



THE DEVOUERER'S HOST

THE THARN RACE



They yet revel in the old ways, feasting on the hearts of the fallen and quenching their thirst in warm blood.

—Krueger the Stormwrath

Of all the barbarian tribes who once revered the Devourer Wurm, the Tharn were the most devoted to predatory savagery. There are no fiercer enemies of civilization, and they have become an increasingly vital weapon in the Circle's arsenal.

MORE THAN HUMAN

Through countless generations of devotion and sacrifice to their hungry god, the Tharn have transformed into something other than human. They deem it their primal birthright to be able to channel the Devourer Wurm into their bodies, transforming into bestial warriors or preternaturally swift hunters. They are everything the industrialized world fears about those who inhabit the wilds.

Ravagers are the heavy frontline terror warriors. These Tharn channel the power of the Devourer Wurm to transform into larger, more muscular, and hardier forms; each ravager is capable of horrendous slaughter, particularly when backed by their shamans. Stalkers provide an agile counterpoint to the ravagers. These hunters are experts in hurling javelins and will strike from the flanks and the rear against their chosen prey, channeling the Devourer Wurm to gain supernatural speed and to augment their predatory senses.

ON THE RISE

During the war between Khador's Queen Cherize and Cygnar's King Malagant less than a hundred years after the Corvis Treaties, the Tharn joined the conflict on the side of the Khadorans. However, the omnipotents of the Circle who encouraged this action did not anticipate the Morrowan backlash that would be directed at the Tharn, who were accused of being abominations and creatures of darkness.

The greatest Morrowan priests invoked holy retribution on the surviving tribes. The so-called "Curse of the Ten Ills" proved to be a tremendously powerful and debilitating affliction that defeated all subsequent attempts by both Tharn shamans and druids of the Circle to correct it.

The curse nearly proved the end of the tribes, weakened as they were by warfare casualties. For nearly three centuries, the Tharn suffered under this affliction, finding birthrates insufficient to replenish their numbers. It was not until Morvahna the Autumnblade used her considerable power of living vitality, conducting an empowered rite under the auspices of a rare conjunction of Caen's moons with a planet called the Eye of the Wurm. At the peak of this ceremony, the affliction was unraveled.

A HISTORY OF VIOLENCE

Due to the brutal nature of Tharn society and their reputation among other cultures, Tharn rarely integrate into other societies. They are most often viewed as little more than savage beasts and are approached with caution—if at all. Those Tharn who travel into the wider world often do so accompanied by the blackclad druids or others who have pledged fealty to them. A Tharn is likely to face prejudice and fear from any others, whether such attitudes are earned or not.



THARN NAMES

Tharn names are often difficult to pronounce by those who were not raised among them. They incorporate guttural sounds best spoken through elongated teeth and transformed muzzles and are typically drawn from the ancient Molgur dialect the Tharn still speak in the modern age. Some Tharn may choose to adopt epithets that are simpler to pronounce for the benefit of their allies or as a way of boasting about their past accomplishments.

Male Names: Caul, Garalt, Grimhilt, Kogan, Kromac, Lugurix, Ruadan

Female Names: Brighid, Cellach, Iona, Mhaud, Nuala, Tara, Zocha

THARN TRAITS

Your Tharn character has certain traits deriving from your hereditary bond to the Beast of All Shapes.

Ability Score Increase. Your Constitution score increases by 1.

Age. Tharn age at the same rate as humans. While they enjoy a similar lifespan, the brutal life of the Tharn means that most die of violence before they reach 50 years of age.

Alignment. Due to their strong connection to the Devourer Wurm, Tharn tend toward chaotic alignments.

Size. Tharn range from 5 to almost 7 feet tall, depending on their subrace. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Heart Eater. As an action, you can rip out and consume the heart of a disabled creature that is not a construct or undead. When you consume a heart, you can either regain one expended hit die or replenish 1d8 temporary hit points granted by the Gift of the Wurm. Once you use this trait, you can't use it again until you finish a long rest.

Keen Senses. You have proficiency with the Perception skill.

Gift of the Wurm. As a bonus action, you can transform to manifest the bestial gift of the Devourer Wurm. When you transform, you gain 1d8 temporary hit points. This transformation lasts for 1 minute, until you lose all these temporary hit points, or until you revert to your normal form as a bonus action. You also gain additional benefits based on your Tharn subrace, described below. The amount of temporary hit points increases to 2d8 at 6th Level, 3d8 at 11th level, and 4d8 at 16th level.

While you are transformed, you can speak only Molgur, and you cannot cast a spell with a verbal component.

Once you transform, you can't do so again until you finish a short or long rest.

Languages. You can speak Molgur and one other language of your choice.

Subrace. The gifts of the Devourer Wurm manifest in different ways and provide distinctive benefits. Choose a subrace for your Tharn.

STALKER

Stalkers manifest the stealthy aspects of the predator. They are keen hunters who track their potential prey across many miles of wilderness before launching lightning-strike attacks. The Wurm blesses them with the talents they need to perform such daring and sudden assaults.

Ability score increase. Your Dexterity score increases by 2.

Shadow Hunter. You have proficiency in the Acrobatics and Stealth skills.

Lurker. While transformed, your walking speed increases by 5 feet, and you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. Additionally, you can roll a d4 and add the result to your Dexterity (Stealth) checks.



RAVAGER

Ravagers exhibit the raw and brutal strength of the Wurm. Their bodies are composed of sinew and muscle, their teeth are like fangs of the most vicious predators, and when they transform, they possess a raw fury that is unmatched.

Ability score increase. Your Strength score increases by 2.

Athletic. You have proficiency in the Athletics skill.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier instead of the normal bludgeoning damage for an unarmed strike.

Howler. While transformed, you magically increase in size. While enlarged, your size is Large and you deal a bonus 1d4 weapon damage on Strength-based weapon attacks. If you lack the room to become Large, you attain the maximum size possible in the space available.

Additionally, while transformed, when you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.



NEW ROGUISH ARCHETYPE

The following Bloodtracker archetype is available to rogues, in addition to those from other sources.

BLOODTRACKER

Bloodtrackers are a remnant of ancient ways—a people of a darker time—and their choice of arms reflects this. They prefer to pierce foes from a distance with weighted javelins, but they also wield clawed bucklers to eviscerate those who close with them in melee. Bloodtrackers rarely allow their foes to get so close, however. Their lean forms are instead barely seen shadows darting through the umbral underbrush, hurling javelins with terrifying accuracy into vulnerable flanks in the shifting chaos of battle.

Those who have faced bloodtrackers fear the frenetic savagery with which these warriors conduct their attacks. Though they seldom possess the hulking forms of the ravager, bloodtrackers often call upon the Devourer Wurm to imbue them with the essence of animals that strike with lightning swiftness. Their hypersensitive awareness is enhanced well beyond human limits, and they slice enemies to ribbons with savage relentlessness. Once they have chosen a target for their hunt, they will seek its destruction to the exclusion of all other concerns before selecting new prey.

Few have ever seen a bloodtracker clearly, and those who have say they draw shadows about them like cloaks. Though magical camouflage is an exaggeration, bloodtrackers do possess a near-supernatural ability to blend into their environment and move through even the densest underbrush with startling alacrity.

BLOODTRACKER FEATURES

Class Level	Feature
3rd	Hunter's Reckoning, Natural Predator
9th	Treewalker
13th	Reposition
17th	Weapon Master

HUNTER'S RECKONING

Starting at 3rd level, you gain the ability to mark a target as your prey. As a bonus action, you mark a creature you can see that isn't incapacitated. You gain advantage on your next attack targeting that creature.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

NATURAL PREDATOR

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.



TREEWALKER

At 9th level, you gain a climb speed equal to your walking speed. Additionally, you ignore movement penalties imposed by non-magical difficult terrain.

REPOSITION

At 13th level, you are able to swiftly respond to the onset of combat. After rolling initiative but before the first turn of combat, you can choose to move up to your current speed, and you cannot be targeted by opportunity attacks during this movement.

WEAPON MASTER

At 17th level, your prowess with the signature weapons of the bloodtrackers is unmatched. When you perform a sneak attack with a melee or thrown weapon attack with a weapon you are proficient with, your sneak attack damage dice become d8s instead of d6s.

NEW GEAR

Fighting Claw. The fighting claw incorporates a small leather and bone shield to protect the wrist of its user. When you take the Dodge action, until the start of your next turn, if a creature within 5 feet of you misses you with a melee attack, you can use your reaction to make a fighting claw attack against the attacking creature.

Tharn Bow. Tharn bows are massive weapons with spikes of bone or antler on the limbs that can be an effective weapon in melee combat. If you are proficient with a Tharn bow, you can use it to make a melee weapon attack that deals 1d8 piercing damage.

NEW GEAR

Weapon	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Fighting Claw	10 gp	1d4 slashing	1 lb.	Light, special
Tharn axe	30 gp	1d10 slashing	8 lb.	Heavy, Versatile (1d12)
<i>Martial Ranged Weapons</i>				
Tharn bow	75 gp	1d10 piercing	3 lb.	Ammunition (range 150/600), heavy, special, two-handed

NPCS

THARN HUNTER

Tharn hunters are deadly scouts and dangerous warriors who prowl the dark forests of western Immoren. Emerging from the shadows, they pepper their prey with a rain of javelins before vanishing back into hiding.

THARN HUNTER

Medium humanoid (Tharn), alignment

Armor Class 14 (hide armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +4, Perception +4 Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Tharn

Challenge 1 (200 XP)

Sneak Attack. Once per turn, the bloodtracker deals an extra 3 (1d6) 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 bloodtracker that isn't incapacitated and the bloodtracker doesn't have disadvantage on the attack roll.

Lurker. The hunter can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

ACTIONS

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





THARN SHAMAN

These brutal spiritual leaders conduct unspeakable rites praising the Beast of All Shapes and gather Ravagers for increasing strikes against civilization. Calling upon ancient blood magic, they grant their followers unnatural speed, strength, and resilience that only increases as they slaughter and feast.

THARN SHAMAN

Medium humanoid (Tharn), alignment

Armor Class 14 (hide armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	8 (-1)

Skills Arcana +2, Religion +2
Senses darkvision 60 ft., passive Perception 12
Languages Tharn
Challenge 2 (450 XP)

Spellcasting. The Tharn is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Tharn has the following shaman spells prepared:
Cantrips (at will): *guidance, poison spray, resistance*
1st level (4 slots): *entangle, inflict wounds*
2nd level (3 slots): *affliction, spike growth*
3rd level (2 slots): *call lightning, spirit guardians*

ACTIONS

Multiattack. The Tharn shaman makes two attacks, one with its totem staff and one with its bite.
Totem Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



THARN WARRIOR

Nearly every Tharn is also a warrior, going into battle with oversized, brutal axes to hew through the bodies of all who stand in the path of their predatory raids. After hacking down foes with wicked axes, they tear open the chests of their fallen enemies to feast upon their still-beating hearts.



THARN WARRIOR

Medium humanoid (Tharn), alignment

Armor Class 14 (hide armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Tharn

Challenge 2 (450 XP)

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

ACTIONS

Tharn Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage. If the Tharn scores a critical hit, it rolls damage dice three times, instead of twice.

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

BRÍGHID AND CAUL

The Tharn twins Bríghid and Caul have built their reputation upon a pile of corpses beyond counting. Born to the first generation of Tharn after the Curse of the Ten Ills was lifted and saved their race from extinction, these twins have come to embody a new hope. A skilled hunter, Bríghid has mastered the use of the heavy Tharn bow; when hunting larger game, she uses the bow to cripple and maim an enemy before allowing her brutish brother Caul to finish off the prey with his heavy axe. They balance the skills of a hunter with the brutality and savagery of the greatest predatory beasts.



BRÍGHID

Medium humanoid (Tharn), alignment

Armor Class 16 (hide armor)

Hit Points 112 (15d8 + 45)

Speed 35 ft., climb 35 ft.

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

Saving Throws Dex +7

Skills Acrobatics +7, Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Tharn

Challenge 5 (1,800 XP)

Gang Tactics. Bríghid has advantage on attack rolls against a creature if Caul is within 5 feet of the creature and he isn't incapacitated.

Treewalker. Bríghid's speed is not reduced in difficult terrain composed of non-magical vegetation.

Lurker. Bríghid can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

ACTIONS

Multiattack. Bríghid makes three melee attacks or two ranged attacks.

Tharn Bow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bow Strike. *Melee Weapon Attack:* +4 to hit, reach 4 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Heart Eater (1/day). Bríghid can remove the heart of a dead creature that is not a construct or undead and consume it. If she does so, she regains 12 (2d8+3) hit points.

CAUL

Medium humanoid (Tharn), alignment

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Str +7

Skills Athletics +7, Intimidation +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Tharn

Challenge 5 (1,800 XP)

Gang Tactics. Caul has advantage on attack rolls against a creature if Bríghid is within 5 feet of the creature and she isn't incapacitated.

Rapid Healing. When Caul regains hit points, he regains 10 bonus hit points.

ACTIONS

Multiattack. Caul makes three melee attacks.

Tharn Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If Caul scores a critical hit, he rolls damage dice three times, instead of twice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Heart Eater (1/day). Caul can remove the heart of a dead creature that is not a construct or undead and consume it. If he does so, he regains 12 (2d8+3) hit points.

REACTIONS

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

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