



THE LICH LORDS OF CRYX

NPC PROFILES



THE ARMIES OF CRYX ARE LED BY A DOZEN POWERFUL and virtually immortal undead generals capable of long-term planning with a scope impossible for mortal minds to comprehend. These liches were created to do the bidding of Lord Toruk, the Dragonfather, though at times their own goals have distracted them from his purposes. Nonetheless, Toruk personally selected each of these lich lords to command his armies and govern his empire. Each has held substantial dominion for centuries, some for more than a millennium. The first lich lords were born of the twelve pirate kings of the old Scharde Islands; they bowed to Lord Toruk after he revealed his full power to them at the fortress now known as Dragon's Roost. Two of the original fourteen kings dared defiance: King Threnodax, whom Captain Rengrave of the Atramentous served as vassal in life, and King Moorcraig, who fled to his castle thinking he could defend himself from the Dragonfather. Both were annihilated and their souls bound to endless torment, while the twelve who bowed were rewarded with immortality to serve as the overlords of Toruk's new empire.

The domains of the lich lords have evolved and changed over time in keeping with the needs of the empire. Even as Toruk spread his blight across the islands, his new generals and acolytes set about transforming this scattered land of fourteen petty fiefdoms into a single kingdom sworn to their dragon god. The last sixteen centuries have taken a toll upon the lich lords, and fewer than half of the original twelve remain. Some have fallen to outside forces; others have succumbed to scheming peers, their mantles taken up by those who engineered their downfalls. Such calculating betrayal is routine in Cryx, where only those brilliant and strong enough to retain their positions do so. Toruk's commandments forbid the lich lords from openly warring

with one another, however, as direct strife would interfere with the great work of finding and delivering his progeny.

The Dragonfather's armies, called incursions, were once the responsibility of Lich Lords Daeamortus and Terminus, who orchestrated their efforts from a distance and remained amid the fleets. What mainlanders refer to as the "Scharde Invasions" was planned by these two lich lords as a series of attacks on enemy shores and coastal towns to disguise the movement of incursions into the interior. Daeamortus relied heavily upon powerful vassals like the Iron Lich Asphyxious to direct these more enduring operations deeper inside the continent. Even before destroying his master, Asphyxious was considered by many in Cryx to be all but an unrecognized thirteenth lich lord. After triumphing over Daeamortus, Asphyxious replaced his old master to stand equal to Lich Lord Terminus. Both were permanently stationed alongside their incursions deep inland to advance Cryxian interests—until the eventual destruction of their physical bodies. Asphyxious was rebuilt in a new form constructed by Cyrissists and went through the Celestial Gate at Henge Hold, while Terminus' body was destroyed in battle with the warcaster Coleman Stryker and had to be rebuilt back in Cryx. With his two major generals incapacitated, Toruk rapidly promoted Wraith Witch Deneghra to the position of lich lord, a role that she has taken to with ease.

Lich Lord Venethrax, charged with acquiring draconic lore, is the authority on Toruk's children and draconic blight. He makes regular forays to the mainland, there to initiate the operations directly related to finding and securing other dragons for Toruk.

Lich Lord Scopulous is technically a fourth military leader, as he commands the Cryxian army kept in reserve.

He supports the incursions on the mainland with his sizable stockpile of thralls, weapons, and necrotite. Scopulous also commands the Nightmare Empire's garrisons and fortresses and ensures their readiness against direct counterattack.

Prior to the mainland operations of the early 600s, when the armies of Cryx last marched to war at full strength, it was against the Orgoth in their final bastion of Drer Drakkerung. At the height of the conflict, Orgoth warwitches obliterated the city. The conflagration destroyed three of the lich lords and reduced two others, Tenebrus and Fulmenus, to spectral shadows. Though their physical potency was diminished, their new state heightened their ability to perceive and manipulate necromancy, and they are now the Dragonfather's reigning experts on occult lore and esoteric experiments.

As Orgoth secrets became part of Cryxian occult knowledge, Toruk elevated new lich lords to replace the fallen: Terminus, Thalassina, and Angorus. Thalassina was chosen to steer the affairs of the human kingdoms, a task complementing Malathrax's intelligence-gathering. Few mortals could ever hope to understand Thalassina's near-prescient and subtle scheming, and she has quietly become one of the most influential beings in western Immoren. Toruk's draconic mind has difficulty distinguishing the petty lives of mortal rulers, given how they die and are replaced so frequently, so he relies heavily upon Thalassina's subtle manipulations and the agents who report to her of those courts.

Of the lich lords dwelling in Skell, Angorus and Divinitus oversee the treasury and Toruk's cult, respectively, and rarely leave the city. Angorus' agents collect tithes taken from the pirate fleet and the mortal inhabitants of Cryx, and he oversees the tabulation of other significant resources, such as accumulated necrotite. Divinitus perhaps spends more

time in Toruk's presence than any other lord, directing the Dragonfather's enigmatic priesthood, though Lich Lord Deneghra has of late been in the dragon's presence even more than he—a fact Divinitus openly resents. Lich Lord Corripio controls the Archive of Skell, a library of inestimable worth that includes a trove of stolen and accumulated lore, with many tomes thought on the mainland to have been lost forever. What it contains on the Orgoth, in particular, is beyond compare. The other lich lords must stay in Corripio's good graces if they desire access to this information.

Until recently, Cryxian military production was overseen by one of the original lich lords, Morbus. He ventured to the mainland in 608 AR to inspect and take control of the vast necrofactoriums established by Asphyxious and to ensure that Venethrax received what he needed for his vital mission, but he was destroyed in an ambush under what many lich lords consider suspicious circumstances. After a period of delay, Toruk elevated the brilliant Mortenebra to the position, filling the void that Morbus' destruction left behind.

COMMON TRAITS

Aside from a few noteworthy exceptions—Lich Lords Deneghra, Fulmenus, and Tenebrus—the lich lords of Cryx are iron liches, having bodies made of blighted black steel powered by necrotite furnaces, which have their own benefits and drawbacks.

Firebox Reliance. A foul necrotite furnace powers a lich lord's body. A lich lord requires necrotite to function and will become inert and insensate if its supply of the death-tainted coal runs out. These fireboxes require refueling (roughly 5 pounds of necrotite) every 12 hours.

Necrotech Nature. A lich lord doesn't require food, drink, or sleep. Its furnace requires necrotite and air to function.



LICH LORD ANGORUS

Lich Lord Angorus is the master of the Cryxian treasury. From the Treasury of Skell, he tallies the taxes accumulated from across the Nightmare Empire and levied from among the Scharde Islands. He lurks among the vaults, overseeing the tallying of dedicated thralls who balance vast amounts of stolen wealth—though coin is not the only thing the treasure hoards. A great tally of corpses and living flesh are

also counted among the resources of the Dragonfather's enormous treasury.

The finances Angorus oversees are used in numerous ways, from bribing weak-willed mortals on the mainland, for paying off spies, and even for semi-legitimate trade with mortal-crewed ships out of Five Fingers, Clockers Cove, and other ports of ill-repute.



LICH LORD ANGORUS, LORD OF THE TREASURY OF SKELL

Medium undead (necrotech), lawful evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Con +8, Int +9, Wis +9, Cha +8

Skills History +9, Deception +8, Insight +9, Perception +9, Persuasion +8

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Caspian, Scharde Tongue, Thrallspeak, Tkra

Challenge 15 (13,000 XP) or 16 (15,000 XP) when encountered in lair

Capture Souls. As a bonus action, Angorus can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or it is captured in Angorus' soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Gold Tracker. Angorus knows the direction of and distance to any valuables that have passed through the Treasury of Skell, regardless of the physical distance.

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

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

Magic Weapons. Angorus' weapon attacks are magical.

Reconstruction. If it has a phylactery, a destroyed lich can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Angorus has 5 empty soul cages and carries the Scales of the Treasury.

Spellcasting. Angorus is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Angorus has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *ray of frost*, *shocking grasp*

1st level (4 slots): *charm person*, *identify*, *unseen servant*

2nd level (3 slots): *arcane lock*, *hold person*, *locate object*, *web*

3rd level (3 slots): *bestow curse*, *counterspell*, *hypnotic pattern*

4th level (3 slots): *arcane eye*, *phantasmal killer*

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *circle of death*

Turn Immunity. Angorus is immune to effects that turn undead.

ACTIONS

Multiattack. Angorus can use his Dreadful Glare and makes one attack with the Scales of the Treasury.

Scales of the Treasury (flail). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage.

All that Glitters. Angorus fixes his gaze on one creature within 60 feet that he can see and that can see his eyes. The target must make a DC 16 Constitution saving throw. If the saving throw fails by 5 or

more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to gold and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell or similar magic.

Consume Souls. As an action, Angorus can consume one or more hit dice of souls from one of his soul cages. When he does, Angorus can replenish expended spell slots. Angorus can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

Strike a Bargain. Angorus targets one creature he can see within 60 feet of him. The target must make a DC 16 Charisma saving throw. On a failure, the target is charmed for 1 minute. The charmed target can repeat the saving throw if Angorus deals any damage to it. A creature that succeeds on the saving throw is immune to Angorus' Strike a Bargain for 24 hours.

LEGENDARY ACTIONS

Angorus 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. Angorus regains spent legendary actions at the start of his turn.

Attack. Angorus makes one attack with the Scales of the Treasury or uses his Dreadful Glare.

Consume Souls. Angorus uses Consume Souls.

Cast a Spell (Costs 2 actions). Angorus uses Spellcasting.

Fool's Gold (Costs 2 actions). Angorus casts cursed golden coins into a 5-foot area within 20 feet of himself. A creature that is able to see the gold must make a DC 16 Charisma saving throw or be compelled to move closer to the coins and use its action to grab as much gold as possible. A creature in possession of at least one cursed coin has disadvantage on Charisma saving throws. To discard cursed coins, a creature must first succeed on a DC 16 Charisma saving throw, ending the curse on a success.

Balance the Books (Costs 3 actions). Angorus chooses any number of non-undead, non-construct creatures within 30 feet of himself. A creature must make a DC 16 Constitution saving throw or reduce its hit point maximum by 13 (2d12) damage and give Angorus an equal number of temporary hit points. This reduction lasts until the creature finishes a short or long rest. The target dies if its hit point maximum is reduced to 0.

LAIR ACTIONS

Angorus can employ lair actions while he's within the Treasury of Skell.

On initiative count 20 (losing initiative ties), Angorus takes a lair action to cause one of the following effects;

- The deafening sound of coins being tallied fills the air in a 60-foot radius around Angorus. Each creature other than Angorus must succeed on a DC 16 Constitution saving throw or be deafened for 1 minute.

- Each undead creature in the lair can pinpoint the location of each living creature within 120 feet of it until initiative count 20 on the next round.

- The lich lord targets any number of creatures it can see within 30 feet of it that it can see. No creature can regain hit points until initiative count 20 on the next round unless it pays a tithe. To pay the tithe, a creature must discard a total of at least 1,000 gp worth of coins or items on its person.

- The lich lord can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

LICH LORD CORRIPIO

Lich Lord Corripio controls the Archive of Skell, a library of inestimable worth that includes a treasure trove of stolen and accumulated lore, including many tomes thought lost forever by those on the mainland. What the archive contains on the Orgoth in particular is beyond compare. It also preserves voluminous documents transcribing discoveries and insights arising from the work of other lich lords, such as Fulmenus, Tenebrous, and Venethrax. Corripio's peers must stay in his good graces if they desire access to this information. Lich Lord Malathrax has been notably reticent to contribute to the archives, hoarding his gathered intelligence and doling it out frugally.



LICH LORD CORRIPIO, MASTER LIBRARIAN OF THE ARCHIVE OF SKELL

Medium undead (necrotech), lawful evil

Armor Class 17 (qualifier)

Hit Points 262 (35d8+105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	20 (+5)	17 (+3)	10 (+0)

Saving Throws Con +10, Int +12

Skills Arcana +12, History +12, Perception +10

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Scharde Tongue, Tkra

Challenge 18 (20,000 XP) or 19 (22,000 XP) if encountered in lair

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

Magic Weapons. Corripio's weapon attacks are magical.

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Corripio has a fell staff and eight blank spell scrolls.

Spellcasting. Corripio is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks).

Corripio has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *shocking grasp*

1st level (at will): *ray of sickness*, *shield*

2nd level (at will): *arcane lock*, *knock*

3rd level (at will): *animate dead*, *counterspell*

4th level (3 slots): *blight*, *ice storm*, *phantasmal killer*

5th level (3 slots): *cloudkill*, *hold monster*, *wall of force*

6th level (3 slots): *chain lightning*, *circle of death*, *disintegrate*

7th level (3 slots): *finger of death*, *plane shift*, *teleport*

8th level (2 slots): *maze*, *mind blank*

9th level (2 slots): *power word kill*, *time stop*

Turn Immunity. Corripio is immune to effects that turn undead.



ACTIONS

Multiattack. Corripio takes three actions: he uses his Fell Staff and Arcane Absorption, and he casts a spell with a casting time of 1 action.

Fell Staff. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage or 8 (1d10 + 2) bludgeoning damage if used with two hands.

Arcane Absorption. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) necrotic damage, and Corripio can choose one spell he has seen the target cast within the past minute. One of Corripio's blank spell scrolls becomes a scroll of the chosen spell.

LEGENDARY ACTIONS

Corripio 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. Corripio regains spent legendary actions at the start of his turn.

Attack. Corripio makes one weapon attack.

Cantrip. Corripio casts one of his cantrips.

Cast a Spell (Costs 2 actions). Corripio casts a spell of 2nd level or lower from his spell list that takes 1 action to cast.

LAIR ACTIONS

Corripio lurks in the Archive of Skell. He can use the following actions in his lair. On initiative count 20 (losing initiative ties), Corripio takes a lair action to cause one of the following effects:

- Corripio chooses up to three creatures he can see and calls for silence in the archive. The chosen creatures must succeed at a DC 20 Charisma saving throw or be rendered mute until initiative count 20 on the next round. A mute creature cannot use features that require it to be heard and cannot cast spells with a verbal component.
- Corripio weaves a dark field of energy to unravel enemy magic. Each creature other than Corripio must succeed at a DC 20 Constitution saving throw or take 31 (9d6) necrotic damage and have each spell of 5th level or lower on the creature immediately end.
- A wave of blight-tainted arcane energy fills the lair in a 300-foot radius around Corripio for an instant. Each creature other than Corripio in the area must succeed on a DC 20 Constitution saving throw or take 1d8 necrotic damage. Creatures that take necrotic damage from this effect gain one level of exhaustion. The lich lord can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.



LICH LORD DENEGHRA

The former warwitch Deneghra has risen steadily in the ranks of the Nightmare Empire since her abduction from Cygnar as a young girl. She was the most prominent and loyal servant of Lich Lord Asphyxious prior to his destruction and rebirth during the Claiming. When Asphyxious went through the Cyrissist Gate at Henge Hold, his dark queen stood ready to take his place. Deneghra has claimed her status as a lich lord, and she has made herself one of the most influential members of the undead council.

Not bothering herself with the war industry that was her mentor's dominion, Deneghra has her eyes set on conquest in the Dragonfather's name. From within the great spire of Toruk, she listens to the words of the dragon, passing on his wishes to all the other lich lords. How she attained such a role is not known to the other lich lords, but there are those among them who resent her de facto authority as the "Dragon's Speaker" and those who question if the words she speaks truly come from Toruk, or if she is simply voicing her own desires.

LICH LORD DENEGHRA

Medium undead, chaotic evil

Armor Class 16 (warwitch armor)

Hit Points 227 (35d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Dex +11, Wis +10, Cha +12

Skills Acrobatics +11, Arcana +10, Deception +12, Insight +10, Perception +10, Stealth +11

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Cygnaran, Scharde Tongue, Tkra

Challenge 21 (33,000 XP)

Capture Souls. As a bonus action, Deneghra can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Deneghra's soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Devil's Sight. Magical darkness doesn't impede Deneghra's darkvision.

Evasion. If Deneghra is subjected to an effect that allows her to make a Dexterity saving throw to take only half the damage, Deneghra instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Focus Manipulation. Deneghra and her bonded steamjacks can use any of the following abilities.

- **Attack Bonus.** Spend 1 focus point to have advantage on the next attack roll made this turn.
- **Damage Bonus.** Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.
- **Extra Attack.** Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.
- **Reduce Damage (Deneghra Only).** Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)
- **Shake It Off.** Spend 1 focus point to have advantage on a saving throw.

Legendary Resistance (3/Day). If Deneghra fails a saving throw, she can choose to succeed instead.

Rejuvenation. When the lich lord is destroyed, its soul lingers. After 1d6 days, the soul is restored at Toruk's Citadel in Skell and regains all of its hit points.

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

Special Equipment. Deneghra has 5 empty soul cages and carries Eclipse.

Spellcasting. Deneghra is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Casting a spell requires Deneghra to spend a number of focus points equal to the spell's level. She has the following spells prepared:

Cantrips (at will): *arcane bolt*, *light*, *sense cortex*, *true strike*
1st level: *bleed*, *conceal cortex*, *detect magic*, *fog cloud*, *sacrificial lamb*

2nd level: *blur*, *doom spiral*, *gust of wind*, *misty step*, *terminal velocity*

3rd level: *admonition*, *breath stealer*, *devil's tongue*

4th level: *dark guidance*, *stygian abyss*

5th level: *dark seduction*, *shadowmancer*

Steamjack Control. Deneghra can be bonded to up to four steamjacks. Each of Deneghra's bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Deneghra.

Turn Immunity. Deneghra is immune to effects that turn undead.

Witch Barbs. Any creature hostile to Deneghra that starts its turn within 5 feet of her must make a DC 19 Dexterity saving throw unless Deneghra is incapacitated. Unless the save succeeds, the creature takes 22 (4d10) slashing damage and can't take reactions until the end of Deneghra's next turn.

Warcaster. Deneghra has 8 focus points and a control range of 80 feet. She regains 4 focus points at the start of each of her turns, to a maximum of 8.

ACTIONS

Multiattack. Deneghra makes three attacks with Eclipse. She can replace one attack with Beguiling Presence.

Eclipse (+2 halberd). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage and the target must succeed at a DC 19 Dexterity saving throw or be teleported 30 feet to an open area Deneghra can see.

Beguiling Presence. Each creature of Deneghra's choice that is within 120 feet of her and aware of her must succeed on a DC 17 Wisdom saving throw or become charmed 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 if the effect ends for it, the creature is immune to Deneghra's Beguiling Presence for the next 24 hours.

Consume Souls. As an action, Deneghra can consume one or more hit dice of souls from one of her soul cages. When she does so, the Deneghra can replenish expended spell slots. Deneghra can consume 1 hit die to replenish a 1st level spell slot, or 2 souls to replenish a second level spell slot, and so on.

Bonus Actions

Wraith Walk. Deneghra, along with any equipment she is wearing or carrying, becomes ghostly and insubstantial. Until the start of her next turn, she appears ghostly and gains resistance to all damage. Until the start of her next turn, Deneghra can move through solid objects and creatures as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside a solid object.

REACTIONS

Parry. Deneghra adds 2 to her AC against one melee attack that would hit her. To do so, Deneghra must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Deneghra 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. Deneghra regains spent legendary actions at the start of her turn.

At-Will Spell. Deneghra casts one of her at-will spells.

Move. Deneghra moves up to her speed.

Slash. Deneghra makes an attack with Eclipse.

LICH LORD DIVINITUS

Lich Lord Divinitus is the high priest of the Church of Toruk. From the Black Temple in Skell, he directs the worship of the Dragonfather, guiding supplicants in a ceaseless stream of praises and litanies of Toruk's greatness. The priesthood of the Dragonfather answer to him in all matters, and Divinitus exhorts his flock to spread the blessing of Toruk's blight across the Nightmare Empire.

Divinitus is not fond of the newest lich lord, Deneghra, who he believes is attempting to usurp his position at the Dragonfather's right hand—a position only he seems to believe he commands. He watches with a close eye lest this warwitch usurper slip up and give him reason to call her devotion to Toruk into question.



LICH LORD DIVINITUS, HIGH PRIEST OF THE CHURCH OF TORUK

Medium undead (necrotech), lawful evil

Armor Class 17 (natural armor)
Hit Points 345 (46d8+138)
Speed 30 ft.

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

Saving Throws Con +10, Wis +12, Cha +7

Skills Deception +9, History +9, Insight +12, Perception +12, Religion +9

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 22

Languages Scharde Tongue, Thrallspeak, Tkra

Challenge 21 (33,000 XP) or 22 (41,000 XP) when encountered in lair

Blighted Strike (1/Turn). When Divinitus hits with a weapon attack, he can cause the attack to deal an extra 9 (2d8) necrotic damage.

Capture Souls. As a bonus action, Divinitus can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Divinitus' soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Inevitable. Necrotic damage Divinitus deals ignores resistance to necrotic damage.

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

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

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Divinitus has 5 empty soul cages and carries a necrotite thurible.

Spellcasting. Divinitus is an 18th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). Divinitus has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*

1st level (at will): *bane, inflict wounds, protection from evil and good, sanctuary*

2nd level (at will): *augury, blindness/deafness, silence*

3rd level (at will): *animate dead, bestow curse, dispel magic, protection from energy*

4th level (3 slots): *freedom of movement, divination, guardian of faith*

5th level (3 slots): *contagion, dispel evil and good, flame strike, insect plague*

6th level (3 slots): *harm, true seeing*

7th level (3 slots): *etherealness, fire storm*

8th level (2 slots): *antimagic field*

9th level (2 slots): *gate*

Turn Immunity. Divinitus is immune to effects that turn undead.



ACTIONS

Multiattack. Divinitus uses Litany of the Dragonfather's Praises and makes three attacks with his necrotite thurible.

Necrotite Thurible (+1 flail). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 20 (6d6) necrotic damage.

A 10-foot diameter cylinder of necrotite-laced incense fills the air centered on the target. A living creature that starts its turn in the incense or enters the area must succeed on a DC 16 Constitution saving throw or gain a level of exhaustion. The cloud of incense lingers until the start of Divinitus' next turn.

Consume Souls. As an action, Divinitus can consume one or more hit dice of souls from one of his soul cages. When he does so, Divinitus can replenish expended spell slots. Divinitus can consume 1 hit die to replenish a 1st level spell slot, or 2 souls to replenish a second level spell slot, and so on.

Litany of the Dragonfather's Praises (Recharge 5-6).

Divinitus begins a sermon praising the blighted father of all. Each creature within 100 feet of Divinitus that can hear him must make a DC 19 Charisma saving throw or take 26 (4d12) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this save is paralyzed until the start of Divinitus' next turn.

LEGENDARY ACTIONS

Divinitus 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. Divinitus regains spent legendary actions at the start of its turn.

At-Will Spell. Divinitus casts one of his at-will spells.

Move. Divinitus moves up to his current speed.

Bless with Blight (Costs 2 actions). Divinitus unleashes a wave of Toruk's divine blight. Creatures within 30 feet of Divinitus, including ones behind barriers and around corners, can't regain hit points until the end of Divinitus' next turn.

Second Sermon (Costs 2 actions). Divinitus recharges and uses Litany of the Dragonfather's Praises.

LAIR ACTIONS

Divinitus can employ lair actions while he's within the Black Temple. On initiative count 20 (losing initiative ties), Divinitus takes a lair action to cause one of the following effects:

- The divine might of Toruk fills the Black Temple's halls until initiative count 20 on the next round. Each creature of Divinitus' choice must succeed on a DC 19 Wisdom saving throw or fall prone as they are overwhelmed by their insignificance in the face of such infinite majesty. Rising requires a successful DC 16 Intelligence (Religion) check.
- Divinitus rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.
- Divinitus rouses the congregation to protect the Black Temple against all intrusion. Each undead creature in the lair has advantage on saving throws until initiative count 20 on the next round.

The lich lord can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

LICH LORD FULMENUS

One of two lich lords who fought at the battle of Drer Drakkerung, Fulmenus is a shadowy specter whose body was obliterated in the final arcane destruction of the Orgoth stronghold. However, his ghostly form is not a detriment

to Fulmenus' studies, his research into necromantic lore. His shade flickers through the Archive of Skell attended by a court of spectral servants, and the unliving thralls of the archive seem naturally drawn to his presence.

LICH LORD FULMENUS, MASTER OF NECROMANCY

Medium undead, neutral evil

Armor Class 14

Hit Points 121 (22d8 + 22)

Speed 0 ft., fly 60 feet (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	12 (+1)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Int +12, Wis +10, Cha +12

Skills Arcana +12, History +12, Perception +10, Stealth +11

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 10

Languages Scharde Tongue, Tkra

Challenge 22 (41,000 XP)

Incorporeal Movement. Fulmenus can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Spirit Reaper. When Fulmenus damages a creature that is neither a construct nor undead with a spell of 1st level or higher, he regains hit points equal to twice the spell's level or three times if it is a necromancy spell.

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

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

Master of Necromancy. While within 60 feet of Fulmenus, any undead ally of the lich lord has advantage on all saving throws.

Rejuvenation. When the lich lord is destroyed, its soul lingers. After 1d6 days, the soul is restored at the Archive of Skell and regains all of its hit points.

Spellcasting. Fulmenus is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Fulmenus has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *fire bolt*, *message*, *ray of frost*

1st level (at will): *burning hands*, *fog cloud*, *shield*, *sleep*

2nd level (at will): *blindness/deafness*, *darkness*, *hold person*

3rd level (at will): *animate dead*, *bestow curse*, *vampiric touch*

4th level (3 slots): *arcane eye*, *blight*, *phantasmal killer*

5th level (3 slots): *cloudkill*, *cone of cold*, *dominate person*

6th level (3 slots): *circle of death*, *create undead*, *eyebite*

7th level (3 slots): *finger of death*

8th level (2 slots): *feeblemind*

9th level (2 slots): *foresight*, *power word kill*

Turn Immunity. Fulmenus is immune to effects that turn undead.

ACTIONS

Multiattack. Fulmenus makes two life drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 42 (8d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Horrifying Visage. Each non-undead creature within 60 feet of Fulmenus that can see him must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Fulmenus is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or if the effect ends for it, the target is immune to Fulmenus' Horrifying Visage for the next 24 hours.

LEGENDARY ACTIONS

Fulmenus 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. Fulmenus regains spent legendary actions at the start of its turn.

At-Will Spell. Fulmenus casts one of his at-will spells.

Horrifying Visage. Fulmenus uses Horrifying Visage.

Shadow Step. Fulmenus teleports to a heavily obscured area he can see.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- Fulmenus calls forth unbound spirits from the void. These spirits materialize and attack one creature that Fulmenus can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The void spirits then disappear.
- Shadows in the lair become mirrors for Fulmenus' wrath. Fulmenus can target any number of creatures he can see that are in the shadows within 90 feet of himself. A target must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage.
- Until initiative count 20 on the next round, undead creatures in the lair can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.

LICH LORD MALATHRAX

Malathrax is the cunning spymaster of Cryx. Standing over ten feet tall, his slender body of black iron is concealed by flowing robes of midnight black. The lich lord conceals his floating skull under a cunningly devised mask of articulating silver plates that can form all manner of features, from a cherubic infant's face to the snarling countenance of some

Urcaen-dwelling monster. Hidden beneath his robes, a swarm of insect-like necromechanical creatures swarm across and within his iron body.

Malathrax is inscrutable, even to his fellow lich lords. They know him to possess vast libraries of information known only to himself, and what little he does share with them is most often in pursuit of his own agendas.

LICH LORD MALATHRAX, SPYMASTER OF CRYX

Large undead (necrotech), neutral evil

Armor Class 17 (natural armor)

Hit Points 382 (45d10+135)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Dex +10 Wis +11, Cha +13

Skills Deception +13, Insight +11, Perception +11, Persuasion +13, Stealth +10

Damage Resistances necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 21

Languages Cygnaran, Infernal, Khadoran, Llaeese, Scharde Tongue, Tkra, Thrallspeak

Challenge 22 (41,000 XP)

Capture Souls. As a bonus action, Malathrax can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Malathrax's soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

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

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

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

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

Special Equipment. Malathrax has 5 empty soul cages.

Spellcasting. Malathrax is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Malathrax has the following wizard spells prepared: Cantrips (at will): *mage hand*, *message*, *minor illusion*, *ray of frost*, *shocking grasp*
1st level (at will): *charm person*, *disguise self*, *expeditious retreat*, *hideous laughter*
2nd level (at will): *detect thoughts*, *invisibility*, *mirror image*, *suggestion*
3rd level (at will): *counterspell*, *nondetection*

4th level (3 slots): *arcane eye*, *confusion*, *phantasmal killer*

5th level (3 slots): *dominate person*, *dream*, *modify memory*

6th level (3 slots): *disintegrate*, *mass suggestion*

7th level (3 slots): *prismatic spray*, *project image*

8th level (2 slots): *feeblemind*, *mind blank*

9th level (2 slots): *power word kill*

Turn Immunity. Malathrax is immune to effects that turn undead.

ACTIONS

Multiattack. Malathrax makes four talon attacks, one of which can be replaced with Scurrying Swarm.

Long Talons. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Consume Souls. As an action, Malathrax can consume one or more hit dice of souls from one of his soul cages. When he does, the Malathrax can replenish expended spell slots. Malathrax can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

Mask of Many Faces. Each non-undead creature within 60 feet that can see Malathrax must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. A creature is paralyzed while it is frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Malathrax is within line of sight, ending the frightened condition on itself on a success. If a target's saving throw is successful, the effect ends for it.

Scurrying Swarm (Recharge 5–6). Malathrax unleashes the necromechanical mites that crawl across his frame to attack all in his presence. Malathrax makes a ranged spell attack targeting up to six creatures within 30 feet. A creature hit takes 21 (6d6) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that Malathrax can see hits him with an attack, Malathrax can use his Reaction to halve the attack's damage.

LEGENDARY ACTIONS

Malathrax 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. Malathrax regains spent legendary actions at the start of his turn.

At-Will Spell. Malathrax casts one of his at-will spells.

Masks, Ever Changing. Malathrax uses Mask of Many Faces.

Misinformation (Costs 3 actions). Malathrax creates an illusory duplicate of himself in an unoccupied space within 60 feet of himself. Before the end of his next turn, if he is the target of an attack, Malathrax can trade places with his duplicate, causing the attack to miss.



LICH LORD MORTENEBRA

Formerly the master necrotech of all the Scharde Islands, Mortenebra was in an ideal position to take over the role of overseeing the war industry when Lich Lord Asphyxious vanished from Caen. She had overseen the vast necrofactoriums Asphyxious had built on the mainland in the early 600s AR, and moving into the role of lich lord was an easy transition for her. She spends most of her time in the factories of Dreggsmouth and the recently built city

of Lichgate, ensuring that the production of necrotech constructs, bonejacks, and helljacks continues without interruption.

Mortenebra's control over most of the war industry of Cryx gives her immense influence among other lich lords, particularly Scopulus, Terminus, and Venethrax, who must remain in her good graces to have the military assets they need to maintain their incursion forces and garrisons.

LICH LORD MORTENEBRA, NUMEN OF NECROGENESIS

Large undead (necrotech), neutral evil

Armor Class 19 (natural armor)

Hit Points 427 (45d10+180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	22 (+6)	16 (+3)	12 (+1)

Saving Throws Con +11, Int +13, Wis +10

Skills Arcana +13, History +13, Investigation +13, Perception +10

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 20

Languages Cygnaran, Ordric, Khadoran, Scharde

Challenge 23 (50,000 XP)

Capture Souls. As a bonus action, Mortenebra can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Mortenebra's soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Focus Manipulation. Mortenebra and her bonded steamjacks can use any of the following abilities.

- **Attack Bonus.** Spend 1 focus point to have advantage on the next attack roll made this turn.
- **Damage Bonus.** Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.
- **Extra Attack.** Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.
- **Reduce Damage (Mortenebra Only).** Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)
- **Shake It Off.** Spend 1 focus point to have advantage on a saving throw.

Legendary Resistance (3/Day). If Mortenebra fails a saving throw, she can choose to succeed instead.

Magical Weapons. Mortenebra's weapon attacks are magical.

Numen of Necrogenesis. When Mortenebra or one of her bonded warjacks makes a melee attack against an enemy creature engaged with another creature in her battlegroup that isn't incapacitated, the attack is made with advantage and rolls an additional die of weapon damage.

Reconstruction. If it has a phylactery, a destroyed lich lord can

have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Mortenebra has 5 empty soul cages.

Spellcasting. Mortenebra is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Casting a spell requires Mortenebra to spend a number of focus points equal to the spell's level. She has the following spells prepared:

Cantrips (at will): *arcane bolt, light, sense cortex, true strike*

1st level: *bleed, conceal cortex, detect magic, fog cloud, sacrificial lamb*

2nd level: *blur, infernal machine, overrun, terminal velocity*

3rd level: *breath stealer, dark fire, occultation*

4th level: *dark guidance, spectral steel*

5th level: *backlash, death knell*

Steamjack Control. Mortenebra can be bonded to up to three steamjacks. Each of Mortenebra's bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Mortenebra.

Turn Immunity. Mortenebra is immune to effects that turn undead.

Warcaster. Mortenebra has 8 focus points and a control range of 80 feet. She regains 4 focus points at the start of each of her turns, to a maximum of 8.

ACTIONS

Multiattack. Mortenebra makes four attacks with her necroclaws.

Necroclaws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

Consume Souls. As an action, Mortenebra can consume one or more hit dice of souls from one of her soul cages. When she does so, Mortenebra can replenish expended spell slots. Mortenebra can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

REACTIONS

Salvage. If a construct (steamjack) or construct (necrotech) creature drops to 0 hit points while within 10 feet of Mortenebra, she can use her reaction to regain hit points equal to half the construct's hit point maximum.

LEGENDARY ACTIONS

Mortenebra 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. Mortenebra regains spent legendary actions at the start of her turn.

At-Will Spell. Mortenebra casts one of her at-will spells.

Power Transfer. Mortenebra can remove any number of focus points from bonded steamjacks within her control range and move them to any other steamjacks within her control range.



LICH LORD TERMINUS

Terminus is an ancient and mighty lich lord whose command over the navies of Cryx make him one of the most important military commanders in all of the Nightmare Empire. His devotion to Lord Toruk predates the construction of Skell itself. Terminus himself personally oversaw the construction of the first fleet of blackships constructed following the defeat of the Orgoth at Drer Drakkerung and was one of the architects of the Scharde Invasions of 584–588 AR.

His undead form, built on the framework of his immense, blighted bones and blight-mutated wings, was destroyed in conflict with the Cygnaran warcaster Coleman Stryker prior to the Claiming, but Terminus was not defeated. He patiently waited for his servants to build him a new body, one that was a match for his thousands of years of military experience and unbridled fury.

LICH LORD TERMINUS

Large undead (necrotech), neutral evil

Armor Class 18 (natural armor)

Hit Points 425 (37d10+222)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	17 (+3)	16 (+3)	12 (+1)

Saving Throws Strength +12, Con + 13, Wis +10

Skills Athletics +12, Arcana +10, Intimidation +8, Perception +10

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 20

Languages Cygnaran, Ordic, Scharde Tongue, Thrallspeak, Tkra

Challenge 24 (62,000 XP)

Capture Souls. As a bonus action, Terminus can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Terminus' soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Focus Manipulation. Terminus and his bonded steamjacks can use any of the following abilities.

- **Attack Bonus.** Spend 1 focus point to have advantage on the next attack roll made this turn.
- **Damage Bonus.** Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.
- **Extra Attack.** Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.
- **Reduce Damage (Terminus Only).** Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)
- **Shake It Off.** Spend 1 focus point to have advantage on a saving throw.

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

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

Magic Weapons. Terminus' weapon attacks are magical.

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Terminus has 5 empty soul cages and carries Doomsayer.

Spellcasting. Terminus is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Casting a spell requires Terminus to spend a number of focus points equal to the spell's level. He has the following spells prepared:

Cantrips (at will): *arcane bolt*, *light*, *sense cortex*, *true strike*
1st level: *bleed*, *conceal cortex*, *guided fire*, *sacrificial lamb*, *shield*
2nd level: *blur*, *doom spiral*, *infernal machine*, *overrun*, *ravager*
3rd level: *admonition*, *dark fire*, *hex blast*
4th level: *breath of corruption*, *spectral steel*
5th level: *backlash*, *death knell*

Steamjack Control. Terminus can be bonded to up to three steamjacks. Each of Terminus' bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Terminus.

Turn Immunity. Terminus is immune to effects that turn undead.

Warcaster. Terminus has 8 focus points and a control range of 80 feet. He regains 4 focus points at the start of each of his turns, to a maximum of 8.

ACTIONS

Multiattack. Terminus uses Dragon Fire if it is available and makes four melee attacks.

Doomsayer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Talon. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 22) and is restrained until this grapple ends. Terminus can have only one creature grappled in this way at a time.

Consume Souls. As an action, Terminus can consume one or more hit dice of souls from one of his soul cages. When he does so, Terminus can replenish expended spell slots. Terminus can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

Dragon Fire (Recharge 4-6). Terminus exhales destructive fire in a 60-foot cone. Each creature in the area of the exhalation must make a DC 21 Dexterity saving throw. A creature takes 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

Fling. One Medium or smaller creature grappled by Terminus 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 18 Dexterity saving throw or take the same damage and be knocked prone.

Dragon's Call (1/Day). For 1 minute, Terminus gains +1 to AC for each full soul cage he carries, to a maximum of +5 AC.

REACTIONS

Dying Breath. If he drops to 0 hit points, Terminus recharges Dragon Fire and can attack with it as a reaction.

LEGENDARY ACTIONS

Terminus 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. Terminus regains spent legendary actions at the start of its turn.

At-Will Spell. Terminus casts one of his at-will spells.

Doomsayer. Terminus attacks with Doomsayer.

Wing Attack (Costs 2 actions). Terminus beats his wings. Each creature within 10 feet of him must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Terminus can then fly up to half his flying speed.

LICH LORD SCOPULUS

Lich Lord Scopulus commands the Cryxian army kept in reserve. He supports the incursions on the mainland with his sizable stockpile of thralls, weapons, and necrotite. Scopulus also controls the Nightmare Empire's garrisons and fortresses and ensures their readiness against counterattack, such as when the Cygnarans retaliated in the aftermath of the Scharde Invasions. He coordinates his efforts with those of Terminus' fleets to guarantee that a steady stream of reinforcements reaches the mainland. Asphyxious' measures to construct mainland production facilities have mitigated the urgency of this resupply.



LICH LORD SCOPULUS

Large undead (necrotech), neutral evil

Armor Class 18 (qualifier)
Hit Points 313 (33d10+132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Str +11, Con +11, Int +10

Skills History +10, Perception +10

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Scharde Tongue, Thrallspeak, Tkra

Challenge 21 (33,000 XP)

Dead Bounty. Scopulus can allocate focus to allied undead (necrotech) creatures in his control range. An undead (necrotech) creature can have up to 1 focus point. On its turn, a creature can spend a focus point to perform an additional attack when it takes the attack action.

Flank (Thralls). Once per turn, Scopulus can deal an extra 9 (2d8) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an allied undead (necrotech) creature of Scopulus that isn't incapacitated.

Focus Manipulation. Scopulus and his bonded steamjacks can use any of the following abilities.

- **Attack Bonus.** Spend 1 focus point to have advantage on the next attack roll made this turn.

- **Damage Bonus.** Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.

- **Extra Attack.** Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.

- **Reduce Damage (Scopulus Only).** Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)

- **Shake It Off.** Spend 1 focus point to have advantage on a saving throw.

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

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Spellcasting. Scopulus is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Casting a spell requires Scopulus to spend a number of focus points equal to the spell's level. He has the following spells prepared:

1st level: *bleed, conceal cortex, guided fire, sacrificial lamb, shield*

2nd level: *blur, doom spiral, infernal machine, ravager*

3rd level: *admonition, dark fire, hex blast*

4th level: *breath of corruption, stygian abyss*

5th level: *chasten, death knell*



Steamjack Control. Scopulus can be bonded to up to three steamjacks. Each of Scopulus' bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Scopulus.
Turn Immunity. Scopulus is immune to effects that turn undead.
Warcaster. Scopulus has 8 focus points and a control range of 80 feet. He regains 4 focus points at the start of each of his turns, to a maximum of 8.

ACTIONS

Multiattack. Scopulus makes three attacks with his acid injector. He can replace one attack with his Frightful Presence.

Acid Injector. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 31 (7d8) acid damage.

Frightful Presence. Each creature of Scopulus' choice that is within 120 feet of him and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to Scopulus' Frightful Presence for the next 24 hours.

REACTIONS

Last Gasp. When an allied undead (necrotech) creature Scopulus can see within 60 feet of him drops to 0 hit points, he can use his reaction to infuse the creature with one last burst of animation. The creature can move up to its walking speed and perform a single melee attack. The creature cannot be targeted by opportunity attacks during this movement.

LEGENDARY ACTIONS

Scopulus 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. Scopulus regains spent legendary actions at the start of its turn.

Move. Scopulus moves up to his walking speed.

Acid Injector Attack. Scopulus makes an acid injector attack.

Thrall Mob (Costs 2 actions). Each allied undead (necrotech) creature in Scopulus' control range can advance its speed toward an enemy it can see.

LICH LORD TENEBROUS

Tenebrous is obsessed with the esoteric occult. He saw firsthand the power of the Orgoth's dark sorceries and the might that could be wielded by those who understood the infernal forces. From the Archive of Skell, he sends out legions of wraiths and forensic necromancers to spy on and pluck every ounce of occult lore found in all of Immoren.

Like his counterpart Fulmenus, Lich Lord Tenebrous has

existed for centuries as a disembodied shade. He floats silently through the Archive of Skell, plucking tomes from its shelves and working without end to find deeper connections and greater truth about the nature of all occult matters. Whether he is dissecting a captive grymkin's corpse or overseeing the torment of an infernalist's soul, his quest for answers is unending.

LICH LORD TENEBROUS, ARCHIVIST OF ESOTERIC OCCULT LORE

Medium undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 191 (22d8 + 88)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	19 (+4)	16 (+3)	17 (+3)	19 (+4)

Saving Throws Dex +11, Con +11, Cha +11

Skills Arcana +10, Investigation +10, Perception +10, Religion +10

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, frightened, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Scharde Tongue, Tkra

Challenge 19 (22,000 XP)

Incorporeal Movement. Tenebrous can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

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

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

Master of Shades. Unless Tenebrous is incapacitated, undead creatures with the Incorporeal Movement trait of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Rejuvenation. When the lich lord is destroyed, its soul lingers. After 1d6 days, the soul is restored at the Citadel of Toruk and regains all of its hit points.

Spellcasting. Tenebrous is a 19th-level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long

rest. He knows the following warlock spells:

Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray*
1st–5th level (2 5th-level slots): *black tentacles, clairvoyance, detect thoughts, dissonant whispers, dominate person, hideous laughter, hunger of Hadar, phantasmal force, sending, telekinesis*

Spirit Reaper. When Tenebrous damages a creature that is neither a construct nor undead with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Turn Immunity. Tenebrous is immune to effects that turn undead.

ACTIONS

Multiattack. Tenebrous makes two melee attacks.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 20 (5d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

Tenebrous 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. Tenebrous regains spent legendary actions at the start of its turn.

Attack. Tenebrous makes a life drain attack.

Detect. Tenebrous makes a Wisdom (Perception) check.

Frightening Presence (costs 2 actions). Each creature of Tenebrous' choice that is within 120 feet of him and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to Tenebrous' Frightful Presence for the next 24 hours.

LICH LORD THALASSINA

Thalassina is tasked with steering matters regarding the human kingdoms and other potential rival powers in order to complement Malathrax's intelligence gathering. She is a manipulator without peer, using the spymaster's information to find weaknesses and points of leverage she can use to bring mortals into line with the goals of the Nightmare Empire

and Lord Toruk.

She seldom interacts with mortals herself but has trained an army of blackmailers, corruptors, and seducers from the least-blighted population of the Schardefolk. She pores over dossiers collected by Malathrax and his agents, cultivating the perfect weapons to use against the minds and spirits of the mortals she wishes to manipulate.

LICH LORD THALASSINA, MISTRESS OF FOREIGN AFFAIRS

Medium undead (necrotech), neutral evil

Armor Class 17 (natural armor)
Hit Points 289 (33d8 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Int +12, Wis +10, Cha +13

Skills Deception +13, Insight +10, Intimidation +13, Persuasion +13

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Cygnaran, Ordic, Khadoran, Llaelese, Sharde Tongue, Tkra

Challenge 21 (33,000 XP)

Capture Souls. As a bonus action, Thalassina can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Thalassina's soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Legendary Resistance (3/Day). If Thalassina fails a saving throw, she can choose to succeed instead.

Magic Resistance. Thalassina has advantage on saves against spells and magical effects.

Magic Weapons. Thalassina's weapon attacks are magical.

Reconstruction. If it has a phylactery, a destroyed lich can have a new body built. Building a new body requires 10,000 gp in materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Thalassina has 5 empty soul cages.

Spellcasting. Thalassina is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Thalassina can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *magic missile*, *sacrificial lamb*

2nd level (3 slots): *curse of shadows*, *detect thoughts*, *mirror image*

3rd level (3 slots): *caustic mist*, *counterspell*, *lightning bolt*

4th level (3 slots): *breath of corruption*, *damnation*, *hellmouth*

5th level (3 slots): *cone of cold*, *death knell*, *scrying*

6th level (2 slots): *abyssal gate*

7th level (2 slots): *teleport*

8th level (1 slot): *annihilation*

9th level (1 slot): *weird*

Turn Immunity. Thalassina is immune to effects that turn undead.

ACTIONS

Multiattack. Thalassina makes two Corrupting Touch attacks.

Corrupting Touch. *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) necrotic damage. Target must succeed on DC 19¹ Wisdom saving throw or be charmed by Thalassina for 1 minute or until she harms the creature.

Consume Souls. As an action, Thalassina can consume one or more hit dice of souls from one of her soul cages. When she does so, Thalassina can replenish expended spell slots. Thalassina can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

Frightful Glare. Thalassina fixes her gaze on one creature she can see within 30 feet of her. The target must succeed on a DC 19 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Total Comprehension. When a creature Thalassina can see makes an attack roll while within 60 ft. of her, she can impose disadvantage using her sinister powers of deduction.

LEGENDARY ACTIONS

Thalassina 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. Thalassina regains spent legendary actions at the start of its turn.

At-Will Spell. Thalassina casts one of her at-will spells.

Move. Thalassina moves up to her speed without provoking opportunity attacks.

Read Minds (Costs 2 actions). Thalassina targets one or more creatures she can see within 60 feet of her, up to her Charisma modifier (minimum of one creature). The chosen creatures make a (DC 19) Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one. Either way, Thalassina also gains insight into the target's reasoning, emotions, and memories.

Unsettling Insight (Costs 3 actions). Thalassina forces a creature she can see within 60 feet of her to make a (DC 19) Intelligence saving throw. On a failure, Thalassina chooses the action the creature will take on its next turn. This action cannot be directly harmful to the creature.



LICH LORD VENETHRAX

Venethrax is the lich lord charged with acquiring draconic lore and the undisputed authority on Toruk's children and draconic blight. He has taken a more active role directing mainland operations related to finding and securing other dragons for Toruk, standing at the head of the Draconic Incursions fleet. The thralls, banes, and mortals who serve him are all experts in matters of dragonspawn and their makers. Like a crew of master whalers, they have honed their

skill in battling the greatest spawn in western Immoren.

Following the Dragon War of 612 AR, Venethrax has spent far less time in the Nightmare Empire. Many of the dragons were wounded in the clash, giving him the opportunity to track their blighted trails and find them where they rest to lick their wounds. Venethrax is not hasty in this work; he knows how long it takes for dragons to recover from injuries inflicted by their own kind.

LICH LORD VENETHRAX, MASTER OF DRACONIC LORE

Medium undead (necrotech), neutral evil

Armor Class 17 (natural armor)

Hit Points 289 (33d8 + 132)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 18 (+4) 16 (+3) 15 (+2) 8 (-1)

Saving Throws Dex +8, Con +11, Wis +9

Skills Arcana +10, History +10, Perception +9

Damage Resistances fire

Damage Immunities necrotic, poison; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Cygnaran, Scharde Tongue, Tkra

Challenge 21 (33,000 XP)

Capture Souls. As a bonus action, Venethrax can open a soul cage to capture a disembodied soul within 60 feet of it. The soul must make a DC 12 Charisma saving throw, or else it is captured in Venethrax's soul cage on a failed save. The soul cage gains hit dice equal to the hit dice of the creature's soul, to a maximum of 50 hit dice.

Dismember. Venethrax rolls an extra die of weapon damage when he hits an aberration, beast, dragon, or monstrosity.

Focus Manipulation. Venethrax and his bonded steamjacks can use any of the following abilities.

- **Attack Bonus.** Spend 1 focus point to have advantage on the next attack roll made this turn.
- **Damage Bonus.** Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.
- **Extra Attack.** Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.
- **Reduce Damage (Venethrax Only).** Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)
- **Shake It Off.** Spend 1 focus point to have advantage on a saving throw.

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

Magic Resistance. Venethrax has advantage on saves against spells and magical effects.

Reconstruction. If it has a phylactery, a destroyed lich lord can have a new body built. Building a new body requires 10,000 gp in

materials and 2d10 days. After gaining a new body, the lich regains all hit points and becomes active again.

Special Equipment. Venethrax carries 5 empty soul cages and carries Wyrmbane.

Spellcasting. Venethrax is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Casting a spell requires Venethrax to spend a number of focus points equal to the spell's level. He has the following spells prepared:

Cantrips (at will): *arcane bolt*, *light*, *sense cortex*, *true strike*
1st level: *bleed*, *conceal cortex*, *detect magic*, *fog cloud*, *sacrificial lamb*

2nd level: *blur*, *doom spiral*, *infernal machine*, *overrun*, *terminal velocity*

3rd level: *Admonition*, *dark fire*, *occultation*

4th level: *dead weight*, *stygian abyss*

5th level: *backlash*, *death knell*,

Steamjack Control. Venethrax can be bonded to up to four steamjacks. Each of Venethrax's bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Venethrax.

ACTIONS

Multiattack. Venethrax attacks four times with Wyrmbane.

Wyrmbane (+2 greatsword). Melee Weapon attack: +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) slashing damage plus 11 (2d10) fire damage. If a creature is reduced to 0 hit points by this attack, it erupts in a burst of burning ash. Creatures other than Venethrax within 15 feet of the target must make a DC 19 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

Consume Souls. As an action, Venethrax can consume one or more hit dice of souls from one of his soul cages. When he does so, Venethrax can replenish expended spell slots. Venethrax can consume 1 hit die to replenish a 1st level spell slot, 2 souls to replenish a second level spell slot, and so on.

Dragon Vengeance (Recharge 6). Enemy models cannot gain focus or fury points while within Venethrax's control range of 80 ft. until the end of his next turn.

LEGENDARY ACTIONS

Venethrax 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. Venethrax regains spent legendary actions at the start of its turn.

Move. Venethrax moves up to his speed.

Wyrmbane. Venethrax makes an attack with Wyrmbane.

Dragon's Rage (costs 3 actions). Venethrax recharges and uses Dragon Vengeance.



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