilim is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The nephilim has a threshold of 3.

ACTIONS

Multiattack. The nephilim makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.



NERAPH

The winged hosts of Everblight's dragonspawn darken the skies over countless battlefields across western Immoren, pitching downward to scatter enemies and sow bloody chaos among them. Swooping over fortification walls and the heads of rival forces, these flying spawn can strike at the heart of the dragon's enemies no matter how well defended they believe themselves to be. The neraph is one such fearful creation: a sublime hunter that plunges from above to snatch prey with its tail and wrench it skyward.

Four leathery wings hold aloft the neraph's sinuous body, producing swirling eddies of blighted energy as the creature darts through the sky. It can produce a vortex of blighted currents that warp the world around it, drawing nearby enemies into the reach of its long, grasping tail. A cruel constellation of sucking orifices locks onto the skin of the neraph's prey as the beast binds its prize in a quick series of constricting loops of its tail. Trapped in the tail's heavy coils, the victim is unable to evade the crushing blows that follow. The neraph hoists the target aloft before contorting its powerful body and using the hardened chitin of its eyeless skull to hammer the life out of its victim. Each strike carries all the force of the creature's blighted strength, snapping bones like twigs and bursting skulls like rotten fruit. Once its quarry is felled, the neraph drops the corpse and takes to the hunt once more, wheeling over the battlefield in search of its next prey.

Unusual Nature. A neraph doesn't require sleep.



NERAPH DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +8

Skills Perception +6, Stealth +8

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Animus. The neraph can be forced to gain 2 fury points to cast the following animus spell:
2nd level: *hold person*

Blighted Presence. At the start of each of the neraph's turns, each creature within 5 feet of it takes 10 (4d4) acid damage. A creature that touches the neraph or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Soulless. The neraph doesn't have a soul.

Sprint. When the neraph reduces a creature to 0 hit points with a melee attack, it can take the Dash action as a bonus action.

Warbeast. The neraph is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The neraph has a threshold of 4.

ACTIONS

Multiattack. The neraph makes three attacks: one with its tail and two with its hammerhead.

Hammerhead. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. The neraph has advantage on hammerhead attack rolls against any creature grappled by it.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) bludgeoning damage, and 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 neraph can't use its grasping tail on another target.

RAEK

A sleek and agile predator able to outpace and bring down even the swiftest prey, the ræk is a terrifying form of dragonspawn. First conceived by Everblight when he hid away beneath Morrth, the ræk is swift and stealthy, making it ideal for surgical strikes against the dragon's foes.

Swift Predators. A ræk's anatomy is superficially similar to that of a large predatory cat. Its primary weapons are long incisiform teeth and a spear-shaped chitinous blade at the tip of its long tail. The tail tapers sharply to the tip and is moderately prehensile, allowing the ræk to strike swiftly from unpredictable angles. The creature's four legs end in broad talons that afford it purchase on the most treacherous terrain, and they combine with the ræk's natural agility to allow the dragonspawn to negotiate nearly any surface. A running ræk can scale the slick stone sides of a fortress wall or bound across deep snow drifts with equal speed.

Deadly Stalkers. Ræks alternate between complete stillness and bursts of blinding speed. They are patient and stealthy hunters who use their agility to negotiate dense underbrush and shadowy defiles as they stalk their prey. Once a ræk is within striking distance of a target, it streaks forward at a full sprint before using its powerful legs to close the remaining gap in a single, incredible bound. A leaping ræk can jump high enough to clear a wall or a towering dire troll. It can even pluck a flying creature out of the air at the apex of such a leap, snatching the unfortunate beast in its jaws and wrenching it back to earth.

Unusual Nature. A ræk doesn't require sleep.

RAEK DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +4, Stealth +5

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive

Perception 14

Languages —

Challenge 4 (1,100 XP)

Animus. The ræk can be forced to gain 1 fury point to cast the following animus spell:

1st level: *bullet dodger*

Blighted Presence. At the start of each of the ræk's turns, each creature within 5 feet of it takes 5 (2d4) poison damage. A creature that touches the ræk or hits it with a melee attack while within 5 feet of it takes 5 (2d4) poison damage.

Pounce. If the ræk moves at least 20 feet straight toward a creature and then hits it with a tail 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 ræk can make one bite attack against it as a bonus action.

Shadow Stealth. While in dim light or darkness, the ræk can take the Hide action as a bonus action, and its Stealth bonus increases to +7.

Soulless. The ræk doesn't have a soul.

Standing Leap. The ræk's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Warbeast. The ræk is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The ræk has a threshold of 3.

ACTIONS

Multiattack. The ræk makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ræk can bite only the grappled creature.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 14 (2d10 + 3) piercing damage. The ræk has advantage on tail attack rolls against any creature grappled by it.

RAVAGORE

The ravagore is one of Everblight's favored creations. Despite the high cost in blood paid by the warlocks who must spawn this huge creature, the price is well worth paying, as a single ravagore can inflict terrible and widespread destruction.

A blight-fueled heat fills this dragonspawn's belly, producing a cold, blue glow that emanates from its maw. When a ravagore fills its lungs, a distinctive hiss warns those nearby to flee before the creature unleashes its terrible flame. Horrific to behold, these awe-inspiring fires incinerate opponents in an instant, leaving nothing but ash upon the

wind. With each enemy it slays, the ravagore pushes the attack, rushing up the field with long strides before letting loose a fiery exhalation on the next target. The sight of these massive beasts overtaking the field emboldens and inspires Everblight's mortal troops, who quickly follow close behind to strike down targets of their own.

The ravagore's blighted fire makes it deadly from a distance, but it is no less fearsome when a hasty enemy rushes to engage it. Covered with thickened armored scales similar to the carnivean's and capable of rending flesh from bone with its razor-sharp claws and fangs, the ravagore is just as deadly in melee as it is from range.

Unusual Nature. A ravagore doesn't require sleep.

RAVAGORE DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +9, Dex +8

Skills Perception +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Animus. The ravagore can be forced to gain 1 fury point to cast the following animus spell:

1st level: *expeditious retreat*

Blighted Presence. At the start of each of the ravagore's turns, each creature within 5 feet of it takes 10 (4d4) acid damage.

A creature that touches the ravagore or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Soulless. The ravagore doesn't have a soul.

Warbeast. The ravagore is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The ravagore has a threshold of 4.

ACTIONS

Multiattack. The ravagore makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) acid damage.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Blight Blast (Recharge 5–6). The ravagore spews a ball of blighted energy at a point it can see within 90 feet of it. The ball explodes upon impact. Each creature within 20 feet of that point must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage and 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

A 20-foot-radius circle centered on the blast point becomes a hazard for 1 minute. Each creature that starts its turn in the hazard or that enters the hazard during its turn must succeed on a DC 14 Constitution saving throw or take 14 (4d6) acid damage.



SCYTHEAN

Scytheans are the most brutal and simplistic of Everblight's malefic beasts, and they have long been favored as the dragon's guardians and executioners. Purely dedicated to destroying any enemies who dare oppose their master's will, scytheans fall upon their prey with enough fury to tear apart even the most resilient foes in a savage orgy of bloodshed.

Everblight's Bulwarks. Long ago, scytheans roamed the labyrinthine tunnels beneath the now-blasted Iosan city of Issyrah. When the Iosans finally became aware of the blighted danger lurking in their midst and marched to confront Everblight, these dragonspawn blocked their way, serving as Everblight's first line of defense against the invaders. Despite their lack of eyes, these supremely effective draconic monsters struck with deadly force in the dark, narrow tunnels that led to their master. Their savage attacks severely weakened the Iosan forces, much to the grim pleasure of the degenerate elves that served in the dragon's host.

Savage Horrors. Scytheans serve as the battering rams of Everblight's forces. These monsters take a vicious joy in slaughtering the living, and they are often found on the front lines of any clash, ruthlessly cleaving their master's foes in two with their massive, bladelike forearms.

Unusual Nature. A scythean doesn't require sleep.

SCYTHEAN DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +9, Dex +8

Skills Perception +6

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 16

Languages —

Challenge 10 (5,900 XP)

Animus. The scythean can be forced to gain 1 fury point to cast the following animus spell:

1st level: *inflict wounds*

Blighted Presence. At the start of each of the scythean's turns, each creature within 5 feet of it takes 10 (4d4) acid damage. A creature that touches the scythean or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Soulless. The scythean doesn't have a soul.

Warbeast. The scythean is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The scythean has a threshold of 4.

ACTIONS

Multiattack. The scythean makes three attacks: one with its bite and two with its scything claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) acid damage.

Scything Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Claw Sweep (Recharge 5–6). The scythean swings its claws in a wide arc. Each creature within 10 feet of the scythean must make a DC 14 Dexterity saving throw. On a failed saving throw, a creature takes 12 (2d6 + 5) slashing damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.



SERAPH

Considered Everblight's messenger of death, the seraphim is a winged dragonspawn of sublime but horrific elegance. Its deceptively slender frame slices through the air on many

powerful wings, and its blighted energy leaves a distorted contrail in its wake. Other dragonspawn following in this slipstream are accelerated forward while the seraph unleashes incinerating blasts of blighted ash upon its prey.

Unusual Nature. A seraph doesn't require sleep.

SERAPH DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +8

Skills Perception +6, Stealth +8

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Animus. The seraph can be forced to gain 1 fury point to cast the following animus spell:
1st level: *longstrider*

Blighted Presence. At the start of each of the seraph's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the seraph or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Soulless. The seraph doesn't have a soul.

Warbeast. The seraph is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The seraph has a threshold of 4.

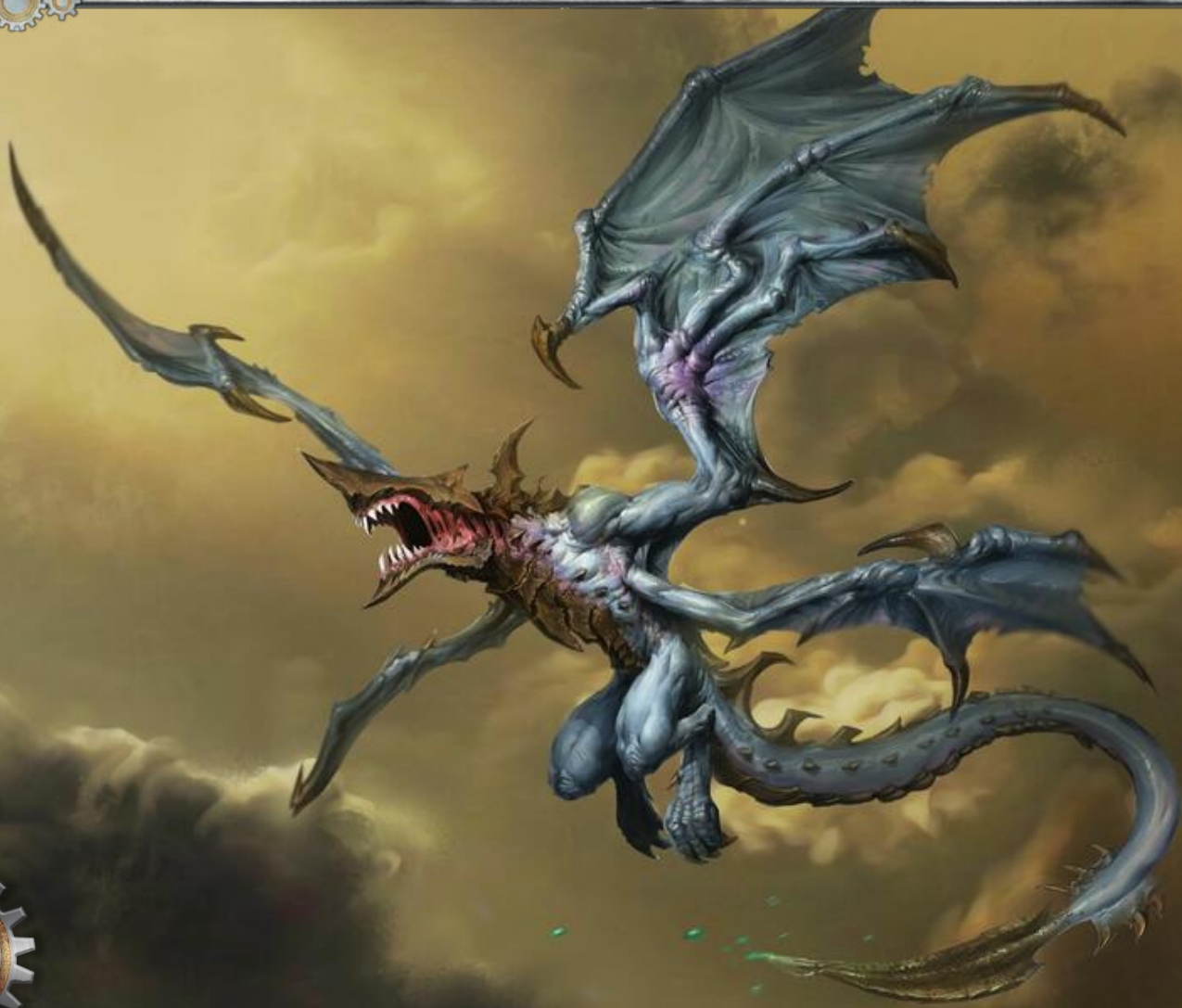
ACTIONS

Multiattack. The seraph makes three attacks with its blight strike. Alternatively, it makes two attacks with its stinger and one attack with its blight strike.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 15 (2d10 + 4) piercing damage plus 11 (2d10) poison damage.

Blight Strike. *Ranged Weapon Attack:* +8 to hit, range 100/300 ft., one target. *Hit:* 22 (4d10) fire damage. A creature hit by this attack must make a DC 16 Dexterity saving throw. On a failed save, the creature is marked until the start of the seraph's next turn. A blighted creature has advantage on attack rolls against a marked target if the attacker can see the target. Blighted creatures are aware of the location of any hidden or invisible marked creature.



SHREDDER

Shredders are small, vicious dragonspawn known for their unending appetite for flesh. These creatures are the smallest and simplest spawn ever born from the blood of Everblight. In the ancient days of the kingdom of Morrhdh, they were known as *akriel*. Spawned with an unnatural and unquenchable hunger, these beasts are compelled to latch on to any living flesh they can fit between their serrated jaws and gorge on it. The simplicity of the shredder's design perfectly echoes its straightforward purpose: shredders exist to feed on the armies of Everblight's enemies and nothing more.

Heightened Senses. A shredder's sense of smell is preternaturally acute, and its skin is sensitive to minor variations in air pressure. As a result, anything that moves in a shredder's vicinity immediately draws the predator's attention. Natural camouflage provides no protection, and even supernatural obfuscation has limited effectiveness against a shredder on the hunt.

Unusual Nature. A shredder doesn't require sleep.

SHREDDER DRAGONSPAWN

Small aberration (dragonspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 14

Languages —

Challenge 1 (200 XP)

Animus. The shredder can be forced to gain 1 fury point to cast the following animus spell:

1st level: *longstrider*

Blighted Presence. At the start of each of the shredder's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the shredder or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Blood Frenzy. The shredder has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Soulless. The shredder doesn't have a soul.

Warbeast. The shredder is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The shredder has a threshold of 2.

ACTIONS

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



STINGER

Because smaller dragonspawn are far less taxing on the warlocks who must create them than their larger brethren are, Everblight readily experiments with their forms. As one the simplest and smallest dragonspawn, the stinger lacks the brutal power of the dragon's greater creations but is nevertheless an integral part of his legion.

The stinger, once formally known throughout Morrdh as *acrar*, is an unnatural weapon bred to fight and die in the service of its draconic master. Even though it is a living creature, it seldom stirs unless called to action, at which point the vicious spawn skitters forward to prepare for battle, its dangerous tail flicking to and fro and its gullet churning with blighted venom.

Fiery Sting, Venomous Bite. Rather than charge into the fray, stingers often wait for their victims to come to them, spewing goutts of blue flame at any who approach. The spawn then fall back and strike again at any prey that survived the first volley of blighted fire. In just a matter of seconds, a pack of stingers working in concert can reduce even a phalanx of armored warriors to a smoldering mound of ash. Each stinger bears a massive barbed tail capable of injecting a victim with its poisonous blood. The venom burns through the veins of the victim like liquid fire, inflicting far more harm than the sharp barb itself.

Unusual Nature. A stinger doesn't require sleep.

STINGER DRAGONSPAWN

Small aberration (dragonspawn), neutral evil

Armor Class 13

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 14

Languages —

Challenge 1 (200 XP)

Animus. The stinger can be forced to gain 1 fury point to cast the following animus spell:

1st level: *guiding bolt*

Blighted Presence. At the start of each of the stinger's turns, each creature within 5 feet of it takes 2 (1d4) acid damage. A creature that touches the stinger or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Soulless. The stinger doesn't have a soul.

Warbeast. The stinger is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The stinger has a threshold of 2.

ACTIONS

Barbed Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must make a DC 11 Constitution saving throw, taking 10 (3d6) 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.

Fire Breath (Recharge 5–6). The stinger exhales fire in a 15-foot cone. Each creature in that line must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



TERAPH

While Everblight laired below Morrhd, the teraphim—the most patient and quietest of his creations—guarded his refuge. They burrowed into the earth, where they waited to attack any intruders who did not bear the blighted essence of their creator. The dragon used them to seal his ancient alliance with the men of Morrhd by sending them to slay those who had been marked for death.

A teraph is a six-limbed serpentine dragonspawn with a poisonous barbed tail. While lurking in the ground, the creature accumulates a churning mass of sulfurous and acidic fluids in its gullet—a mixture that erupts in a geyser of black fire and blighted ash upon exposure to air. The teraph's incredibly keen sense of smell allows it to locate any living creature within a hundred yards. Even underground, it can find enemies by following the vibrations of their footsteps, exploding from the earth with astonishing speed when their prey draws close enough to ambush. Everblight's warlocks can channel this same blinding quickness to launch attacks at any foe that draws too close.

Teraphim form an essential defensive element of Everblight's forces. They are strategically placed like living mines along known troop routes, where they wait to sow terror and confusion with their earthen eruptions and terrible incendiary streams.

Unusual Nature. A teraph doesn't require sleep.



TERAPH DRAGONSPAWN

Large aberration (dragonspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +3, Stealth +5

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 13

Languages —

Challenge 6 (2,300 XP)

Animus. The teraph can be forced to gain 1 fury point to cast the following animus spell:

1st level: *guiding bolt*

Blighted Presence. At the start of each of the teraph's turns, each creature within 5 feet of it takes 10 (4d4) acid damage. A creature that touches the teraph or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Soulless. The teraph doesn't have a soul.

Tunneler. The teraph can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Warbeast. The teraph is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The teraph has a threshold of 3.

ACTIONS

Multiattack. The teraph makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 11 (2d10) poison damage.

Blight Blast (Recharge 5–6). The teraph spews a ball of blighted fire at a point it can see within 60 feet of it. The ball explodes upon impact. Each creature within 20 feet of that point must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

THRONE OF EVERBLIGHT

Nothing illustrates Everblight's remaining power better than the appearance of the dreadful creatures known simply as the thrones of Everblight. Towering above the dragon's forces, the thrones are the pillars from atop which Everblight's will is made manifest. The creatures lurch forward at the behest of sorceresses chosen by Vayl Hallyr to make Everblight's glory known to all who would oppose his desires. Harriers, seraphim, and angelii all flock to the thrones, circling them as a host equally awe-inspiring and terrible to behold.

Mobile Assault Platforms. These mighty living engines move forward effortlessly over the roughest ground and cross the most formidable earthwork defenses without pause. From their positions on platforms high upon the thrones, sorceresses cast down blighted invocations upon those foolish enough to oppose Everblight, freezing enemy flesh with frost and ripping apart their bodies with terrible spines. As the thrones reach the lines of the unworthy, their great tongues lash out and pull foes into their draconic maws to be utterly devoured.

Dream No More. Everblight first dreamed of these creations millennia ago, in the time of Morrdh, as a testament to his glory, but in that age he never had the chance to see them made flesh. Not until he devoured the essence of Pyromalfic did the discarnate dragon gain sufficient power to unleash this malefic creation upon the world. The first such creature was birthed in the deepest spawning pool at a tremendous cost in blood to the warlocks Vayl, Saeryn, and Absylonia, who joined together to give form to their lord's vision. The terrible and mindless creature that erupted from the pool was something unprecedented. It roared as it surged from the depths of its fetid womb, exulting in its birth and showering the gathered host in gore. Its primordial tendrils tore at the victims laid before it before stuffing them into its maw as a sacrificial first meal. It was only the first of many that would be birthed.

The monstrous creations responded only to the mental commands of blighted Nyss blessed with sorcerous gifts. Vayl chose her most promising lieutenants to receive the unique privilege of guiding these monstrosities in battle. As each throne emerged from its spawning pool, one of the chosen stepped forward, specially anointed and garbed for the task, to mount the ornate dais. From such lofty platforms do Everblight's most fearsome sorcerers spread their master's glory across the battlefields of western Immoren.

Unusual Nature. A throne of Everblight doesn't require sleep.

These abhorrent creatures give proof to the idea that a dragon's concept of beauty is fundamentally incompatible with any sensible notion of the idea.

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THRONE OF EVERBLIGHT DRAGONSPAWN

Gargantuan aberration (dragonspawn), neutral evil

Armor Class 16 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

Damage Immunities acid

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive

Perception 13

Languages —

Challenge 13 (10,000 XP)

Animus. The throne can be forced to gain 1 fury point to cast the following animus spell:

1st level: *entangle*

Blighted Presence. At the start of each of the throne's turns, each creature within 5 feet of it takes 10 (4d4) acid damage. A creature that touches the throne or hits it with a melee attack while within 5 feet of it takes 10 (4d4) acid damage.

Freedom of Movement. The throne ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Soulless. The throne doesn't have a soul.

Warbeast. The throne is a warbeast and can be forced to use any Fury Manipulation options its controlling warlock knows. The throne has a threshold of 5.

ACTIONS

Multiattack. The throne makes three tentacle attacks, each of which it can replace with one use of *Fling*.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the throne, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the throne, and it takes 24 (7d6) acid damage at the start of each of the throne's turns.

If the throne takes 50 damage or more on a single turn from a creature inside it, the throne must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the throne. If the throne dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The throne has four tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the throne is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.



APPENDIX 1: MONSTERS BY NAME

Name	Challenge	XP	Page	Name	Challenge	XP	Page
Afflictor	5	1,800	128	Gatorfolk Spirit Eater	2	450	39
Angelus	9	5,000	130	Gatorfolk Trophy Hunter	2	450	40
Archangel	18	20,000	132	Gatorfolk Vault Protector	2	450	41
Argus Moonhound	2	450	10	Glacier King	24	62,000	66
Battle Boar	2	450	32	Gorol	7	2,900	42
Blackhide	8	3,900	12	Goral Alpha	9	5,000	42
Blight Archon	17	18,000	89	Grotesque	1/2	100	110
Blightbringer	18	20,000	134	Grotesque Assassin	2	450	111
Blighted Nyss Abbot	1/2	100	90	Grotesque Banshee	1/2	100	112
Blighted Nyss Champion	1/2	100	91	Harrier	1	200	139
Blighted Nyss Hex Hunter	1/2	100	92	Hydrix	14	11,500	141
Blighted Nyss Ice Witch	1/2	100	93	Ikoskit	1/2	100	44
Blighted Nyss Legionnaire	1/2	100	94	Ironback	4	1,100	45
Blighted Nyss Warlock	1/2	100	100	Lemax	1/4	50	46
Blighted Nyss Warlord	1/2	100	101	Lethean	1/4	50	48
Blighted Ogrun, Chosen of Everblight	6	2,300	102	Lethean Chieftain	1/2	100	48
Blighted Ogrun Warmonger War Chief	4	1,100	105	Lethean Mystic	1/2	100	49
Blighted Rotwings	1/2	50	108	Mountain King	22	41,000	68
Blight Wasp	1/2	100	136	Naga Nightlurker	5	1,800	143
Bog Constrictor	1/4	50	13	Nephilim Bloodseer	8	3,900	144
Bog Gulper	5	1,800	14	Nephilim Bolt Thrower	8	3,900	145
Cane Leech	1/4	50	20	Nephilim Protector	8	3,900	146
Carnivean	10	5,900	138	Nephilim Soldier	8	3,900	147
Cavewort	1/2	100	21	Neraph	9	5,000	148
Coral Tatzylwurm	9	5,000	60	Northern Dire Troll	12	8,400	70
Croak Raider	1/4	50	22	Painted Troll	8	3,900	72
Croak Trapper	1/4	50	23	Pureblood Warpmwolf	9	5,000	50
Croak Underchief	2	450	24	Raek	4	1,100	149
Death Archon	18	20,000	6	Ravagore	10	5,900	150
Defiled Archon	18	20,000	8	Reef Troll	7	2,900	73
Disembodied	6	2,300	27	Road Hog	5	1,800	34
Dragon Fish	1/8	10	28	Scythean	10	5,900	151
Earthborn Dire Troll	12	8,400	64	Sea King	30	155,000	74
Farrow Warlock	1/2	100	33	Seraph	9	5,000	152
Feathered Tatzylwurm	5	1,800	61	Shagmar	4	1,100	53
GallowsTree	—		38	Shredder	1	200	153



APPENDIX 1: MONSTERS BY NAME

Name	Challenge	XP	Page
Screecher	2	450	52
Snapper	3	700	54
Splatter Boar	5	1,800	36
Stinger	1	200	154
Strider Deathstalker	5	1,800	120
Strider Scouts	5	1,800	122
Swamp Gobber Chieftain	1	200	55
Swamp Gobber Fumigator	1/4	50	56
Swamp Gobber Plunderer	1	200	57
Swamp Horror	10	5,900	58
Swamp Spirit	11	7,200	59
Teraph	6	2,300	155

Name	Challenge	XP	Page
Throne of Everblight	13	10,000	156
Tunnel Terror	4	1,100	76
Urthek	6	2,300	78
Virtue	2	450	124
Virtue Champion	6	2,300	125
Void Leech	1/8	25	79
Vypex	8	3,900	142
War Hog	5	1,800	37
Warpborn Skinwalker	6	2,300	80
Warpborn Skinwalker Alpha	8	3,900	81
Woldstalker	1	200	82
Woldwrath	22	41,000	84
Wyldegeist	6	2,300	86



APPENDIX 2: MONSTERS BY CHALLENGE RATING

Name	Challenge	XP	Page
Gallows Tree	—	0	38
Dragon Fish	1/8	10	28
Void Leech	1/8	25	79
Bog Trog Dartfisher	1/4	50	17
Bog Trog Guard	1/4	50	18
Bone Shaker	1/4	50	19
Cane Leech	1/4	50	20
Croak Raider	1/4	50	22
Croak Trapper	1/4	50	23
Lemax	1/4	50	46
Gatorfolk Spirit Eater	1/4	50	39
Gatorfolk Trophy Hunter	1/4	50	40
Gatorfolk Vault Protector	1/4	50	41
Lethean	1/4	50	48
Swamp Gobber Fumigator	1/4	50	56
Blighted Nyss Abbot	1/2	100	90
Blighted Nyss Champion	1/2	100	91
Blighted Nyss Warlord	1/2	100	101
Blighted Nyss Hex Hunter	1/2	100	92
Blighted Nyss Legionnaire	1/2	100	94
Blighted Nyss Ice Witch	1/2	100	93
Blighted Nyss Warlock	1/2	100	100
Blighted Rotwing	1/2	50	108
Blight Wasp	1/2	100	136
Cavewort	1/2	100	21
Grotesque	1/2	100	110
Grotesque Banshee	1/2	100	112
Ikoskit	1/2	100	44
Lethean Chieftain	1/2	100	48
Lethean Mystic	1/2	100	49
Farrow Warlock	1/2	100	33
Bog Trog Big Fish	1	200	16
Harrier	1	200	139
Shredder	1	200	153
Stinger	1	200	154
Swamp Gobber Chieftain	1	200	55

Name	Challenge	XP	Page
Swamp Gobber Plunderer	1	200	57
Argus Moonhound	2	450	10
Battle Boar	2	450	32
Croak Underchief	2	450	24
Gatorfolk Spirit Eater	2	450	39
Gatorfolk Trophy Hunter	2	450	40
Gatorfolk Vault Protector	2	450	41
Grotesque Assassin	2	450	111
Screecher	2	450	52
Virtue	2	450	124
Snapper	3	700	54
Blighted Ogrun Warmonger War Chief	4	1,100	105
Ironback	4	1,100	45
Raek	4	1,100	149
Shagmar	4	1,100	53
Tunnel Terror	4	1,100	76



APPENDIX 2: MONSTERS BY CHALLENGE RATING

Name	Challenge	XP	Page
Afflictor	5	1,800	128
Bog Gulper	5	1,800	14
Feathered Tatzylwurm	5	1,800	61
Naga Nightlurker	5	1,800	143
Road Hog	5	1,800	34
Splatter Boar	5	1,800	36
Strider Deathstalker	5	1,800	120
Strider Scout	5	1,800	122
War Hog	5	1,800	37
Blighted Ogrun, Chosen of Everblight	6	2,300	102
Disembodied	6	2,300	27
Teraph	6	2,300	155
Urthek	6	2,300	78
Virtue Champion	6	2,300	125
Warpborn Skinwalker	6	2,300	80
Wyldegeist	6	2,300	86

Name	Challenge	XP	Page
Gorol	7	2,900	42
Reef Troll	7	2,900	73
Blackhide	8	3,900	12
Nephilim Bloodseer	8	3,900	144
Nephilim Bolt Thrower	8	3,900	145
Nephilim Protector	8	3,900	146
Nephilim Soldier	8	3,900	147
Painted Troll	8	3,900	72
Vypex	8	3,900	142
Warpborn Skinwalker Alpha	8	3,900	81
Woldstalker	1	200	82
Angelius	9	5,000	130
Coral Tatzylwurm	9	5,000	60
Gorol Alpha	9	5,000	42
Neraph	9	5,000	148
Pureblood Warpwolf	9	5,000	50
Seraph	9	5,000	152
Carnivean	10	5,900	138
Ravagore	10	5,900	150
Scythean	10	5,900	151
Swamp Horror	10	5,900	58
Swamp Spirit	11	7,200	59
Deepborn Dire Troll	12	8,400	62
Earthborn Dire Troll	12	8,400	64
Northern Dire Troll	12	8,400	70
Hydrix	14	11,500	141
Blight Archon	17	18,000	89
Archangel	18	20,000	132
Blightbringer	18	20,000	134
Death Archon	18	20,000	6
Defiled Archon	18	20,000	8
Mountain King	22	41,000	68
Woldwrath	22	41,000	84
Glacier King	24	62,000	66
Sea King	30	155,000	74



APPENDIX 3: CREATURES BY TERRAIN

ANY

Name	Challenge	XP	Page
Afflictor	5	1,800	128
Angelus	9	5,000	130
Archangel	18	20,000	132
Battle Boar	2	450	32
Blight Archon	17	18,000	89
Blightbringer	18	20,000	134
Blighted Nyss Abbot	1/2	100	90
Blighted Nyss Champion	1/2	100	91
Blighted Nyss Hex Hunter	1/2	100	92
Blighted Nyss Ice Witch	1/2	100	93
Blighted Nyss Legionnaire	1/2	100	94
Blighted Nyss Warlock	1/2	100	100
Blighted Nyss Warlord	1/2	100	101
Blighted Ogrun, Chosen of Everblight	6	2,300	102
Blighted Ogrun Warmonger War Chief	4	1,100	105
Blighted Rotwings	1/2	50	108
Blight Wasp	1/2	100	136
Carnivean	10	5,900	138
Death Archon	18	20,000	6
Defiled Archon	18	20,000	8
Disembodied	6	2,300	27
Earthborn Dire Troll	12	8,400	64
Feathered Tatzylwurm	5	1,800	61
Grotesque	1/2	100	110
Grotesque Assassin	2	450	111
Grotesque Banshee	1/2	100	112
Harrier	1	200	139
Hydrix	14	11,500	141
Naga Nightlurker	5	1,800	143
Nephilim Bloodseer	8	3,900	144
Nephilim Bolt Thrower	8	3,900	145
Nephilim Protector	8	3,900	146

Name	Challenge	XP	Page
Nephilim Soldier	8	3,900	147
Neraph	9	5,000	148
Pureblood Warpwolf	9	5,000	50
Raek	4	1,100	149
Ravagore	10	5,900	150
Road Hog	5	1,800	34
Scythean	10	5,900	151
Seraph	9	5,000	152
Shredder	1	200	153
Splatter Boar	5	1,800	36
Stinger	1	200	154
Strider Deathstalker	5	1,800	120
Strider Scouts	5	1,800	122
Teraph	6	2,300	155
Farrow Warlock	1/2	100	33
Throne of Everblight	13	10,000	156
Virtue	2	450	124
Virtue Champion	6	2,300	125
Vypex	8	3,900	142
War Hog	5	1,800	37



APPENDIX 3: CREATURES BY TERRAIN

COASTAL

Name	Challenge	XP	Page
Deepborn Dire Troll	12	8,400	62
Reef Troll	7	2,900	73
Sea King	30	155,000	74

FOREST

Name	Challenge	XP	Page
GallowsTree	—		38
Lemax	1/4	50	46
Screecher	2	450	52
Urthek	6	2,300	78
Warpborn Skinwalker	6	2,300	80
Warpborn Skinwalker Alpha	8	3,900	81
Woldstalker	1	200	82
Woldwrath	22	41,000	84
Wyldgeist	6	2,300	86

JUNGLE

Name	Challenge	XP	Page
Coral Tatzylwurm	9	5,000	60
Gorol	7	2,900	42
Gorol Alpha	9	5,000	42
Ikoskit	1/2	100	44
Lemax	1/4	50	46
Lethean	1/4	50	48
Lethean Chieftain	1/2	100	48
Lethean Mystic	1/2	100	49
Painted Troll	8	3,900	72
Shagmar	4	1,100	53

MOUNTAIN

Name	Challenge	XP	Page
Glacier King	24	62,000	66
Gorol	7	2,900	42
Gorol Alpha	9	5,000	42
Mountain King	22	41,000	68
Northern Dire Troll	12	8,400	70

SWAMP

Name	Challenge	XP	Page
Blackhide	8	3,900	12
Bog Constrictor	1/4	50	13
Bog Gulper	5	1,800	1
Cane Leech	1/4	50	20
Croak Raider	1/4	50	22
Croak Trapper	1/4	50	23
Croak Underchief	2	450	24
Gatorfolk Spirit Eater	2	450	39
Gatorfolk Trophy Hunter	2	450	40
Gatorfolk Vault Protector	2	450	41
Ironback	4	1,100	45
Screecher	2	450	52
Snapper	3	700	54
Swamp Gobber Chieftain	1	200	55
Swamp Gobber Fumigator	1/4	50	56
Swamp Gobber Plunderer	1	200	57
Swamp Horror	10	5,900	58
Swamp Spirit	11	7,200	59
Tunnel Terror	4	1,100	76
Void Leech	1/8	25	79

UNDERGROUND

Name	Challenge	XP	Page
Cavewort	1/2	100	21
Tunnel Terror	4	1,100	76

UNDERWATER

Name	Challenge	XP	Page
Deepborn Dire Troll	12	8,400	62
Dragon Fish	1/8	10	28
Reef Troll	7	2,900	73
Sea King	30	155,000	74

APPENDIX 4: EVERBLIGHT RESONANCE

While being one of Everblight's warlocks inherently means removing a character's free will, we wanted to include the option for groups that are interested in playing as the puppets of the diminishing legions of the dragon.

The warlocks of Everblight are bestowed with a small shard of the dragon's athanc, which binds them to the dragon, bestows blighted arcane power, and gives them the ability to control his dragonspawn. Each is a chosen general in Everblight's growing legion, obeyed by the strike forces under their command as an embodiment of the dragon's will. Dragon blood co-mingles with Nyss blood, empowering the warlock to spawn any of the dragon's carefully engineered spawn. The shard also gives each warlock an unbreakable connection to Everblight's mind, a vast and alien intellect with thousands of years of experience and memories. This connection also extends to Everblight's other warlocks, allowing these generals to communicate at a distance and coordinate their actions.

Each warlock of the Legion of Everblight is responsible for the command of a force of warriors, but they also have individual responsibilities. These Nyss are selected for their individual talents and may be called upon to perform specific tasks, such as the elimination of a particular threat or the acquisition of objects of great power. When a warlock receives such a mission, it is not a request; these commands are imperatives, spoken directly into their minds by the disembodied dragon, who can watch and gauge their progress to evaluate their success or failure.

DOMAIN SPELLS

You gain domain spells at the warlock levels listed in the Everblight Resonance Spells table. See the Warlock Resonance class feature for how resonance spells work. The names of new spells described in chapter 3 are set in bold.

EVERBLIGHT RESONANCE SPELLS

Warlock Level	Spells
1st	poison spray
3rd	bless
5th	gallows
10th	occultation
13th	ice storm
17th	forced evolution

ATHANC SHARD

At first level, you are bestowed with a sliver of Everblight's athanc, making you one of his warlocks. You gain the blighted creature type if you did not already have it. An athanc shard also grants you the following benefits.

Shard Telepathy. You gain telepathy with all other creatures that also have an athanc shard, which is not limited by physical distance. You and other creatures with an athanc shard can instantaneously share words, images, sounds, and other sensory messages with one another through this shared link.

Blighted Resilience. You gain resistance to necrotic damage.

Blood Spawning. You can create dragonspawn by spilling your blood. Once per long rest, you can choose a dragonspawn warbeast you share a resonance with a CR equal to half your level and expend any number of hit dice from your hit dice pool, rolling them. You create your chosen dragonspawn with current hit points equal to the total roll. The warbeast forms from your blood in 1 minute.

A warbeast created in this way is automatically bonded to you unless you choose to break the bond as a bonus action. If you do not have an available attunement slot, the dragonspawn is an uncontrolled warbeast.

EVERBLIGHT RESONANCE

Also at first level, your Essence becomes Blighted if your game uses Essence, and you cannot gain the benefits of a different Essence. You can bond to one dragonspawn warbeast without the requirement of an attunement slot.

ENERGY SIPHON

Starting at 6th level, you can channel the raw arcane power of your opponents to empower yourself. If you or one of your bonded warbeasts in your control range hit an enemy creature that has focus, fury, or is carrying mechanika or magical item with charges, you immediately gain one fury, and the target loses one focus, fury, or charge from a random item.

SPAWNING SAVANT

Starting at 10th level, you become adept at wringing greater power from your blighted blood when creating warbeasts. Double the total of your hit dice when determining a spawned warbeast's starting hit points.

FLESH MENDING

Starting at 14th level, the knitting of draconic flesh is second nature to you. Whenever you spend fury to cast a spell, you and all bonded dragonspawn within your control range each regain 1d6 hit points per point of fury used to cast the spell.

DRACONIC EMINENCE

Starting at 18th level, you are so attuned to the piece of the dragon within you that you can draw on Everblight's draconic power. You can no longer lose concentration on spells you cast affecting yourself or bonded warbeasts within your control range. Additionally, if you start a turn with no fury, you immediately gain one fury.