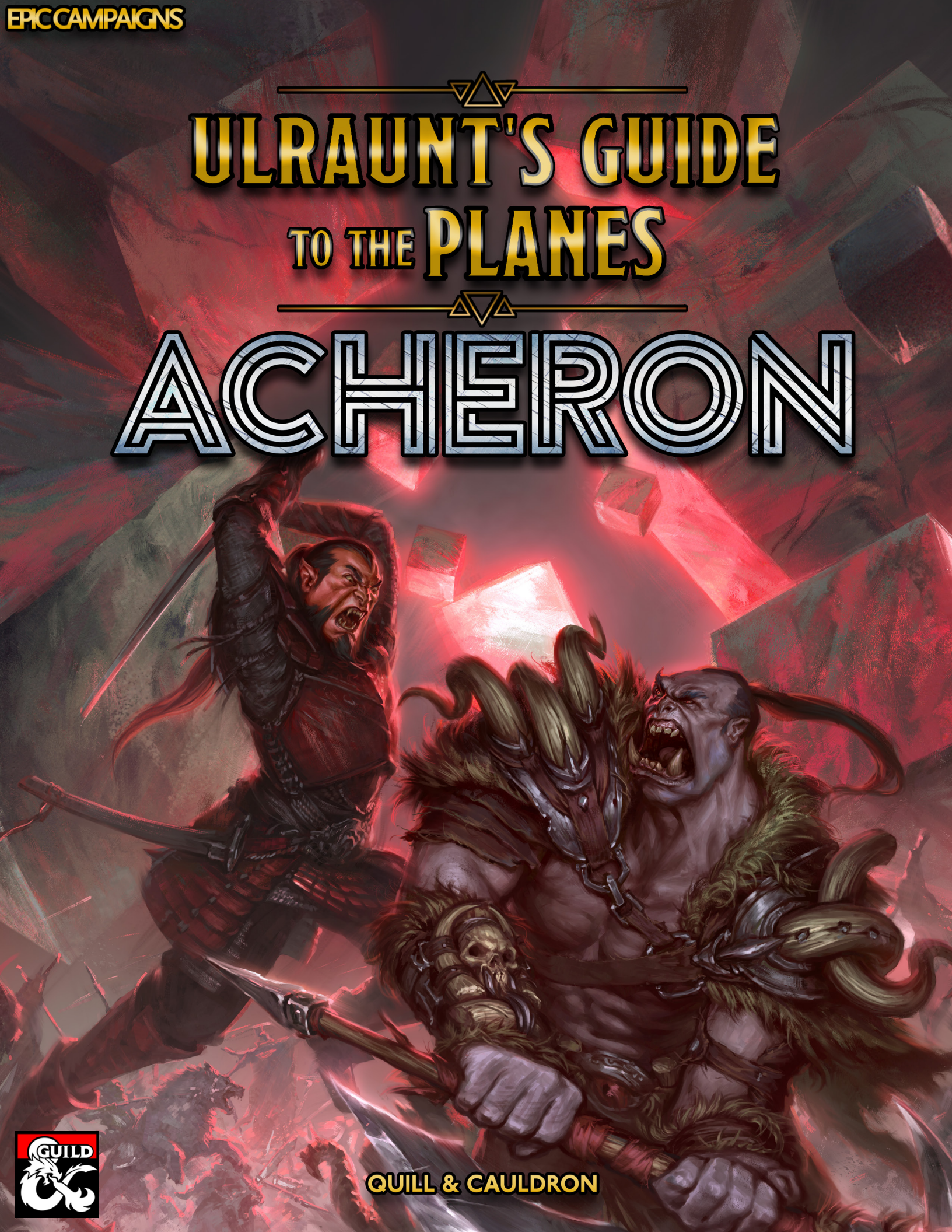
EPIC CAMPAIGNS

ULRAUNT'S GUIDE TO THE PLANES

ACHERON



GUILD

QUILL & CAULDRON

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ON THE COVER

In this grandiose illustration by Raluca Marinescu, a hobgoblin and an orc ready their killing blows under the red sky of Avalas as goblinoid and orc armies clash in the background.

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Nether Moray
Orc Bloodrager
Orc Rot-Guard
Orc War Drum
Ragewind
Siege Beetle
Steel Warden Ranger
Steelwing
Stormghost
Styx Dragon
Thokk Ninefingers
Thynaedius Woe
Tyrant Warlock
Warmonger Blood Hunter
Warshaper Druid
Warsworn
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Achaierai
Atrophy Sorcerer
Battle Soul Sorcerer
Bladeling
Caedes
Chronotyryn
Cube
Cube Map
Deep Duerra
Duergar Arduke
Duergar Gyrocopter
Duergar Psiolith
Duergar Psion-Geist
Entocean, Sedep
Entocean, Sucurb
Entocean, Suloenara
Entocean, Surupni
Entocean, Sutem
Eternal Blade Fighter
Ferrous Esotericist Monk
Ghostwalker Rogue
Goblin Inventor
Goblin War-Mower
Hecatoncheires
Hriste & Zoronor
Laduguer
Long Blade Monk
Makhai, Ever-Forged
Makhai, Wildrunner
Mercane
Orc Stormhammer
Patrons at the Lonely Cube
Rust Dragon
Ruinous Hoplite
Skull
Sideview of the Gray Cube
Urdlen

Purple Duck Games

The Gorgosaurus
Warmonger Wasp

Thùy Linh Pham

Bahgtru
Bane
Gruumsh
Ilneval
Luthic
Shargaas
Yurtrus

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ULRAUNT'S GUIDE TO THE PLANES

ACHERON



QUILL & CAULDRON

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About This Book

This book is intended to aid dungeon masters storytelling and world-building, as well as provide a framework to build higher level adventures with.. Many of the creatures within this title have roots in real-world myths and fantasy literature, while some are based on monsters from previous editions of D&D and a few are completely original.

Part 1 of this book delves into various locations which the rest of the book attempts to populate. The locations are intended to make it easier for a DM to bring an adventure into planes beyond the Material.

Part 2 introduces various deities from Acheron. These are exceptionally powerful creatures, each with a unique story and place in the world. Their inclusion is an easy way to make a campaign feel truly epic. It is up to you as the DM to provide your players with the tools necessary to overcome such obstacles. If Urdlen is someone your party plans to fight, maybe they need a certain magic item to counter some of her particularly threatening features, or maybe they need an artifact to weaken her somewhat.

While most of the book is aimed primarily at DMs, part 3 is intended for players. It provides many new character options that tie in with the theme of the book. Some of these options, however, might not fit into every campaign and should be subject to DM approval.

Part 4 contains game statistics for several new monsters: aberrations, undead, and various other types of other creatures with a planar theme. It is intended to serve as a companion to official DUNGEONS & DRAGONS 5th edition monster rulebooks such as the *Monster Manual*, and several of the monsters are designed for higher levels of play (see "Epic Level Play").

This book makes reference to material from the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for DUNGEONS & DRAGONS 5th edition, which is sufficient for parts 1 and 2 of this book. Occasional references to creatures from *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes* will also be made, though some of these can also be found in appendix A.

Ulraunt

This book is made to be read as if the powerful wizard, Ulraunt, had written it, making it an exclusive in-world portrayal that can only be read within the inner sanctum of Candlekeep. Ulraunt's own musings appear at the start of most sections in the book, which can be discerned by its font, coloring, and tone, as shown below:

Thou shall be respectful to each tome in this library and treat it with the utmost care. In fact, treat them as if your life depended on it. Because it does.

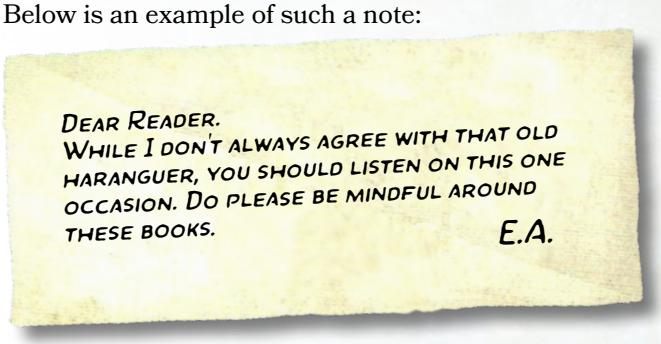
As you might have already guessed, Ulraunt can be quite arrogant, cynical, and opinionated. He can sometimes sell a subjective opinion on a matter as an indisputable fact.

However, his haughty tone is probably well-deserved. He is the Keeper of Tomes at Candlekeep, the highest title of anyone can hope to achieve at this prestigious monastery of knowledge. There, he is assisted by an order of Monks known as the Avowed, as well as an extraordinarily wise cleric named Tethoril, who is favored by several deities.

Added Notes

Throughout this book you will find commentary from other individuals who have read Ulraunt's notes and either have something to add or disagree with something Ulraunt has stated. The Keeper of Tomes would surely be furious if he ever saw somebody writing notes and putting them in his works. The individuals who do so know this, but are often powerful or influential enough to get away with it.

Below is an example of such a note:

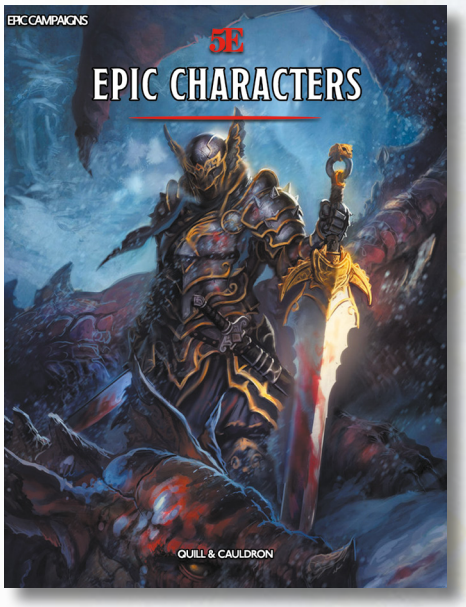


The note is written by the Sage of Shadowdale, Elminster Aumar. Ulraunt is not particularly fond of him, as Elminster comes and goes as he pleases and oft teases Ulraunt through subtle means. Also, Elminster likes to leave notes which, to Ulraunt, is the worst kind of teasing.

Epic Level Play

While this book provides plenty of useful information for any campaign that includes travel to the Shadowfell or the Fugue Plane, the deities and bestiary provide epic level challenges for any characters that have advanced to level 20. In order to accommodate further epic level play, we have created another title called Epic Characters, which is also available on the Dungeon Master's Guild. That title provides details on character progression from 20th – 30th level, enabling them to take on some of the higher challenge rating creatures presented in this book.

A dungeon master can also adjust higher CR monsters as they see fit to be suitable for play at 20th level. You do not need the Epic Characters book to make good use of this book, but it is certainly recommended.



Character Options

Within this book you will find a host of character options, including races, subclasses, and more. By no means are any combination of race, subclass, spells, or background essential; dungeon masters are encouraged to pick and choose which of these are acceptable for their campaign.

Races and Subclasses

The playable races found in this book all grant an epic racial trait when you reach 25th character level. Similarly, every subclass includes progression past 20th level, compatible with the Epic Characters book mentioned above. However, both the races and subclasses work just fine even if you never come close to 20th character level.

Backgrounds and Spells

You will also find a unique background as well as a wide range of new spells, all of which are thematically linked to the rest of the book. Each spell is designed to work independently and concurrently with others. Some of the spells are appear as options for particular subclasses, and/or on a monster's spell list. However, the dungeon master is free to swap out some or all of them for equivalent level spells found in the *Player's Handbook*.

Core Rules

This section provides a small-rule expansion for cantrips, and highlights established rules that are particularly important. This is especially true for epic level play.

Cantrips

As PCs grow in power, so do the monsters they face. Many cantrips continue to increase in potency as characters progress past 20th level.. If a cantrip has a uniform progression at 5th level, 11th level, and 17th level, it continues that progression at 23rd level and 28th level. The same is true for higher challenge rating monsters with the "spellcasting" trait.

For example, the eldritch blast cantrip gains an additional beam at 23rd level for a total of five beams, and again at 28th level for a total of six beams.

Similarly, the vicious mockery cantrip increases by 1d4 damage at 23rd level for a total of 5d4 damage, and again at 28th level for a total of 6d4 damage.

If a cantrip progresses through various die types, such as from a d4 to a d6, it can also progress at 23rd and 28th level, though it can't increase in power beyond a single d12.

Magical and Nonmagical Effects

Here we'd like to illuminate a specific rule to ensure the various monsters within this book are played at their intended power level. The rule is based on official 5th edition Sage Advice answers to ensure proper distinction between magical and nonmagical effects.

To determine if a game feature is magical, ask yourself these questions about the feature:

- Is it a magic item?
- Is it a spell? Or does it let you create the effects of a spell that's mentioned in its description?
- Is it a spell attack?
- Is it fueled by the use of spell slots?
- Does its description say it's magical?

If your answer to any of those questions is "yes," the feature is magical. If the answer to all of these questions is no, then the effect is nonmagical.

For example, a **hecatoncheires** has mighty tentacles that burrow into the ground to warp the land itself. This ability does not come from a magical item. It also isn't a spell or replicates the effects of a spell. It isn't a spell attack and does not consume spell slots. Finally, its description never mentions the word "magical". We can thus conclude that the effect isn't magical. Instead, a DM can rationalize it as a countless long tentacles that spread below ground, causing a natural corruption. Amongst others, this means that it will be unaffected by the *antimagic field* spell.

Sidebars

Sidebars also break up regular text. They usually contain information that a DM might need to reference often, making it easier to locate on a page full of text. See the "Optional Rule: Epic Die" sidebar below for an example.

Optional Rule: Epic Die

If you want your combat to feel truly epic, consider including the Epic Die. It is designed to make combat more dynamic and represents increasing adrenaline, allowing Player Characters to increase in power the longer they stay in combat, while monsters gain new and unique abilities to still remain an epic threat. You can also choose to only allow it for PCs, especially if they are lower level. Alternatively, if PCs are of reasonable level and extremely well-equipped, you can opt to restrict its use for monsters only.

Setup

When initiative is rolled, a d6 is placed visibly for all and set to 1. This is the Epic Die. Whenever the creature with the lowest initiative has finished its turn, the Epic Die is increased by 1. If the Epic Die reaches 6, it cannot increase further.

Monsters and the Epic Die

Some monsters also receive bonuses based on the Epic Die, as shown in the "Optional: Epic Die Traits" sidebar for a monster. This is generally the case for monsters of CR 20 and higher.

Player Characters and the Epic Die

Below are the bonuses that players receive based on the Epic Die. When a Player Character receives a bonus from the Epic Die, it keeps that bonus until it gets a higher bonus that affects the same gameplay element. For example, if the Epic Die was on 3, giving PCs a +1 bonus to saving throws and skill checks, a PC would also retain the bonus from when the Epic Die was 2.

1. No bonus
2. +1 to attack rolls, damage rolls, and save DCs
3. +1 to saving throws and skill checks
4. +2 to attack rolls, damage rolls, and save DCs
5. +2 to saving throws and skill checks
6. +3 to attack rolls, damage rolls, save DCs, saving throws, and skill checks

Removing the Epic Die

When a combat is concluded, the Epic Die is decreased by 1 every 30 seconds. After 3 minutes, the Epic Die is removed from play. If initiative is rolled again before the Epic Die is removed, treat its current number as its starting number.

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What Is a Monster?

A monster is defined as any creature that can be interacted with and potentially fought and killed. Even something as harmless as a cat is a monster by this definition. The term also applies to humans, elves, dwarves, and other civilized folk who might be friends or rivals to the player characters. Most of the monsters in this book, however, are threats that are meant to be stopped: ravaging undead, zealous cultists, deities and elder evils.

This book contains ready-to-play, easy-to-run monsters of all levels. All of them have ties to the Shadowfell, the Fugue Plane, or the cycle of life and death. Many of the monsters could easily be used outside of the Shadowfell or Fugue Plane as well.

Fighting Epic Monsters

As detailed in chapter 3 of the *Dungeon Master's Guide*, you can create combat encounters based on XP thresholds and gauge how much experience a PC is expected to earn during a standard adventuring day. For expanded guidelines particular to characters 20th level and above, consider using the XP Thresholds by Epic Character Level and Adventuring Day XP tables presented here.

XP Thresholds by Epic Character Level

Character Level	- Encounter Difficulty -			
	Easy	Medium	Hard	Deadly
21	4,000	7,500	11,000	15,000
22	4,500	8,500	12,500	16,500
23	5,000	10,000	15,000	20,000
24	5,500	11,000	16,500	22,000
25	6,000	12,000	18,000	24,500
26	7,000	14,000	21,000	28,000
27	8,500	17,000	25,000	33,500
28	10,500	21,000	31,500	42,000
29	13,000	26,000	39,000	52,000
30	17,000	33,500	50,000	67,000

Adventuring Day XP

Level	Adjusted XP per Day per Character	Level	Adjusted XP per Day per Character
21	45,000	26	85,000
22	50,000	27	100,000
23	60,000	28	125,000
24	66,000	29	155,000
25	73,000	30	200,000

Expanded Monster Statistics by Challenge Rating

CR	Prof. Bonus	AC	Hit Points	Attack Bonus	Damage/ Round	Save DC	XP
0	+2	≤ 13	1-6	≤ +3	0-1	≤13	0 or 10
1/8	+2	13	7-35	+3	2-3	13	25
1/4	+2	13	36-49	+3	4-5	13	50
1/2	+2	13	50-70	+3	6-8	13	100
1	+2	13	71-85	+3	9-14	13	200
2	+2	13	86-100	+3	15-20	13	450
3	+2	13	101-115	+4	21-26	13	700
4	+2	14	116-130	+5	27-32	14	1,100
5	+3	15	131-145	+6	33-38	15	1,800
6	+3	15	146-160	+6	39-44	15	2,300
7	+3	15	161-175	+6	45-50	15	2,900
8	+3	16	176-190	+7	51-56	16	3,900
9	+4	16	191-205	+7	57-61	16	5,000
10	+4	17	206-220	+7	63-68	16	5,900
11	+4	17	221-235	+8	69-74	17	7,200
12	+4	17	236-250	+8	75-80	17	8,400
13	+5	18	251-265	+8	81-86	18	10,000
14	+5	18	266-280	+8	87-92	18	11,500
15	+5	18	281-295	+8	93-98	18	13,000
16	+5	18	296-310	+9	99-104	18	15,000
17	+6	19	311-325	+10	105-110	19	18,000
18	+6	19	326-340	+10	111-116	19	20,000
19	+6	19	341-355	+10	117-122	19	22,000
20	+6	19	356-400	+10	123-140	19	25,000
21	+7	19	401-445	+11	141-158	20	33,000
22	+7	19	446-490	+11	159-176	20	41,000
23	+7	19	491-535	+11	177-194	20	50,000
24	+7	19	536-580	+12	195-212	21	62,000
25	+8	19	581-625	+12	213-230	21	75,000
26	+8	19	626-670	+12	231-248	21	90,000
27	+8	19	671-715	+13	249-266	22	105,000
28	+8	19	716-760	+13	267-284	22	120,000
29	+9	19	761-805	+13	285-302	22	135,000
30	+9	19	806-850	+14	303-320	22	155,000
31	+9	20	851-895	+14	321-338	23	175,000
32	+9	20	896-950	+14	339-356	23	195,000
33	+10	20	951-1010	+15	357-374	23	215,000
34	+10	21	1011-1080	+15	375-392	23	240,000
35	+10	21	1081-1160	+15	393-411	24	265,000
36	+10	21	1161-1250	+16	412-430	24	290,000
37	+10	22	1251-1350	+16	431-449	24	315,000
38	+10	22	1351-1460	+16	450-469	24	340,000
39	+10	22	1461-1580	+17	470-489	24	370,000
40	+11	23	1581-1710	+17	490-509	25	400,000
41	+11	23	1711-1850	+17	510-530	25	430,000
42	+11	23	1851-2000	+18	531-551	25	460,000
43	+11	24	2001-2160	+18	552-572	25	495,000
44	+12	24	2161-2330	+18	573-594	25	530,000
45	+12	24	2331-2510	+19	595-617	26	565,000

Creatures in Random Encounters

A random encounter often involves one or more creatures. If such a creature is marked with a *, it is found in Part 4 of this book. If it is marked with **, it is found in *Volo's Guide to Monsters*, and if it is marked with ***, it is found in *Mordenkainen's Tome of Foes*, though such creatures can also be found in appendix A of this book.

Though this is not always the case, generally speaking, random encounter tables go up in difficulty with higher rolls. As such, it is recommended that a Dungeon Master inspects the challenge of each roll and modifies them to suit their needs.

Creating your own Epic Monsters

To create your own epic monsters, use the guide provided in chapter 9 of the *Dungeon Master's Guide* in conjunction with the Expanded Monster Statistics by Challenge Rating table. It illustrates the relative monster progression as shown in the *Dungeon Master's Guide* but expands it to include challenge ratings all the way to 45.

Ratings and Reviews

There are many people involved and it takes a lot of time and effort to create a supplement such as this. I encourage you to leave a review after reading through this book or at the very least giving it a rating - whether you enjoyed this title or not. Reviews in particular help immensely in figuring out what works and what doesn't, making it easier to correct any errors and making future titles even better.

Playtesting and Feedback

Many people have helped with the playtesting of the material in this title. This includes monsters, races, subclasses, spells, and more. If you wish to give feedback on any of the elements contained herein, please answer the questions below and email your answers to us.

- Was the feature fun? What made it fun/not fun?
- Was it under- or over tuned? What should be changed?
- Does the feature have a good story?
- Does the feature have a strong theme?
- Is the feature thoroughly explained?
- For monsters and subclasses: Is it thoroughly explained why it exists and what its motivations are? If no, how could it be improved?
- Is the feature missing something that could make it AWESOME and fun?
- Anything else you consider relevant.

If you have any questions regarding this title, be it lore, rules, or something else, you are very welcome to ask on the product page for this title. We do our best to answer all queries in a timely manner.

Deities and Other Powers

Deities are extremely potent and immortal entities that possess powers beyond mortal capabilities. These powers are attributed mainly to an indefinable divine spark known as divinity (or divine energy), which can be attained in a multitude of different ways. Rather than expanding on the nature of divinity itself, the focus of this book is on the outcome of accumulated divine energy in specific cases; the nature of deities themselves.

Deities in most D&D worlds control a certain aspect of mortal life (in other words, a portfolio) that they are responsible for advancing (e.g., Kelemvor who seeks to maintain the order of life and death, and to destroy all forms of necromancy). This often compels them to either cooperate or compete with one another in administering the affairs of the universe.

Most deities are primarily sustained by the number of worshippers they have, and therefore strive to protect and expand their clergy. All deities can grant cleric, paladin, and warlock spells to exceptional followers.

Their involvement in the affairs of mortals is left up to you, the Dungeon Master. You may have built your game around the idea that mortals can ultimately prevail over (and perhaps replace) particular deities. Alternatively, maybe you only need some guidance on how to roleplay certain deities, or only want to use only avatar forms in direct combat. Whatever your campaign's parameters are, this book provides lore, roleplay guidance, and sample statistics for deities and their avatars that are consistent with the theme of this book. However, it is a daunting task to try and quantify the magnitude of their power. In addition, the capabilities of player characters can also be very different from campaign to campaign, especially with the variable distribution of magic items and artifacts. We therefore encourage you to modify this content as you see fit (e.g. removing a deity's limited magic immunity, using some of the optional epic die rules, or anything else you that suits your game).

Cosmic Order

Upon seeing the power of some deities quantified in this book, one may be curious why the gods don't take a more active role conquering the multiverse. For example, why doesn't Gruumsh just use a *wish* spell to instantly kill every worshipper of Maglubiyet on the Material plane? To address this, it is first worth noting that some particularly sadistic deities (such as Tiamat, god of evil dragons) are confined away from the Material Plane by powerful magic. Such deities are unable to manifest their true forms outside of their divine realms without special rituals and limited in how much they can influence the Material Plane.

In addition, every deity is bound by an even greater cosmic entity. Ao, the Overgod, who is beyond all divine ranks, and immeasurably more powerful than all deities and elder evils. This being is chiefly responsible for ensuring that deities abide by a set of common-sense rules that govern the cosmos. Among other things, these rules prevent petty abuse of divine powers in a way that can rapidly disrupt cosmological order (e.g., the *wish* spell). Deities otherwise have free agency to govern over their portfolios, compete for worshippers on the Material Plane, and do anything else within the boundaries of the cosmic rules. Much has been written and speculated about these rules, and aspects of them are embedded into how godly powers are quantified in this book. However, the specific details of these rules are beyond the scope of this product and can vary from campaign to campaign. Dungeon Masters are free to develop them to suit the cosmology of their worlds (see chapter 1 of the *Dungeon Master's Guide* for more guidance, especially pages 9-13).

Divine Ranks

Deities are divided into several different Divine Ranks, which reflect their individual power and status in the cosmos.

Chosen

Deities can grant a sliver of their divinity to a mortal creature, bestowing upon them great power. Such individuals are called Chosen, for they have been hand picked by a deity to act as its instrument among mortals. The power of a Chosen varies immensely.

Avatars

All deities, no matter how nefarious, are mindful of the potential consequences of their forceful involvement with affairs in the Material Plane. The presence of their true forms there could warp the landscape to such magnitudes that rival deities will feel obliged to reciprocate. This would ignite a cosmic battle on the Material Plane, perpetuating a cataclysm capable of wiping out all of each other's mortal followers; an outcome that can permanently strip them of their own divine power. Conversely, the outer planes (or some inner planes like the Shadowfell) tend to be more resilient to a deity's presence, since each plane has a strong bend towards a specific alignment.

For these reasons, a deity's operations on the Material Plane are usually carried out via special members of their clergies or, in rare instances, avatars. Creating an avatar places a great strain on a deity's power, and usually also requires the completion of a great ritual by several of the deity's followers on the Material Plane. In addition, the destruction of one of its avatars can cause a deity great harm, as they have placed much of their divine essence into creating one. As such, the gods are extremely judicious about what avatars they create, when to create one, and how inconspicuous their avatar must be.

A deity can only have avatars outside of its own divine realm, though they can sense everything their avatar senses and vice-versa. Avatars can come in many shapes and sizes, either as a certain aspect of a deity ("special" avatars, such as Bane's Strife), or a "lesser" avatar that takes form as a mortal shell (for example, Bahgtru as a regular orc, with his avatar template applied). See chapters 7 - 10 for avatar templates specific to particular deities.

A lesser avatar usually has most of its mortal traits, and as such must go through the full birthing, nurturance, and growth process of mortal life. Deities of good and (some) neutral alignments use this as an opportunity to connect with their worshippers on a deeper level, getting to understand their trials and tribulations firsthand; evil deities see this as a way to secretly advance their nefarious agendas on the Material Plane. Meanwhile, greater avatars are typically only manifested when a deity's worshippers are in dire straits, or a grand ritual has been completed to summon the avatar.

Quasi-Deities

Quasi-deities have a divine origin, but they don't hear or answer prayers, grant spells to clerics, or control aspects of mortal life.

They are still immensely powerful beings, and in theory they could ascend to godhood if they amassed enough worshipers. Quasi-deities fall into three subcategories: demigods, titans, and vestiges.

Demigods. Demigods are born from the union of a deity and a mortal being. They have some divine attributes, but their mortal parentage makes them the weakest quasi-deities. Their clergy usually ranges from a few hundred to a few thousand, and they usually preside over a small divine realm of their own. Examples of demigods in this book include Fzoul Chembryl or Obould Many-Arrows.

Titans. Titans are the divine creations of deities. They might be birthed from the union of two deities, manufactured on a divine forge, born from the blood spilled by a god, or otherwise brought about through divine will or substance. An example of a titan in this book is the hecatoncheires.

Vestiges. Vestiges are deities who have lost nearly all their worshipers and are considered dead, from a mortal perspective. However, in special cases, other powers can be considered vestiges as well. Esoteric rituals can sometimes contact these beings and draw on their latent power.

Lesser Deities

A lesser deity is capable of granting spells, and usually has between a few thousand to tens of thousands of followers. They rule over divine realms in various different planes of existence, including some on the Material Plane (for example, the unicorn-god Lurue). Others live on the Outer Planes, as Lolth in the Abyss. Lesser deities are more likely to be encountered by mortals, since they consistently look for opportune moments to create avatars and expand their clergy in the hopes to achieve higher divine ranks. However, destruction of one of their avatars has the potential to drain their divine energy in and of itself, let alone the potential loss of followers that usually ensues from this.

Lesser Deities and their Stat Blocks

A lesser deity is mechanically defined by the following features.

- Has truesight out to 1 mile.
- Has a flying speed.
- Has a unique trait based on his or her portfolio.
- Is a 30th-level spellcaster.
- Can't be surprised.
- Is immune to spells of 6th level or lower.
- Has advantage on ability checks and saving throws.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Always lands on target when casting the *teleport* spell.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can be any size and can change shape into various creature types.
- Can take legendary actions.

Greater Deities

Greater deities are the most well-known across the multiverse, usually having millions of mortal followers and a strong respect among other deities. They usually can't be summoned, and they are almost always removed from direct involvement in mortal affairs. On very rare occasions they manifest avatars similar to lesser deities, but slaying a greater god's avatar has no effect on the god itself.

Realms. Generally speaking, all greater deities have their own realms (while some lesser deities do too). These are often pocket dimensions within a particular layer on an Outer Plane or a particular region within a layer on an Outer Plane. Some realms have more than one deity, in

which case a group of deities usually answer to a single deity. There are some exceptions, but a realm always only has one deity with total control of that realm. Regardless, each deity is bound to a realm and can only be truly slain within that realm.

While in a divine realm, spells and effects that allow contact with beings from other planes or teleportation to and from the realm don't function unless the realm's deity allows it. In addition, a deity can sense when someone in its domain is casting such a spell or using such an effect and can choose to make itself the spell's or effect's recipient, so that it becomes the one who is contacted.

Greater Deities and their Stat Blocks
A greater deity is mechanically defined by everything that defines a lesser deity, as well as the following additional features.
- Has advantage on attack rolls.
- Disadvantage doesn't negate the deity's advantage.

Other Powers

These are beings whose power rivals that of the greater gods, or even surpassing them. If a rule refers to deities, such as a spell being ineffective against them, it also includes the Other Powers mentioned below.

Elder Evils

The Elder Evils are ancient beyond comprehension and older than the gods themselves. Some are even older than time itself or exist apart from reality as we know it. Elder Evils aren't believed to be real by most, though once the existence of an Elder Evil becomes known in a community, one or more cults tend to rise to spread malign influence in an area and worship the Elder Evil as a dark god.

As the name implies, the Elder Evils are evil. Relatively to deities, the Elder Evils are often just as powerful or even more so. In some sense, many Elder Evils are eternal and can't be permanently be destroyed - whether by mortal or divine hands.

Elder Evils and their Stat Blocks
An Elder Evil is mechanically defined by the following features.
- Can never truly die.
- Gains a bonus to initiative.
- Can't be surprised.
- Is immune to spells of 7th level or lower.
- Has advantage on attack rolls, ability checks and saving throws.
- Disadvantage doesn't negate the Elder Evil's advantage.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Great Old Ones

These otherworldly entities from the Far Realm are similar to the Elder Evils in many ways. For that reason, they are also often mistaken for one another even by the most diligent of sages. One big difference between the Great Old Ones and the Elder Evils is their alignment. While Elder Evils seek to destroy or devour life, the Great Old Ones are beyond mortal concepts such as morality. To them, life is utterly inconsequential and often meaningless.

Great Old Ones and their Stat Blocks
A great old one is mechanically defined by the following features.
- Automatically succeeds Intelligence, Wisdom, and Charisma saving throws.
- Attacks always land and have exceptional reach.
- Can't score critical hits but is also immune to critical hits.
- Can concentrate on multiple spells simultaneously.
- Can't be surprised.
- Is immune to damage from cantrips.
- Has advantage on ability checks and saving throws.
- Is permanently under the effects of the *detect evil and good*, *detect magic*, and *detect thoughts* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Primordials

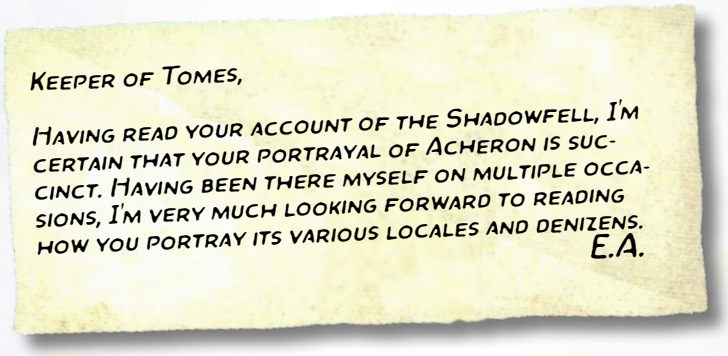
The primordials are the opposites of the gods, hailing from the Elemental Chaos. During the Dawn War the gods and primordials clashed for eons. The gods were led by Selûne and Shar, who were still on good terms at the time, while the primordials were led by Tharizdun. The gods eventually won when the primordial Ubtao the Deceiver turned against his kin and helped the gods imprison the remaining primordials. While they remain confined to this day, their dark influence still reaches far and wide.

Primordials and their Stat Blocks
A primordial is mechanically defined by the following features.
- Always acts on initiative count 1 (losing ties).
- Attacks devastate entire areas and ignore resistances and immunities.
- Uses d100s for hit dice.
- Can enter the space of other creatures and stop there.
- Can't be surprised.
- Is immune to spells of 6th level or lower.
- Has advantage on attack rolls, ability checks and saving throws.
- Disadvantage doesn't negate the primordial's advantage.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Foreword

Though I am well equipped to write a guide to every plane in the multiverse, there are some that I have a more personal connection to, where my own story threads alongside that of the planes themselves. The Shadowfell was such a place, where my skills as a wizard, my force of will, and my strength of character were first tested to their fullest. Acheron is another. Though, in that instance there were much more important things at stake than merely my life.

- Ulraunt, Keeper of Tomes, Candlekeep





Part 1: Acheron

I had not originally intended to visit Acheron. While the geology and geography of the realm are most fascinating, the inhabitants are not the sort that I would normally choose to deal with. Well, let me clarify. It is not that those who dwell in Acheron aren't fascinating in their own right (after all, who can resist paging through the lore of one such as Bane), but in general they are not known to be altogether hospitable to visitors. To be specific, as they are caught in an endless cycle of war with each other, they have a tendency to kill any newcomers first and not bother to ask questions at all. At this point in my life, I had grown rather fond keeping my soul safely inside my body, and so was not in a hurry to separate them again. As is often the case, though, my obligations and conscience had other things in store for me.

The story I am about to impart happened a few years ago now. It was in the spring, though I'm not entirely sure what day of the week it was. I do recall that I was seated behind my desk in my Candlekeep office, reviewing our recently acquired tomes and scrolls, when a sudden, sharp and forceful rapping of knuckles on my door broke the calm silence that I had been enjoying. I knew full well that none of the scribes nor readers under my care would knock with such abandon, so I had already sat up expectantly when the door swung open and two gnomes strode inside.

Curious, I thought. One male, one female. No visible weapons. Plain clothes in dark colors. Shirts, pants. A couple small belt pouches. Purposefully nondescript. Similar physical features, possibly siblings. His shoes are light and scuffed on the toe but not the sides or back. A climber. Shoulders slightly curved and abdomen tensed, like a coiled spring, ready to move or fight in an instant. Her back is erect, postured to impose authority, and her limbs relaxed. Whatever her purpose, she doesn't expect any resistance.

The sister approached while her brother stood in the doorway, his head turned so that his peripheral vision took in both my office and the hall at the same time. Well trained, or experienced at the very least.

"Are you Ulraunt?" she demanded to know. It was clear, though, that she was not asking.

"Did Tethtoril let you in?" I asked. "I've told him many times that all new applicants must be approved by me before-"

"We let ourselves in, as it were," she replied, unable to control the slight rising curl of a smirk. "We have business, you and me."

"Ahh," I said as I carefully placed the tome I was holding back in its place with the rest. "I see."

These interlopers had clearly never threatened a wizard before, let alone inconsequentially walked into his most private chambers. I stood and raised myself to my full height and gently pushed my high-backed wooden seat to the side, lest it get damaged.

"I'll not keep you waiting any longer then," I said, as a wand effortlessly appeared in my hand.

"Adelina sent us," the sister said coolly. Her brother stood unmoved, and unphased by the escalating situation.

I let out an unintentional sigh, moved my seat back into its proper place, and sat down again.

"Did she now?" I said.

"We're wasting our time with him," her brother said, as if I weren't present. "Let's get out of-"

His sister raised her hand and he swallowed down whatever words were left on his tongue, then turned his gaze back towards the hall.

"She said to tell you she needs your help," the sister said.

"Of course she does," I said. "Still alive, is she? How long has it been since the last favor? Twenty-five, thirty years I suppose?"

Adelina entered into my life periodically, every time in need of information or a favor, every time disappearing without so much as a thank you. Unlike me, who after our experiences in the Shadowfell swore to never again be so careless with my own life, Adelina turned wholeheartedly to loredelving. Perhaps that near-death experience left an imprint on her soul, and a desire to test her own limits that she couldn't shake. Or perhaps she simply had no other way to support herself and took the jobs she was offered. Whatever her reasons, she soon built a sterling reputation for entering some of the most dangerous places in the realms and bringing long lost knowledge out of the depths and back into the light. She has, of course, been extremely well paid for her exploits, though her ego has expanded in kind with her coin purse. So, while I cannot deny that her talents for music and magic are genuine, I make no secret around the library that I am in fact the one who has helped her crack some of her most troublesome puzzles and problems over the years.

"She's found the Shadow-star," the sister said, breaking me from my thoughts.

I was not prepared for that revelation, and I sat there in stunned silence for more than a handful of moments while I thought through the implications. Readers of my previous tome on the Shadowfell may recall that particular artifact. Shadow-star is a key, one created by the god Gond to lock the Shadevari in a prison of sorts, to keep them from extinguishing all the light in the multiverse and returning us to a time of chaos and all-consuming shadow. It is, in short, not the sort of thing that you want falling into the wrong hands. It was hidden at the time of its creation, later discovered by then Shadow King Caledan Caldorien, and finally lost again after he was defeated. However, artifacts often have a will of their own and are not known for staying where they are meant to be.

"And what is it she needs from me, exactly?" I asked.

A Tale of a Rust-Gilt Key

This ongoing narrative provided by Ulraunt is an epic tale titled 'A Tale of a Rust-Gilt Key.' It is designed to give DMs and players alike a small glimpse of the possible adventures that can be had in Acheron.

The story is divided into the first few chapters, introducing both the plane of Acheron itself and each of its four layers, giving a storytelling context to each of the chapters.

You can let yourself be inspired by Ulraunt's tale, simply enjoy the story, or ignore it in its entirety - doing so will not detract from the rest of the book.

The narrative is likely to continue in future books in the Ulraunt's Guide to the Planes series, bringing daring adventures and revealing ancient secrets as the multiverse tapestry of DUNGEONS & DRAGONS is unfolded.

Chapter 1: The Infinite Battlefield

A week later I found myself standing impatiently outside of an unmarked and weather-beaten door, hidden down a small alley in the trade district of Baldur's Gate. I had come to fully regret the promise I made to those gnomes, to meet with Adelina and hear what she had to say from her own lips. I was about to turn back for the comforts of my own rooms when the door opened with a slow and alarmingly loud creak.

"Are you Ulraunt?" asked the impossibly tall and broad male half-orc standing in the now open doorway.

Ah, the muscle. Awkwardly dressed in ill-fitting merchant clothes, he is used to wearing something else, I thought. His hand is resting on something just out of sight, about chest high, most likely a long-shafted weapon of some sort.

"That does seem to be the question lately," I answered.

The half-orc stared at me, unblinking.

"Yes," I said at last, when I realized no other questions were forthcoming. "I am he."

The half-orc stepped aside and I walked in past him. He shut and locked the door, sliding two rusty deadbolts into place, then motioned for me to continue down the dusty corridor. As this guard turned to follow me, the point of a long glaive, held gently in a four-fingered hand, fell into line with my spine. The weapon flowed with its master's movements instinctively as we walked, and the tip traced my movements perfectly as I uncomfortably turned back to take note. I immediately wished that I hadn't, however. The blade was dotted with small, unfamiliar eyes, each one independently straining to see me, and the teeth or horns that jutted out from the blade at odd angles kept clenching and releasing as if in anticipation.

"Not the sort of place you usually haunt," I said openly to the air. The ill-fitted wood planks creaked and groaned under each step I took.

"Precautions needed to be taken," a familiar voice came lilting towards me.

The door at the far end of the hall stood open less than two inches and the bright light from the room threw a vertical line of stark white onto the wall on the left. I gently pushed and the door slid open silently. It took my eyes a moment to adjust before I could properly take in my new surroundings.

"That is more like it," I said. "Though, are we afraid of the dark?"

"Who isn't?" Adelina replied.

The walls, floor, and ceiling of the room were shod in white stone tiles, with not a crack between them as far as my eyes could perceive. In the center of the modest sized space sat a round table of silvered wood, surrounded by similarly crafted chairs. Adelina, her two gnome companions, and another human male who I had yet to meet were seated there, and two additional chairs were placed for myself and the half-orc, I presumed. Most interesting of all, countless magical lanterns were positioned around the room. They were situated in every corner, all along the ceiling and the floor, and even under the chairs and the table itself. The resulting effect was that no shadows could exist where the light would not quench them, that every surface was illuminated from all sides.

Eventually, my eyes came to rest on Adelina herself. Her dark hair was spotted with gray and swept back behind her ears, falling neatly onto her shoulders. A slate gray half-cloak hung over her shoulders, mostly covering the deep crimson and cream-colored pattern of her underlying outfit. A silver chain hung around her neck and was tucked deep inside her shirt, while one simple ring adorned each of her hands.

She hardly looks a day older than the last time I saw her, decades ago. I don't sense any illusion or alteration magic in play. Perhaps a little alchemy instead?

Adelina caught my eyes with her own intense stare. "Your confusion is understandable, but my appearance is the byproduct of my current…situation," she said. "Nothing more."

"Ah, yes, sorry," I stammered, unsure what to make of her cryptic remarks.

"Not to worry," she said, her demeanor relaxing. "Shall we get down to business then?"

The awkwardness of the moment quickly slipped away and the two of us found our old rhythms again. Though I am harsh on her quite often, it is only because I do care for her. After all, it is only natural for the two of us to remain close, what with our history and shared experiences. I merely hate to see her talents and mind squandered on frivolous matters, as is often the case.

She began by introducing her assembled team. The gnomes were indeed siblings, the sister named Fearn and the brother Fiddle, forest gnomes with skin the color of hazelnuts and hair as black as a raven, with a slight curl at the neck and ears. The quiet hulking half-orc was Thokk Ninefingers, their tracker. Finally, I turned to the other human, a man around thirty-five or forty years of age, I guessed, with sandy hair cropped close, piercing green eyes, and a jovial grin that would easily make him the center of attention in any pub up or down the Sword Coast. He was also clearly aware of this fact, and I would guess used it to his advantage on numerous occasions.

"Aerdlin. Aerdlin Oc' Llain ," he stated his name. "Pleased to meet you."

"Likewise," I said, adding a nod of my head.

Hm, I've never come across that name before. I wonder if it is derived from the Lane family in ancient-

"Enough introductions," Adelina said.

She stood from her chair and leaned forward, placing her palms flat on the table. Her half-cloak slid down off of one shoulder and billowed out to the side dramatically, before coming to a rest in perfect folds.

Something certainly is enchanted, I thought.

"The Shadow-star is in Thuldanin," Adelina said, pausing for effect.

"Thuldanin?" I asked. "It's true, that graveyard for lost and broken items could be the resting place for nearly anything. Still, are you absolutely certain?"

"Without a doubt," she said. A rakish smile flashed across her lips. "And you are, last I checked, one of the most well-read and respected scholars when it comes to the Lower Planes."

"That may well be," I said. "And I am flattered, as always. However, Thuldanin, and Acheron in general, will not be easy for you to navigate safely, even with my advice guiding you. Are you up to the task? Surely the very name Acheron gives you pause."

I turned to each of the companions, but none of them moved to speak. Adelina's and Thokk's eyes spoke of calm understanding, but the other three stared blankly in my direction.

"Please don't tell me you signed up for this job without any inkling of what you were getting into," I said to those three.

"A job is a job," Fearn replied. "And this job pays better than most."

"And I guarantee I've seen worse, whatever it is," Aerdlin said, again smiling.

Their willful ignorance amazed me.

"Well then, since you must have no natural curiosity of your own, let me explain," I said.

I paused for a moment to stifle the feeling of frustration bubbling up inside before I continued.

"I can only hope that you have heard some of this before," I continued. "Acheron is one of the Lower Planes and the realm of the Orc and Goblin pantheons of gods, among a few others. It is a realm of order and evil, situated between the pure order of Mechanus and the more balanced evil discipline of the Nine Hells. Acheron is where the land itself has been forced into submission, into obedience, compelled to exist in perfect cubes of metal floating in the terror of a silent void. It is a realm of order, imposed cruelly and maliciously, and home of the overbearing tyrants that drive and command it, without a care for the fate of any who stand in their way. It is armies following orders blindly, locked in an eternal battle without purpose or end. Acheron is known as the infinite battlefield for good reason, after all. It is not knowing why you are following the commands of your superior, but knowing that if you don't you will have the skin flayed from your back in a public whipping. It is killing your enemies for no reason other than it is what you were told to do and never questioning that order to do so."

I noted here that most of them were already losing focus, despite what I thought was a rather vivid description on my part, their eyes wandering around the room or to each other. Why was I wasting my time?

"The first layer, Avalas, is a great void, filled with massive floating cubes of metal," I said. "I do indeed mean massive, for the largest can be over a hundred miles across on a side, and-"

"You talk too much, old man," Fiddle interrupted. "I don't care who lives where or what they eat for breakfast. It's simple. We slip in, nick the key, and take home a hefty sack of gold for our troubles."

"Slip...slip in? Adelina, your companion lacks manners, and common sense it seems," I said. "Perhaps you should find another?"

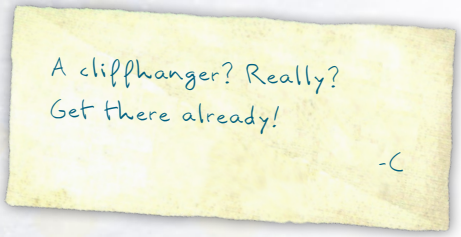
"I'm afraid he's staying," she said with a shrug. "He's entirely too good at what he does to let him get away, believe me."

"Alright then, how do you propose we slip in?" I asked, turning back to the gnome.

"Doesn't matter to me," he replied. "That's your job. You get us in, we do all the dirty work, and you get us out."

I let out half a chuckle before the absolute seriousness in his voice registered.

"Wait a moment," I said, taken aback. "You don't mean for me to accompany you on this mad quest, do you?"



The Nature of an Outer Plane

The Inner Planes, collectively also known as the four Elemental Planes, surround and enfold the Material Plane and its echoes (the Feywild and the Shadowfell). They form the elements needed to shape the world most mortals live in, providing both matter and energy and thereby giving it form.

In stark contrast to the Inner Planes, the Outer Planes are far removed from the Material Plane and more esoteric in nature. The Outer Planes provide direction and structure to the otherwise inherently thoughtless matter and energy provided by the Inner Planes, shaping it into something meaningful; shaping a world and providing it with life. The Outer Planes are both spiritual and divine, often metaphorical of concepts, ideas, or thoughts - or, as a matter of fact, the other way around. An Outer Plane is the very essence of something, while everything else is metaphors of them.

Unfathomable. An Outer Plane often appears similar to reality of the Material Plane, easily making it seem familiar and hospitable to some extent. However, by their very nature, understanding an Outer Plane in its entirety is unintelligible.

The Material Plane exists with certain constraints. Gravity, distances, sizes, life spans, fauna, etc. These are all things one can expect to be warped in an Outer Plane.

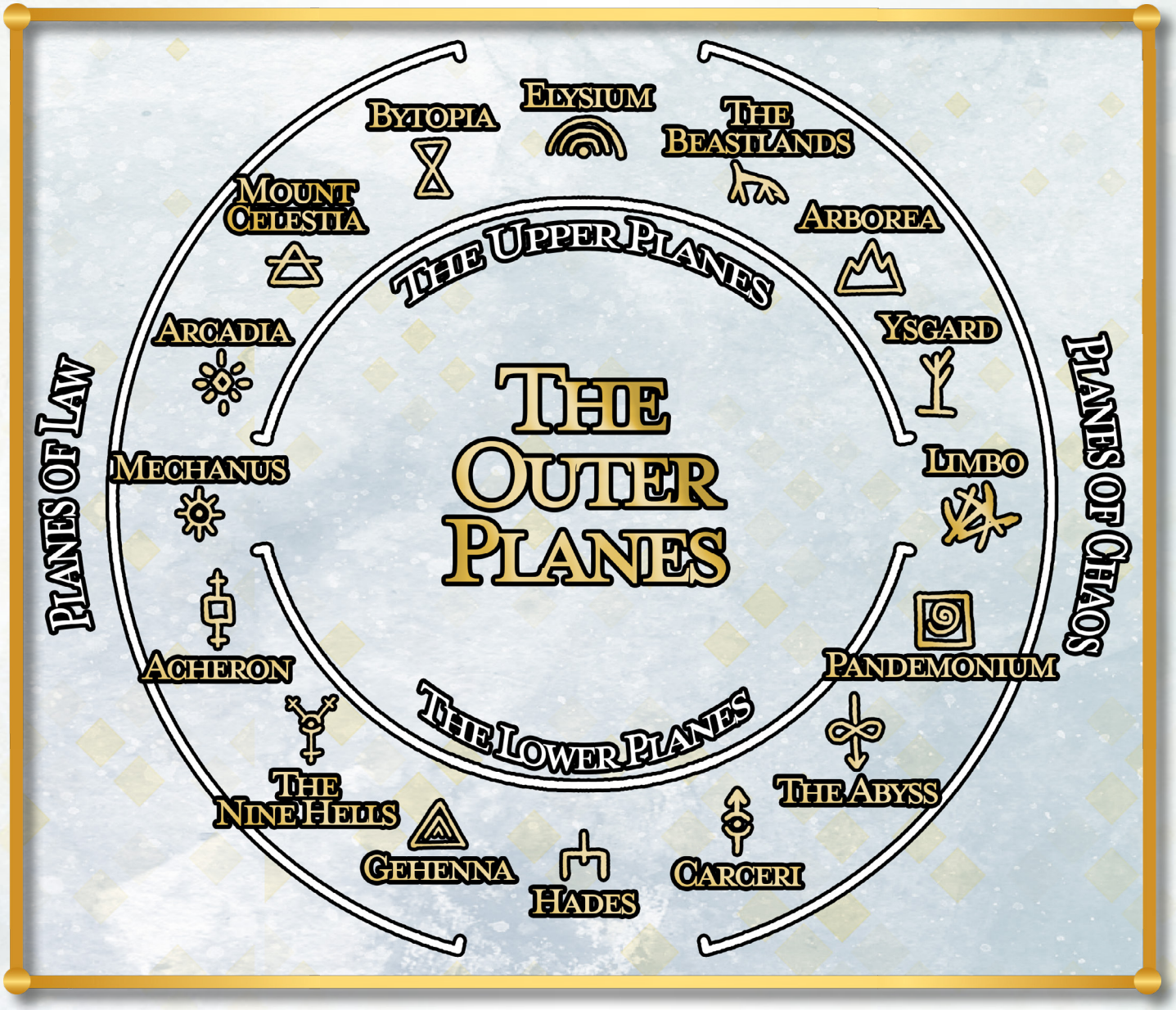
Alignment of the Outer Planes. Sixteen of the most well-known Outer Planes are divided evenly among eight alignments, with evil and good on one axis, and chaos and law on the other.

A Plane of Law and Evil

Though Acheron is very much a plane of evil, as is evident by the abundance of evil deities, it is more lawful than it is evil. By the same account, the Nine Hells are equally evil and lawful, while Gehenna is more evil than lawful. However, Acheron isn't nearly as lawful as Mechanus, nor is it anywhere near as evil as Hades. In a metaphorical sense, what this means in practice is that while the plane doesn't care much about the wellbeing of its inhabitants, it does abide by certain rules.

Endless battles, crashing cubes, and thousands of deaths each day (though the concept of a "day" holds no meaning in Acheron), continuing in an endless cycle make the plane's alignment clear for all to discern. Particularly intelligent observers might even be able to calculate cube collisions which follow fixed trajectories.

Visiting Neighbors. Acheron's alignment also makes it a favored location for the modrons of Mechanus, who always have at least one mining colony somewhere in the lower layers, avoiding the fighting of Avalas, the first layer. Yet, while the modrons are relatively harmless visitors who prefer to avoid confrontations, there are also more sinister visitors to be found here. First and foremost, the devils of the Nine Hells come, selling advice or siege engines to warlords and deities of war in exchange for souls. However, the war-torn nature of Acheron also makes it one of the most lucrative planes for the yugoloths, who are sure to find all the mercenary work they could ever hope for.



Optional Rules

Bloodlust

Acheron rewards a creature for harming other creatures by imbuing that creature with the strength to keep fighting. While in Acheron, a creature gains temporary hit points equal to half its hit point maximum whenever it reduces a hostile creature to 0 hit points.

Geometric Trajectories

A creature with an Intelligence score of 10 or higher can attempt to calculate the trajectory of one or more of Acheron's cubes. It could, for example, attempt to discern when a cube will collide with another cube, if at all, or when the cube it is currently on will be the closest to a certain area.

To do so, a creature must spend two hours or more in deep thought, spending 5 sp worth of ink and paper for every hour to keep track of calculations. The creature can then make a DC 20 Intelligence check. The DC increases by 5 for each cube that is part of the calculation after the first, but decreases by 2 for each hour spent on the calculation beyond the initial two hours.

Psychic Dissonance

Each of the Outer Planes emanates a psychic dissonance that affects visitors of an incompatible alignment — good creatures on the Lower Planes, evil ones on the Upper Planes — if they spend too much time on the plane. You can reflect this dissonance with this optional rule. At the end of a long rest spent on an incompatible plane, a visitor must make a DC 10 Constitution saving throw. On a failed save, the creature gains one level of exhaustion. Incompatibility between lawful and chaotic alignments doesn't have the same effect, so Mechanus and Limbo lack this quality.

Chapter 2: Getting to Acheron

It was indeed what they meant, much to my chagrin. I did not return to the library until midway through the following morning. Unable to will myself to sleep, my mind reviewed and catalogued the revelations from the evening and the resulting plans that were made. Were this a vain quest for gold or glory, I would have simply refused. However, the Shadow-star was something else entirely. It had the power to shape the balance of power in the cosmos. Adelina had played me like I was her own lyre, and she knew it.

I made the necessary arrangements the following day. Tethtoril would, of course, serve in my place while I was away, as he always did. Unlike my more mundane journeys though, even those to far-off locations to chase down the rumor of a tome of lost or forbidden magic, this time I had to prepare myself properly. Adelina's other companions might not know what awaited them in Acheron, but I most certainly did. Fortunately, Candlekeep houses much more than just books. The storerooms of the library also contain a large supply of useful scrolls, potions, and assorted magic items, a multitude of spell components, and various relics of Oghma. I quickly selected a few of the more necessary supplies (such as a copy of a book that I personally compiled, which contains the rune combinations for every permanent teleportation circle known), as well as a couple that were less so but I thought might come in handy nonetheless. I also borrowed liberally from the rows of planar-attuned tuning forks: Acheron, the Material Plane, Gehenna, Hades, Carceri; I took ones for Mechanus and Pandemonium too, for good measure. You never know where your journey might lead you when traversing the planes, and it is best to not be caught unprepared. Back in my office, I packed all of my supplies away in the various dimensional pockets of my belt and then finally changed from the white robes of the library into an old set of faded brown traveling robes. My staff of office would need to remain here as well. My old wand would serve much better on a mission where subtlety and tact were needed.

Unable to put it off any longer, I rode out from the library gates just before midday. I knew why Adelina insisted that we leave right away, the same reason that she insisted we meet under the full sun of the noon hour and had filled our previous meeting place with countless lights. Shadows will steal your secrets and whisper them away, telling them to all who know how to listen. While that is always worrying, we were plotting nothing less than recovering, perhaps stealing, a key that could change the balance of light and shadow in the cosmos instantly. This was not a simple quest, and powers much greater than us would surely take notice. The question was how long would it take for that to happen? We had to move quickly. Simply speaking about our task openly had turned the hourglass on its head.

Our meeting spot was less than an hour's ride from the library by horse. There was an ancient, mostly-ruined watchtower that sat on top of a large mound of a hill, rising above the surrounding sparse forest. Adelina and her company were waiting for me when I arrived, sitting or leaning against a shaded wall of the tower. The half-orc Thokk has lost his ill-fitting city clothes and was shirtless, scars and tattoos blending into an expansive story of a life of battle on his chest and back. Aerdlin was leaning back against the stonework, a feathered cavalier's hat hung down over his eyes while he rested, and a light cutting sword and dagger hung from his belt. Nearby, the siblings Fiddle and Fearn lay in the tall grass. They were dressed as before, but with each of them now visibly wearing a long, thin stiletto dagger. However, their nature as forest gnomes was now obvious, as the grass lovingly bent to hide and protect them and caressed them in the gentle breeze.

I dismounted and my phantom steed evaporated into the air. The sun was warm and invigorating and I spent a moment soaking it up, knowing that it could very well be the last time I did so. Nearby birds flitted among the trees and regaled us with their songs.

"You're late," Fiddle said, sitting up and ruining the moment for me.

"And you're impatient," I replied.

"He's not wrong, you know," Adelina added, eying up my attire dismissively.

I stared right back at her for a moment. *She still favors that simple, blackened leather armor I see, I thought. I wonder why she is so attached to it when she can clearly afford better. That rapier is magnificent though.*

It was, I don't mind spending the time to tell you. The rings and spirals of the guard were likely made of mithril, with how the sunlight danced across the surface. Within the spirals, an image of a harp was cradled on each side of the guard, and leaves were almost haphazardly strewn around the rest of the metalwork. A more beautiful dedication to Milil, god and Lord of Song, I had never seen.

"I'll have you know," I began. "A wizard is never late. They arrive precisely-"

"Ugh, not that tired joke again," Adelina said. "You've been using that one for years now."

With an exaggerated eye roll, she turned and went to confer with Thokk, who stood to greet her. The joke had served its purpose though. The tension was broken and our history together refreshed in her mind. We needed to feel like a team again if this was at all going to go smoothly.

"Can we get that portal to Acheron open already?" Fiddle's sister Fearn asked. She gently picked the grass seeds off of her shirt as she stood and set them down on the warm soil. "I'd like to get this over and done with."

"You need to be somewhere?" Aerdlin asked her. He tilted his hat up to look me over, tipped his head to the side to stretch his neck, then dropped the brim back down.

Fearn's eyes narrowed in reply, but no words accompanied them.

"No, no. We're not going straight to Acheron. That would be foolish, don't you think?" I said, adding a smirk at the end. "Portals draw too much attention. We'll get arriving by...other means."

I gingerly pulled a tuning fork from the folds of my robe and struck it against my palm to set it ringing.

"Circle up and hold hands now," I instructed.

They all watched me for a long moment before they each in turn stretched and ambled over. I watched carefully to make sure they were in fact holding hands in the circle before I proceeded.

"Don't let go now," I said. "You don't want to get separated and lost between the planes."

"This isn't any of our first magic ride, you know," Aerdlin said with as much boredom in his voice as I could imagine.

"Well, then," I said. "I at least hope none of you get seasick easily."

Before any of them could answer, I muttered the necessary incantations to begin shifting planes. The world suddenly began to spin around us all, including what had been the ground beneath our feet. The world spun slowly at first, then faster and faster. It pulled away from those of us in the circle, retreating until everything faded to silver gray and it felt like we were suspended in a void. The sounds of the wind and the birds equally had blurred into a low, quiet hum. Then, much more suddenly than the Material Plane had left us, our

destination whirled in from the recesses of the void and slammed us into place with dizzying effect.

I let my hands fall to my side and opened my eyes. I always close them at the end to avoid the vertigo, such an unpleasant sensation as it is. Hot clouds of dust and ash blew past, carried on a strong, foul-smelling wind. The sky ached and throbbed with the color of a fresh bruise, and the ground groaned under our feet.

"Welcome to the River Styx," I said.

Navigating Acheron

Given the nature of Acheron, there are no set paths through the plane. There is, however, magic available that can help travelers navigate. Chapter 13 provides a multitude of new spells all themed around Acheron, its environments, and its inhabitants. Two of these spells can help a character move through Acheron. The first of these spells is *cube hop*, which provides an easy way at lower levels to teleport relatively short distances from cube to cube. The other spell is *cube gate*, which allows a spellcaster of higher level to teleport freely to almost any cube. It is worth noting, however, that cube sides that are home to one or more deities aren't so easily accessible as the chief deity always detects such magic and can choose to deny entry.

It is up to you, as the Dungeon Master, to decide how each cube moves, what their distances are to each other, etc.

Less Safe Alternatives. Flight is also an option to navigate from cube to cube, but doing so comes with risks of its own. Acheron boasts several flying predators who have perfected the art of hunting airborne creatures. This is especially true in Avalas, but becomes less of a threat in the lower layers. There is also the River Styx, which harbors threats of its own (see "Travelling the River Styx" below).

Foraging

Unless they obtain a supply of food and water, characters must forage to survive in Acheron. Finding sustenance here is difficult but not impossible. Characters can gather food and water if the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check. The DC changes depending on the layer as shown in the Foraging in Acheron table and increases by 5 if made inside a cube. Food and water requirements for characters are described in chapter 8 of the *Player's Handbook*.

Foraging in Acheron

Layer	DC	Yield
Avalas	15	Edibles and drink
Thuldanin	20	Edibles and drink
Tintibulus	20	Edibles, no drink
Ocanthus	25	Frozen creatures, drink is from the Styx

In addition to foraging, spells such as *create food and water* and *goodberry* can help provision a party, and there's always a chance for characters to encounter others from whom they can buy or steal provisions. Additionally, many creatures a character might meet and kill can be butchered, but the meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to keep the meal down.

Edible Flora and Sources of Water

The cubes of Avalas often have bodies of water such as lakes and rivers on their exteriors, while the interiors mostly lack such qualities. However, water can still be foraged there in the form of moisture and edible flora. The same is true for Thuldanin, though water becomes more scarce in Tintibulus and Ocanthus. There are numerous flora in Acheron which characters can encounter, though only a few are edible, and none of them exist in Ocanthus.

Blood Thorn. This large, thorny bush can grow up to fifteen feet high and is most prevalent in Avalas but becomes rarer in the lower layers. Though chewy, it is surprisingly edible once the thorns are peeled off. A single bush yields 1d6 + 6 pounds of food.

Cube Hat. A cube hat is a small, cube-shaped fungus that can be tapped and drained of the fresh water stored within it. They grow in patches of 1d4 + 4. A single cube hat contains 1 gallon of water and yields 1 pound of food.

Rust Rose. Contrary to its name, the rust rose is more akin to a lichen than a rose. While very uncommon in Avalas and Thuldanin, it is the only plant that grows in Tintibulus. It can't be digested raw, but leaving in water for an hour causes it to melt, turning the water into a delicious soup. Every 5-foot square of rust rose can turn 1 gallon of water into 10 pounds of food.

Time-Keeping

With no sunlight, visible sky, seasons, or weather in Acheron, most characters can only track the passage of time based on their periods of rest. Most natives of Acheron do the same (if they care about timekeeping at all), though some may have other local means of keeping time.

Overland Cube Travel

A creature can navigate normally on each cube face, using maps, making Wisdom (Survival) checks, and so on. To reflect the alien nature of Acheron, if a check is required to navigate across cube faces on a cube, the check is made with disadvantage. Later in this book, the size of many of the named cubes are described, making overland travel easier to adjudicate.

Subterranean Cube Travel

There are vast networks of caverns, tunnels, vaults, and passages in many of Acheron's cubes. This is especially true in Thuldanin, while Ocanthus is the exception. Such subterranean paths are often featureless, making it extremely difficult to navigate.

Travel pace inside a cube is significantly slower than for overland travel, not only because of the various twists and turns, climbs and descents one is likely to encounter, but also because gravity itself can change dramatically the closer a traveler comes to a cube's center. Creatures that can burrow through solid rock move at half their normal burrowing speed due to the metallic nature of the cubes.

Subterranean Travel Pace in Acheron

Pace	Miles Per Day	Effect
Fast	8	-5 penalty to passive Wisdom (Perception) scores; no foraging
Normal	6	
Slow	4	Improved foraging, or able to use Stealth

The River Styx

I gestured towards the dark, slowly bubbling river that stood barely 20 feet in front of us. A small ferry boat was moored to a solitary metal post, driven into the shore, and a hooded and robed merrenoloth ferryman stood hunched in the vessel expectantly.

"Where are we?" Adelina asked, looking around critically.

"I'd rather not tell you," I said frankly. "If this location were discovered, I would need to go about finding and warding an entirely new location, and I honestly don't have the time for that anymore."

"Fine, but how did you shift us directly to the river?" she asked. I had piqued her curiosity, that much was certain, but as always she remained casual and careful to not betray her genuine astonishment. "Plane shifting is never this precise."

"We all have tricks up our sleeves, don't we?" I answered coyly.

I then strode towards the river, eager to lead them away from the spot where I had constructed a permanent teleportation circle many, many years before. It now lay beneath so much dirt that it was hidden from all but those who knew where to look.

Adelina followed and stepped up beside me. "Indeed," she muttered, then brushed past and stepped to the water's edge. "And I thought I was the dramatic one."

She pulled her coin purse from her belt and began to dig through it, looking for enough to give the ferryman for our fare.

I hesitated to reply, not sure if I had somehow offended her or if she was merely planning to one-up me later on. I never knew with that woman.

"How'd he know we were coming?" Fearn asked, nodding to the fiendish boatman at the water's edge.

"You don't think this is the first time I've needed their services, do you?" I asked.

"Ok, be all mysterious and don't answer any questions," she said with a shrug.

I started to stammer a reply, but the gnomes had already moved on.

"Does he think that anyone is impressed?" her brother said to her, not bothering to lower his voice.

Aerdlin chuckled at my expense as he walked past. Thokk, however, though he remained silent, had tensed and half lowered into a fighting stance with his glaive, as if his body sensed danger could fall upon us at any moment.

"We are quite safe here, I assure you," I said. "Just don't wander too far from this spot. And of course, don't touch the...DON'T TOUCH THE WATER!"

I shouted at Fiddle, who I saw had knelt down and was reaching toward the oily black water of the river with an outstretched finger. He snapped his hand back immediately and looked as if his mother had just caught him stealing fresh baked cookies.

"What?" he said, clearly confused.

"What do you mean what? Have you never heard...oh nevermind, I'll just explain. Touching or drinking the waters of the Styx will drain all of the memories from your mind, leaving you even more clueless than you already are. So, if you want your memories turned into silt at the bottom of the river, by all means proceed," I said. "How do you not know any of this?" I let out a heavy sigh. "I swear, Adelina."

Adelina shook her head disapprovingly at the gnome and then dropped a handful of coins into the ferryman's outstretched hand.

"Everybody in," she said.

Fffflll...bzzzt. I swatted instinctively at my right ear as what sounded like an enormous bee flew past.

"What in the world?" I exclaimed.

The sound of a small girl laughing hysterically then erupted from Adelina's shoulder. In a moment, the realization landed on me.

"Hello, Ciera." I said dourly.

With a shimmer, the invisibility spell unfolded and dropped from the sprite who was perched on Adelina. The amusing size of the tiny, fey-crafted suite of leather armor, and sword that she kept close at all times, betrayed how efficient and dangerous she actually was with those tools.

"It's a shame you haven't traded her in for a more suitable familiar," I said to Adelina, then turned to the sprite. "No offense intended."

"You can do better than that," Ciera said. "It looks like your tongue has gotten as soft as your stomach."

We locked our stares, pointless though I knew it was.

"She's not a familiar, she's a friend," Adelina said. "You know that."

"Now who is the one repeating the same tired things year after year?" I said, then turned again to Ciera, unable to hide my grin any longer. "Try not to get us into too much trouble this time around. You can handle at least that much, right?"

Ciera clapped her hands, making little more than the sound of a tiny twig snapping.

"I promise nothing," she said with a mischievous grin.

That brought a full smile to my face. I do have a fondness for that sprite, I do, but she is always as much if not more trouble than she is worth.

Adelina and I led the way, the boat listing gently to our side as we stepped in. The rest of the party followed suit and we all arranged ourselves in rather cramped quarters, sitting on the floor of the small boat.

The merrenoloth's voice suddenly filled our minds, "We leave now." He used his long oar to push the boat back from the shore until the current caught us, then lowered it into the water at the back of the boat to steer. "Do not touch the waters. Do not provoke anything that lives in the waters."

"Lives in the waters?" Aeardlin asked, shying away from the edge of the boat. "Something lives in that?"

"Oh, yes, many things. But it's best if you don't think about it them too much. We'll be fine, probably," Adelina said with a devilish smile. "I'd rather you focus what could kill you at our destination instead."

That effectively ended the conversation, and we spend most of the rest of the voyage in silence, lost in our thoughts. The boat picked up speed at times, where the river narrowed and flowed swiftly through a canyon with black stone walls rising up on both sides, or where it curved and crashed, descending through rapids filled with razor-sharp rocks. The boatman, to his credit, never flinched and never so much as scratched the side of the hull. At other times the river widened and slowed, where we floated silently alongside a tribe of humanoids for a while, their faces covered to protect themselves from the dust storms. Eventually, though, the river sped up again and we left them behind. Faster we went now, sloshing near uncontrollably from the left side of the river to the right, faster and faster as the river narrowed to barely double the width of our boat itself.

"I thought you said this was safe?" Aerdlin called out above the groans of the oar and the whistling wind.

"It is," I insisted. "But I would hold on tight if I were you."

He turned back to the front, his eyes widened, and he let out a gasp that was swallowed by the dark waters as we, the boat, the river, and all, plummeted into a great hole in the ground before us.

Traveling the River Styx

The River Styx courses through the Lower Planes, touching the upper layers of Acheron, the Nine Hells, Gehenna, Hades, Carceri, the Abyss, and Pandemonium. Tributaries of the Styx also make their way to the lower layers of some of these planes, such as Ocanthus in Acheron, and all the nine layers of the Nine Hells.

Tortured souls course through the river, screaming silently as they are continuously pulled by the foul waters on an endless nightmare ride throughout the Lower Planes. Sometimes the Styx is red, other times it is pitch black, but it is never possible to see more than 10 feet into the unholy waters.

The river, much like the Outer Planes themselves, is an incomprehensible phenomenon, making it impossible to map it out or predict its course. Though a physical thing, the river is more metaphysical and even metaphorical. As such, the likelihood of getting lost while sailing the Styx is almost assured, but it isn't the only danger the river presents. The slightest touch of the water will steal the memories of most creatures, shattering their intellect and personality in the process.

Effects of the Styx

Unless immune to the river's effects, A creature that touches or drinks from the River Styx must make a DC 15 Intelligence saving throw. On a failed save, a creature is affected by the *feeblemind* spell without making another saving throw.

If a creature fails its saving throw and remains under the spell's effect for 30 consecutive days, the effect becomes permanent (no save) and the creature loses all its memories, becoming a near-mindless shell of its former self. At that point, nothing short of a *wish* spell or divine intervention can undo the effect.

Water taken from the River Styx loses its potency after 24 hours, becoming a harmless, foul-tasting liquid. However, **arcanaloths**, **night hags**, and other fell creatures might know rituals that can prolong the water's potency, at your discretion.

Fauna of the River Styx

The most harmless creatures in the Styx are the Stygian fish; gray, decrepit, and blind fish-like creatures that drown the instant they are removed from the foul waters. Though they are highly poisonous if eaten raw, the Meskers of Wreychtmirk have found a way to make them edible - foul-tasting, but edible nonetheless.

Though the fiendish **hydroloths** (see appendix A) also call the river home, neither fish nor fiend are as dangerous as the sinister **Styx dragon** (see chapter 16). These serpentine dragons primarily feed off of the demonic hordes that continuously attempt to travel the river from the Abyss to Avernus.

The Ferrymen. The most notable creatures on the Styx, however, are the **merrenoloths** (see appendix A). They pilot their ominous ferries on the deathly waters of the Styx, and are capable of navigating its impossible branches and unpredictable currents and eddies.

Being yugoloths, these ferrymen are willing to carry passengers safely across the planes - for a price. Roll on or choose from the table below to determine what the price is.

d4	Price Per Passenger
1	A soul coin (see *Baldur's Gate: Descent into Avernus*).
2	A larva (see chapter 2 in the *Dungeon Master's Guide*).
3	A favor to be collected later.
4	1,500 (2d4 x 300) gp per hour.

Travel Times

See the Travel on the Styx table for travel times between the Lower Planes via the Styx. If a vessel is piloted by a merrenoloth, the travel times are in hours instead of days.

Random Encounters

At the end of every 12 hours spent on the River Styx, roll a d20 and consult the table below to determine if a random encounter occurs. Add 18 to the roll if a merrenoloth is piloting the vessel.

d20	Styx Encounter
1	The vessel crashes and is ripped apart. Each character must succeed on a DC 25 Dexterity saving throw to jump to shore or plummet into the River Styx.
2-16	The characters are lost, adding 1 day to their journey. If this is rolled three times in a row, the characters fight for survival on the Styx for a year until they wash up on the shores of Carceri.
17-18	1d4 **hydroloths*** assault the vessel.
19	An **adult Styx dragon*** bursts up from the dark river.
20+	Nothing happens.

Travel on the Styx

Location	Acheron	The Nine Hells	Gehenna	Hades	Carceri	The Abyss	Pandemonium
Acheron	-	2 days	5 days	12 days	30 days	100 days	250 days
The Nine Hells	2 days	-	2 days	5 days	12 days	30 days	100 days
Gehenna	5 days	2 days	-	2 days	5 days	12 days	30 days
Hades	12 days	5 days	2 days	-	2 days	5 days	12 days
Carceri	30 days	12 days	5 days	2 days	-	2 days	5 days
The Abyss	100 days	30 days	12 days	5 days	2 days	-	2 days
Pandemonium	2d20 days	2d20 days	2d20 days	2d20 days	2d20 days	2d20 days	-

Chapter 3: Avalas, the First Layer

Our boat rushed forward in the darkness, careening from side to side. We huddled as low as we could but were still tossed about and on top of one another. Without a boatman to guide it, any other vessel would have been dashed to pieces and lost in the dark, swirling waters of the Styx forever. Yet we, under expert guidance, surged on. Eventually, a dull red circle of light appeared in the distance and I knew our journey was at its end. The light grew larger and larger as we hurtled towards the tunnel exit, growing so quickly in fact that we all of a sudden realized how fast we were going and simultaneously clutched the wooden sides of the vessel and each other for support. Half a moment later, we burst upward out of the tunnel, where the boat hung for a second in the air before it crashed down again onto the river below. And then, it was calm.

Fearn slowly let out a long breath that she had been holding in. Then, with renewed vigor she jumped to her feet and slapped my shoulder.

"You don't disappoint, I'll give you that," she said.

I gave her a curt nod in acknowledgment before I myself sat up and turned to assess our surroundings.

Blood and Rust

The blood-red sky of Avalas hung ominously overhead, causing the pitted and scored iron surface of the cube we were on, Wreychtmirk, to glint crimson in return. The Styx ran wide here, calm and orderly. Where the water lapped up over the edges of the metallic shore, wave-like patterns of rust had formed, and the river itself was heavily tinted red from the constant exposure. Overhead, cubes of metal littered the sky like brutal iron stars.

"I expected the cubes to be impressive, but this is amazing," Adelina said. "It's like the sky is full of dice, cast by the gods in one of their great games."

It was a fitting and evocative image, I must admit.

"That one is Clangor," I said, pointing to a distant cube off to our left. "And that one there is-"

"Nishrek," Thokk said wistfully, finishing my sentence.

"Yes," I replied. "Though I'm afraid we won't be visiting either of those today."

"The cubes look so small," Aerdlin added.

"Oh, some are, certainly," I said. "But those two are not. They're just very far away."

"Interesting," Aerdlin said absentmindedly, before focusing again on our current situation. "So, blood and rust, eh? Lovely place."

"That's as adequate a description for Acheron as any," I said. "But no more chatter, we need to go."

The boatman had already pulled us up to the shore and I hopped off before the others. The rust crunched under my feet at first, but the sound soon turned to the dense thud of boot on iron as I walked.

"Follow me, quickly," I said. "We've no time to waste. This side of the cube is uninhabited, but other boats will come, travelers or fishers from the town of Mesk."

No longer spellbound by the dominating majesty of Acheron, the rest of our team disembarked and followed my lead. With a flutter, Ciera flew up and landed on my shoulder.

"The boat ride didn't bother you too much, did it?" I asked her. "I know you've never been overly fond of traveling on water."

"What's not to love?" she said slyly. "How I love the open sea. Unloading my breakfast over the edge of a ship, never knowing what vile slimy creatures are peering back up at me from the depths as I do. The sea spray drenching my wings and weighing me down."

"To be fair, if you're thinking of that one time, you didn't have to come," I said. "Adelina and I could have handled things without you."

"Really?" she said. "And who was it that stole the key from Captain Thornbeard while he was sleeping?"

"Well, yes, I guess that is true," I said, trailing off to a mumble.

"Or flew way up with the map to survey the island so we could find the treasure?" she continued.

"Fine, fine," I said tersely. "I also recall you got into the captain's liquor cabinet and nearly gave us all away dancing a drunken jig, when you knocked over a candlestick and set the rug on fire."

Ciera huffed in indignation and flew back to Adelina's shoulder instead. I walked swiftly on, looking up periodically as I did to assess the placement of the cubes in relation to each other.

"We have one shot at this," I said, coming to a stop.

Adelina walked up and stopped beside me, while the others filed in behind her. Ahead of us, merely twenty feet away, was the edge of the cube, where the ground appeared to drop off straight down like a cliff. However, if you did keep on walking, you would in fact merely change orientation and continue onto the next cube face.

I reached into my belt pocket and pulled out a small silver disk, flat and about three inches in diameter, with a sapphire inlaid in the center. I traced my finger along the etchings that surrounded the gem, spoke the command word, and tossed the disk onto the ground. Immediately, the sapphire began to glow and an illusory representation of two cubes appeared in the air above it, one cube smaller than the other.

"We are here," I said, and the smaller of the two cubes flashed with momentary light. "On the far side, facing away from the large cube."

I made sure that they were in fact paying attention before I continued on. They hadn't shown themselves to be the best students up to now, and there was no room for error here.

"The movements of the cubes may appear haphazard, but as a plane of law, a plane of order, I assure you that they are not," I said. "If you study them, and if you are clever enough to know the mathematics behind it all, the geometry, angles, velocity, etc., then you can predict where the cubes will go and when."

I concentrated on the illusory cubes and once more they began to move, creeping slowly towards each other.

"Our cube is rotating right now," I said. "In a few short minutes, when we are facing the larger cube, the Battle Cube, the two will collide."

"Collide? You mean they're going to crash into each other?" Fiddle asked.

"That is exactly why we are standing here, yes," I said. "The moment that the cubes collide, that is when we cross over."

The illusory cubes met silently, the edge of the smaller one striking right in the middle of one of the sides of the larger, and then they separated and began to move away from each other.

"It's very rare that two cubes will collide flat side to side," I said. "Usually at least one edge or corner hits, minimizing the area impacted."

"But what if they do?" Aerdlin asked.

"Oh, everything on those sides would be smashed to oblivion," I replied. "But that won't happen here. Don't worry, I've double-checked the math."

"Oh...good," he said.

I bent down and picked up the disk, as useful a teaching aid as ever was created, and the illusions evaporated.

"It's almost time now," I said. "I suggest we jump from here. Any closer and we risk being sprayed by the metal shards the impact sends flying."

"I can't jump that far!" Fiddle exclaimed, clearly upset by this turn of events.

"Don't worry, you won't need to," I said. "The Battle Cube is much larger than Wreychtmirk, so it has a lot more pull. We just need to get close enough when we jump and we'll start falling to the surface of it instead."

"That, that doesn't make any sense!" Fiddle said, trying to wrap his head around everything. "I mean, what if we can't even jump that far, to get pulled or whatever?"

That was an interesting question, which I admit I hadn't fully considered.

"Either you'll fall back to Wreychtmirk," I said, "Or you'll be stuck in the open void until another cube wanders by for you to fall on. Ah, and here we are now."

The Battle Cube slowly began to reveal itself, rising from below the edge of the cube before us. My companions were silent, unable to speak at the immensity of what was before them. You see, my illusion was not exactly to scale. Wreychtmirk is minuscule in comparison to the Battle Cube. To you, my readers, I present a more apt visualization. Imagine you are floating fifty feet above the ground, staring skyward. All you can see is air and clouds. Slowly you lower your head, until the horizon just enters your view, a sliver of a line, but one that stretches from left to right as far as your mind can comprehend, one without seeming end at all. Your head continues to tilt down, and the horizon raises, higher and higher. All too soon you are staring straight below. The ground beneath you encompasses all your vision now, as imposing and expansive as the sky was to you before. Now, imagine you are instead on a small island, falling out of the sky, about to crash headlong into the ground. That is the intellectual shock that my companions were dealing with in that moment.

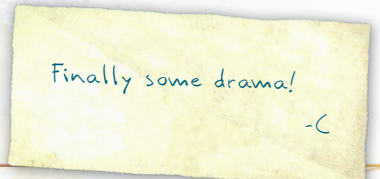
"It's," Aerdlin spoke first his words hanging in the air.

"Glorious," Thokk finished.

"Adelina, if you don't mind," I said.

Adelina reached under her cloak and pulled out her lyre, which had a strap attached on top and bottom and had been slung resting along her back. She stretched her fingers across the strings, plucked them ever so lightly, and coaxed a few ghostly impressions of notes to emerge. She then breathed out a wordless tune, as immaterial and uncatchable as the fading light in the evening sky. A song of subtlety and sorrow, yearning for silence. I watched my companions disappear from sight as the invisibility spell trickled down over us all.

"Get ready now," I said. "We're going to jump."



The Battlefield

The fact that our cube was rotating slowly had tricked our senses, however it soon became clear exactly how quickly we were flying towards the Battle Cube.

"Five," I began to count.

Below us, the opposing orc and goblinoid armies scattered like insects, running away from the impending collision.

"Four."

The soldiers scurried to find protection, diving down holes or behind large shards of metal that had curled up in previous impacts. The injured were simply left to their fates.

"Three."

The blood came into focus now, streams of it flowing between piles of bodies, forming great pools of crimson on the battlefield.

"Two."

I followed the flow of soldiers with my eyes, trying to pinpoint the entrances of any tunnels. With any luck, we wouldn't need to travel far to find one.

"One."

There were two options to investigate, good. That would have to do. We just needed to clear off the battlefield as quickly as we could, before the throngs of soldiers rushed back in.

"Jump!" I shouted.

I pushed off with my legs as hard as I possibly could, while at the same time reciting a split-second incantation. Scarcely half a breath later, our cube of Wreychtmirk slammed into the Battle Cube with seemingly impossible force, and a head-splitting clang. The cubes gouged deeply into each other and sent shrapnel flying out from the point of impact. I shielded my eyes, as if that would be enough protection to stop a two-foot shard of flying metal, and landed on the Battle Cube on my back. Wreychtmirk then sprang away as suddenly as it had come and bounded back into the air.

I rolled to my feet and assessed the state of things. Mercifully, the invisibility spell had held out through our jump.

"My shoulder, ugh," the voice of an invisible Aerdlin complained from ten or so feet off to my left.

"Did you get hit?" Adelina asked, from just behind me.

"No, I just landed on it hard," he said.

"I cast feather fall," I said.

"Oh, well, thanks for the concern," he grumbled. "Landing on metal can still hurt, you know."

I rolled my invisible eyes. We didn't have time for this. I then stepped up out of the slurry of rust and blood on the ground to instead use the corpse of a large hobgoblin as a platform.

"There it is," I said. "A tunnel entrance is less than a hundred feet away."

"Which way?" Fearn asked.

"That way," I said, pointing emphatically.

"Real nice invisible finger you've got there," Ciera said sarcastically. "Maybe if you point it even harder-"

"Ok, fine," I snapped. "You see that small mountain? It's just off to the left of that. Will that do? Now, if you all don't mind, I would very much like to get moving."

I set off, making as much noise as I could, to let them all know

I wasn't wasting any more time. It was slow going, though, I soon found out. You have to walk very carefully when you are stepping over bodies and can't even see your own feet.

"Are those mountains made of metal?" Fiddle asked out of the blue. He was somehow already walking next to me without my being aware and scared me half to death.

"Technically, yes," I said, after recovering from the fright. "Most of the mountains are in fact piles of smaller pieces of metal, what was dug out of the insides of the cubes when the tunnels that run deep inside were first made."

We lowered our voices as we came to the tunnel. Based on the number of helmets sticking up out of the ground, at least twenty or thirty orcs had taken refuge here. A couple of long minutes went by before a war horn sounded and the orcs rushed out and back to the battlefield.

"Where must we go now?" Thokk said.

"Down. Underground, into the tunnels," I said. "That's where we will find the portal to take us to the second layer of Acheron, where our target awaits."

We carefully filed down into the tunnel, alongside a small waterfall of blood that splattered and speckled the iron around it. The tunnel itself was roughly five or six feet across and was so utterly devoid of light that I immediately had to resort to wearing my goggles of night to make my way. More troubling was the fact that the cube was still reverberating from the collision, and the persistent thrumming sound from it made me feel like I was like standing in between the two tines of a struck tuning fork. After a little less than an hour of walking, the invisibility spell wore off, but I wasn't bothered. We hadn't come across any creatures so far underground. Besides, all I could think about was that insidious and incessant thrum. While the sounds of battle from the surface above us had long since faded away, that blasted low hum of the vibrations refused to quit our ears, and it had put us all in a rather foul mood.

"So, this tunnel is going to lead us right to it, this portal?" Fearn said.

"That is my hope, yes," I said.

We walked for another thirty minutes or so before she spoke again.

"You said your hope," she said.

"What was that?" I said.

"Earlier, you said you hoped this tunnel would get us there," she said.

"I don't remember. I suppose I did," I said, getting annoyed.

"So, you don't really know," she said.

"Well, there aren't maps for these tunnels," I said. "We can only rely on informed speculation, combined with our own trial and error."

"Oh gods, he doesn't know where we're going," Fiddle said. "I thought he was supposed to be the guide."

"He is the guide," Adelina said.

"No, I never said I was a guide." I said testily. "I am the wayfarer for this particular outing. I was brought on to get you to Acheron, and here we are, as promised. I am currently doing my best to go above and beyond that, which none of you seem to fully appreciate."

We walked in silence for nearly forty minutes after that exchange, until we found ourselves stopped at a fork in the tunnel.

"Ok, which way?" Fiddle asked. "Or do you need to do some more speculating first?"

"I...Hm. It looks like perhaps the tunnel on the left-," I said.

"I know the way," a mysterious voice said from behind.

Thokk's glaive was already slicing through the air in the direction of the unknown speaker when Adelina stopped him by raising her hand. Impressive though Thokk's reaction speed was, there were no enemies for him to attack. The tunnel appeared utterly empty to my eyes, without so much as a spider on the walls. Magic was clearly in play here.

"Speak," Adelina said. "And if I were you, I would make your last words count."

"That's a harsh tone to use, not very inviting at all," the voice chided her. "Don't you wish for me to help you, clearly lost as you are?"

I swiftly recited the incantations for the true seeing spell and my eyes were enveloped by a bluish-white arcane light. The scene before me was suddenly as clear as if under the midday sun, and yet no creatures could be seen.

"Mind blank," I grumbled. "It has to be."

"How do you know what we seek?" Adelina asked.

"You talk rather loudly, and choose your words none too carefully," the voice said. "You wish to find the portal to Thuldanin, and I know the way. What more do you need to know?"

I would hardly say we were talking loudly, unless our new friend had far superior hearing to my own. Still, we had been careless, that was hard to deny.

"What's in it for you?" Fiddle said.

"Ah, there is a smart one among you," the voice said. "It's simple really. I get you to the portal, and you get us all through."

"So, you need our help, is that it?" Fiddle said.

"Sharp as a tack, master gnome," the voice said. "Do you think I want to be trapped here with these bloodthirsty orcs and goblins? No, I want to get to that portal as much as you do. But, the blasted duergar defend that portal with layers of defenses, soldiers, and wards, which I so far have been unable to foil."

"I get it. You scratch our backs and we scratch yours," Fiddle said, pleased with his own powers of deduction. "I like the way you think."

"No," Adelina said abruptly. "If you want us to trust you, you need to take the first step. Show yourself."

Fiddle shrugged. "You heard the boss."

The invisibility spell melted away from our new companion, revealing a human, a man of middling age and receding hair, dull red and cut short on his head. His clothes were of a fine quality at some point in the past, though now they were faded and threadbare in patches.

"Mathiatas the merchant, purveyor of planar rarities," the figure said. "At your service."

"No, that's not right," I said. "All the way please."

The rest of my party looked at me in confusion, but Mathiatas just smiled broadly. "As you wish, master wizard."

The small red hairs on his head spread like grass in the spring, sprouting all over his face and then moving down his body to his arms and legs. His ears lengthened and his face pulled out into a dog-like form. A tail bloomed and whipped into shape, covered in the same lush, red fur that the rest of his body now wore.

"Ah yes," I said. "Now it falls into place." I turned to Adelina. "There you have it. An arcanaloth, among the cleverest of all his yugoloth kin."

Camaraderie, adventure, and steel on steel. The stuff of legend!

"I see," Adelina said. "What have you to say for yourself, trickster?"

"Ah, yes, my deepest apologies," Mathiatas said. "It was not my desire to fool you and, in fact, I have not lied to you with my words. If my visage did deceive you, it came from a place of self-preservation. You cannot trust anyone that you meet in this wretched place, after all."

"Indeed," I said. "Adelina, a moment of your time?"

It was quickly decided that Mathiatas would indeed be allowed to lead us to the portal, which would be beneficial to all. With a curt smile from me and a nod from Adelina, Mathiatas gave a gracious bow and took his place at the head of the line.

"Nothing suspicious about this at all," Ciera said, invisibly flittering beside me. "Yugoloths would love it here, and even if he wanted to leave, why not just use the River Styx?"

"It's most definitely not a trap," I replied sarcastically.

"Quiet you two," Adelina whispered. "Of course it's a trap, but we need to find that portal all the same."

"How long until we get there?" Fiddle asked Mathiatas rather loudly up front.

"Three or four days walk, depending on how fast your legs carry you, master gnome," The arcanaloth said with a laugh.

"Three days?" Fiddle exclaimed, his voice echoing down the metal hallway.

"You saw the size of the cube," his sister Fearn said.

"I know, but..." Fiddle stammered, then sighed and went silent.

It was actually going to be a very long five days before we fully wound our way down through the innards of the Battle Cube. The first three days were in the rough and hastily hewn orc and goblinoid upper tunnels, dug over the centuries to support their ongoing wars. However, on the fourth day the tunnels suddenly changed. The walls became perfectly smooth and periodically embellished with a simple geometric carving, undoubtedly used to gauge distance as one walked. On the fifth day, we encountered our first traps (poisoned darts and toxic gas, unimaginative but undoubtedly effective against any orcs that wandered this far) and duergar sentries, and the gnome siblings had to earn their pay. By the end of that day, and one secret door and one bypassed arcane lock later, we had arrived.

The portal room was a perfect cube with 30-foot sides and tunnels leading out from the four walls. We occupied one of these tunnels, thanks in part to Adelina's invisibility spell, cast after we had dispatched a couple more duergar guards. In the center of the room stood a metal obelisk of sorts, a four-sided pillar reaching to the ceiling. A rusty red glowing portal stood in front of each of its four sides, four portals in all.

"I thought you said there was one portal," Fearn hissed at me.

"I also said no one had reliably seen it," I countered.

"Where do the portals lead?" Adelina asked in a voice I could tell was clouded with calculations.

"Where do you wish to go?" Mathiatas said in return. "All the portals go to Thuldanin, just to different locations. One leads to the mines. The rest to duergar cities, to different levels of the Gray Cube."

Adelina thought for a moment. "The mines, then," she said.

"I agree," I said.

"I'm sure your visit will be delightful," Mathiatas said coyly. "Your portal should be on the far side of the pillar. Mine is to the right."

"You have business with the duergar?" Aerdlin asked.

"Of sorts, yes," Mathiatas replied.

"Alright, enough chatter. Let's go then," Adelina said. "And be ready for anything."

I cringed as we walked. The footfalls of my and Aerdlin's feet echoed around the expansive room, no matter how hard I tried to move them silently.

"Farewell my new friends," Mathiatas said as we passed the rightmost portal, then the portal rippled with energy and he was gone.

The rest of us continued around the pillar, until we were grouped up in front of our portal.

"See you on the other side," Aerdlin whispered.

The portal rippled as he left us, then again and again as Thokk, Adelina and Ciera, and Fiddle stepped into the swirling arcane energies.

"You next, Fearn," I said. "Fearn? Where are you?"

"Ughnngh."

A sound somewhat between a grunt and a gasp escaped from a couple feet behind me, and I turned just in time to see both Fearn and Mathiatas flash into existence as their invisibility spells fell away. Fearn's dagger was lodged deep into Mathiatas' back and the arcanaloth was desperately clawing over his shoulder to try to dislodge it.

"The bastard never left," Fearn said coldly. "I could smell him the whole time."

"Urrng," Mathiatas half-growled.

"What was that?" Fearn said. "I can't hear you for some reason.

"Oh no," I said.

"It's fine," Fearn said. "He won't be bothering us-"

"No!" I shouted. "The portals!"

Three of the four portals were fading from existence and then were gone, now clearly the work of an illusion spell. One true red portal remained on the left side of the pillar, while in front of us, into which most of our companions had just disappeared, stood a smaller, dark blue, temporary portal.

"What have you done?" I shouted at Mathiatas.

But the arcanoloth didn't answer. He just sneered and used his last ounce of energy to crouch, grab Fearn's leg with his one claw, then lunge towards me and knock all three of us through his portal. We landed in what felt and sounded like a pile of pots and pans, sent clanging and scattering around us. Among that racket I could hear the rhythmic sound of Fearn's dagger work finishing off our traitorous guide, and I knew at least one part of our problem had been taken care of.

"We are now at the ambush part of the trap, I'm afraid," I said to our waiting companions, before I had even picked my face up off the dusty floor.

Avalas at a Glance

Populated by a multitude of spirit legions grinding in the machine of eternal war, Avalas, the first layer of Acheron, is a place of constant strife and bloodlust. The blood-red skies of Avalas are filled with cubic, geometric bodies of iron. They vary in size from tiny islands to entire planets, each with their own gravity and velocity. As the spirit legions march across these metallic cubes, their footsteps ring out across the vast emptiness of the plane, drowned out only by the clash of armies, or the collision of cubes.

Afterlife of War. Each cube plays host to an individual spirit legion, unless it has been invaded by the inhabitants of another. These spirit legions are usually divided by race, and are bent on mutually-assured destruction. For the most part, these forces are leaderless and formed from the souls of creatures who died in a battle whose cause they forgot, or of traitors, rebels, deserters, and renegades.

Regenerating Troops

When spirit legions engage, the physical bodies of the forces may die, but the souls live on to be reincarnated in a new form, replenishing the spirit legion and providing yet more fodder for the eternal wars. Flocks of vultures, carrion crows, and ravens scour the cubes for these fallen bodies, clearing the battlefields of corpses within hours. Other scavengers, who are perhaps as prevalent as the spirit legion armies, clear anything resembling loot, so that the cubes are stripped entirely bare, ready for war once again.

Clashing Cubes. The unavoidable and inevitable war of Avalas is also personified within the cubes themselves. These enormous geometric bodies are constantly flying through the space of the plane and colliding with each other, like the front lines of the spirit legions that inhabit them. Depending on the cubes, these collisions can be anticipated by their inhabitants, giving them plenty of time to flee into the burrowed or natural caverns that pockmark almost every cube in Avalas. Unfortunately, fortifications cannot be moved so easily. When small cubes collide with larger ones they can flatten cities, turning them to dust, and sending cube-shaking tremors throughout the subterranean caverns, causing landslides and cave-ins.

The shockwaves from these impacts surge across the metallic surfaces of the cubes like a thundering cavalry charge, sweeping aside anything or anyone in their wake. The larger the cube, the more likely that one of these strikes occurs; the greatest cubes are beset by impacts on a daily basis. After weathering dozens of these impacts, the larger cubes begin to fracture along natural, geometric fault lines that split through the metal. Eventually, a collision will cause the cube to fracture into two or more perfect cubes that vary in size from minuscule to miles across. The smallest of these descend to the next layer of Acheron; Thuldanin, the layer of waste.

Never-Ending Strife. There are rarely more than half a dozen planet-sized cubes at a time in Avalas, which includes the Battle Cube, Charnoggar, Clangor, and Nishrek. The other planetary cubes come into existence when a mass war is fought on the Material Plane. This spontaneous creation of cubes through warfare ensures that Avalas is never devoid of geometric masses on which new spirit legions can appear, though they rarely remain so large for long.

Deities in Avalas. As well as playing host to the panoply of spirit legions, Avalas is home to several deities.

Deities in Avalas

Deity	Home	Pantheon	Alignment
Bahgtru, orc god of strength	The Iron Fortress on Nishrek	Orc	LE
Bane, god of tyranny	Banehold on Chernoggar	Faerûnian	LE
Bargrivyek, hobgoblin god of discipline, duty, and unity	The White Reformatory on Clangor	Goblinoid	LE
Grankhul, bugbear god of stealth and surprise	The caverns of Palpitatia on Clangor	Goblinoid	CE
Gruumsh One-Eye, orc god of storms and war	The Iron Fortress on Nishrek	Orc	CE
Hruggek, bugbear god of combat and violence	The caverns of Hruggekolohk on Clangor	Goblinoid	CE
Ilneval, orc god of strategy and hordes	The Iron Fortress on Nishrek	Orc	LE
Khurgorbaeyag, goblin god of oppression and slavery	Grashmog on Clangor	Goblinoid	LE
Luthic, orc mother-goddess of fertility and healing	The Mother Caves on Nishrek	Orc	LE
Maglubiyet the Mighty One, goblinoid god of rulership and war	The Lorfang Caverns on Clangor	Goblinoid	LE
Nomog-Geaya, hobgoblin god of authority and war	Grimhold on Clangor	Goblinoid	LE
Shargaas, orc god of darkness and stealth	The Night Below on Nishrek	Orc	NE
Yurtrus, orc god of death and disease	Fleshslough on Nishrek	Orc	NE

Optional Rule: Avalas Planar Effects

Avalas also has the following features:

Favor the Bold. If a creature in Avalas hasn't reduced another creature to 0 hit points within the last tenday, the creature must make a DC 15 Constitution saving throw. On a failed save, the creature can't benefit from immunity to the frightened condition. Short of with a *wish* spell, this effect lasts until an affected creature reduces another creature to 0 hit points.

Red is the rust and the blood-colored sky,
Down underfoot in the slurry you'll die,
Screams fill the air while a warchanter sings,
These are a few of my favorite things
-C

Crashing Cubes. The plane consists of an innumerable number of enormous cubes floating in an infinite void. Each cube can be anywhere from a few hundred feet to several thousand miles on its sides. The cubes routinely clash into one another. Roll a d100 at the end of every 24-hour period and consult the Acheron Cube Impact table to determine what happens.

Acheron Cube Impact

d100	Event
1-79	Nothing happens.
80-89	**Near Hit Incursion.** Characters with a passive Wisdom (Perception) of 13 or higher notice a strange whooshing sound, like something falling from a great height. If the characters search the skies for the source of the sound, they can pinpoint a metallic, geometric body headed straight for their cube. A successful DC 15 Intelligence (Investigation) or Wisdom (Insight) check reveals that the cubes will move very closely past each other in 2d8 minutes. Characters with a passive Wisdom (Perception) score of 18 or higher notice that the cube is occupied by a humanoid force. Unless the characters move far enough away, have them roll initiative when the rival cube is within 510 feet. The gap between the two cubes diminishes by 100 feet at every initiative count 20 (losing ties). After 5 rounds, when the two cubes are 10 feet apart, the humanoid force on the rival cube jump unto the characters' cube. The two cubes then continue to move further apart, the distance increasing by 100 feet at every initiative count 20 (losing ties). The DM determines the nature of the humanoid force. They may be yugoloths or maugs hired for a particular mission, or banites, goblinoids, or orcs looking for a fight.
90-98	**Indirect Hit.** Another cube crashes into your cube, but on a different side, causing an earthquake on your side. The earthquake lasts for 1d10 minutes. For the duration, the ground becomes difficult terrain and each creature on the ground that is concentrating must make a DC 15 Constitution saving throw. On a failed save, the creature's Concentration is broken. In addition, each creature on the ground must make a DC 18 Strength saving throw at the start of each of its turns, being knocked prone on a failed save.
99-100	**Direct Hit.** Characters with a passive Wisdom (Perception) of 13 or higher notice a strange whooshing sound, like something falling from a great height. If the characters search the skies for the source of the sound, they can pinpoint a metallic, geometric body headed straight for their cube. A successful DC 15 Intelligence (Investigation) or Wisdom (Insight) check reveals that the cubes crash together in 2d8 minutes. A party can successfully find a cave or crevice to avoid the crash by succeeding a DC 15 Wisdom (Survival) check at the end of a 1d4 minute long search. If a creature finds a cave or reaches another side of the cube before impact changes the direct hit to an indirect hit for the creature. Otherwise, a creature is crushed between the two massive cubes, taking 24d10 bludgeoning damage. A creature that dies to this damage is reduced to a bloody smear.

Fauna of Avalas

Avalas is home to countless birds and bird-like creatures. Among the more monstrous inhabitants are achaierai, arrowhawks, chronotyryns, raptors, and steelwings. And while goblinoids, orcs, and other humanoids are locked in perpetual battles, joined by yugoloth or maug mercenaries, there are also the abominable hecatoncheirs and the relentless makhai, not to mention both rust and styx dragons.

Dear Reader,

If you think yourself a warrior, there is no better place to test your mettle than in Avalas. Just be aware that death might not be as final to the spirits that "live" here as it will certainly be for you.

E.A.

Spirits of the Spirit Legions

When a creature dies on the Material Plane, it travels through the Shadowfell before reaching the Fugue Plane, where its soul awaits judgment by Kelemvor, the God of the Dead. Usually, when a creature is judged, it is sent to its deity. Thus, Banites are sent to Bane, duergar are sent to Laduguer or Deep Duerra, evil gnomes are sent to Urdlen, goblinoids are sent to Maglubiyet, and orcs and orc-kin are sent to Gruumsh or another member of the orcish pantheon

Once a soul arrives in Acheron, it rematerializes as flesh and blood, indistinguishable from its former, living self. Such a soul is often referred to as a spirit, even though only a deity can, in fact, sense the difference.

There are, however, some differences between such spirits and their living counterparts:

- A spirit can't reproduce.
- If a spirit dies, it doesn't travel to the Fugue Plane, but instead rematerializes on its deity's plane 24 hours later.
- A spirit can't leave the plane of its deity for more than 1 hour. If it does so, it's soul is destroyed, never to return.
- If a spirit is cast out by its deity, it goes back to the Fugue Plane to by judged by Kelemvor once more - often becoming a part of the Wall of the Faithless.

There are, of course, also living Banites, duergar, gnomes, goblinoids, and orcs in Acheron. When a living creature dies in the Outer Planes, it travels directly to the Fugue Plane to be judged by Kelemvor, same as everyone else. The only difference is a shorter travel time, as there is no detour through the Shadowfell.

See *Ulraunt's Guide to the Planes: The Shadowfell* for details on death and the afterlife in the Forgotten Realms.

The Battle Cube

Perhaps the largest geometric body in all of Avalas is the Battle Cube; a planet-sized cube of iron buried, in places, beneath the battlefields of orcs and goblins clashing in an eternal war. It is here on the Battle Cube that Gruumsh and Maglubiyet make their final, everlasting stand against each other, fueling their war with the spirit legions of their patron races. This clash of titans has been unfolding since the dawn of time, never swinging far from a stalemate. To set foot on the Battle Cube is to meet certain death at the hands of one spirit legion or the other. Perhaps, if lucky, one might be captured and held to ransom by the bloodthirsty armies, but the likeliest outcome is death.

The screams of both armies echo for miles around the cube, as does the ringing of sword against breastplate, and the sickening crunch of axe into bone. At times, the mountains of corpses produced by this horrific battle rivals the geometric hills and mountains the cube boasts, and any depressions become filled with the congealing blood of the fallen. The smell of the iron surface and blood becomes mingled into an overpowering stench, and the swarms of carrion birds and flies darken the gloomy skies. In many places, the Battle Cube is covered with a dark, ferrous mixture of blood and rust, which plates the surface in fractious scales. As the cube flies through the air, large shards of this grisly substance peel away and fly off into the ether, destined for Ocanthus, the final layer of Acheron.

> The futility of battle in Acheron wears down the senses and saps the thrill from skilled combat. Only those in thrall to a cruel god would fight here, and only because their god willed it. For me, there is no joy to be found in the Infinite Battlefield.
>
> -Drizzt Do'Urden

The Gates of War

The Battle Cube is connected to the home cubes of each race; Nishrek for the orcs and Clangor for the goblinoids, by portals on opposite sides. From these arcane gates pour forth new armies by the hour, forged by the gods themselves, and powered by the souls of goblinoids and orcs who died on the Material Plane.

A1. The Godsworn Eye

The orcs' portal, called the Godsworn Eye, is contained within a 600-foot-diameter half-circle built from bone and metal, and standing 300 feet tall at the center. It connects to an identical portal in the Land of Assembly on Nishrek, where the orc forces gather and prepare for war.

The portal's massive size ensures that the orcs can swarm through in untold numbers and would even allow for the orc's walking fortress-city, Istvarhan, to pass through if they wanted it to. The Godsworn Eye is protected on the Nishrek side by hundreds of ballistae and catapults.

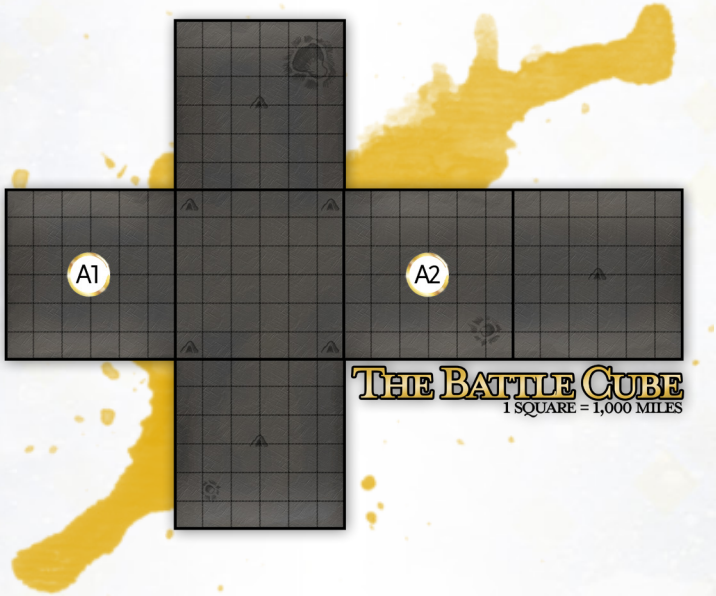
A2. The Way of Conquest

The goblinoids' portal, called the Way of Conquest, is held in place beneath a 200-foot-diameter metallic platform that is raised 30 feet above the ground by hundreds of iron pillars. An identical, but inverted, platform can be found built into the ground centrally of the Mustering Fields on Clangor.

Goblin forces jump into this portal to arrive on the Battle Cube where they fall out of the connected portal, landing roughly on the ground below before charging out towards all sides. This construction makes it exceedingly hard to travel from the Battle Cube to Nishrek, thus making it all the easier to repel an incoming invasion.

A3. The Arch of Exiles

Like many of the cubes of Avalas, the Battle Cube is honeycombed with tunnels and caves. Deep within these patrolled warrens is a secret third portal, whose true location is known only by a scarce few. This portal leads to the city of Coldember inside the Grey Cube of Thuldanin.



The Blue Cube

This bizarre cube is one of the smaller geometric bodies floating through Avalas' scarlet skies. Each side is around 10 miles across, and is formed of metal with a blue-white sheen. The surface of the cube is peculiar in several ways; purple lightning crackles across its features, and Draconic words have been scrawled across its surface in spiraling patterns.

Leaving the Blue Cube

A creature that loses contact with the ground, such as when jumping or flying, must make a DC 18 Dexterity saving throw at the end of each of its turn while within 1 mile of the cube as the blue-white sheen from the surface connects to the creature with crackling lightning. On a failed save, a creature takes 39 (6d12) lightning damage and immediately plummets toward the ground. On a successful save, a creature takes half the lightning damage and doesn't fall.

A creature which fails this saving throw three times within 24 hours forgets all it knows and gains the following flaw: "*Every 24 hours, I forget everything I know.*" If the creature has wings, they are also damaged to the point where they no longer work.

The lost memory can be restored with a *greater restoration* spell but the flaw can only be removed with a *wish* spell.

B1. The Crackling Cavern

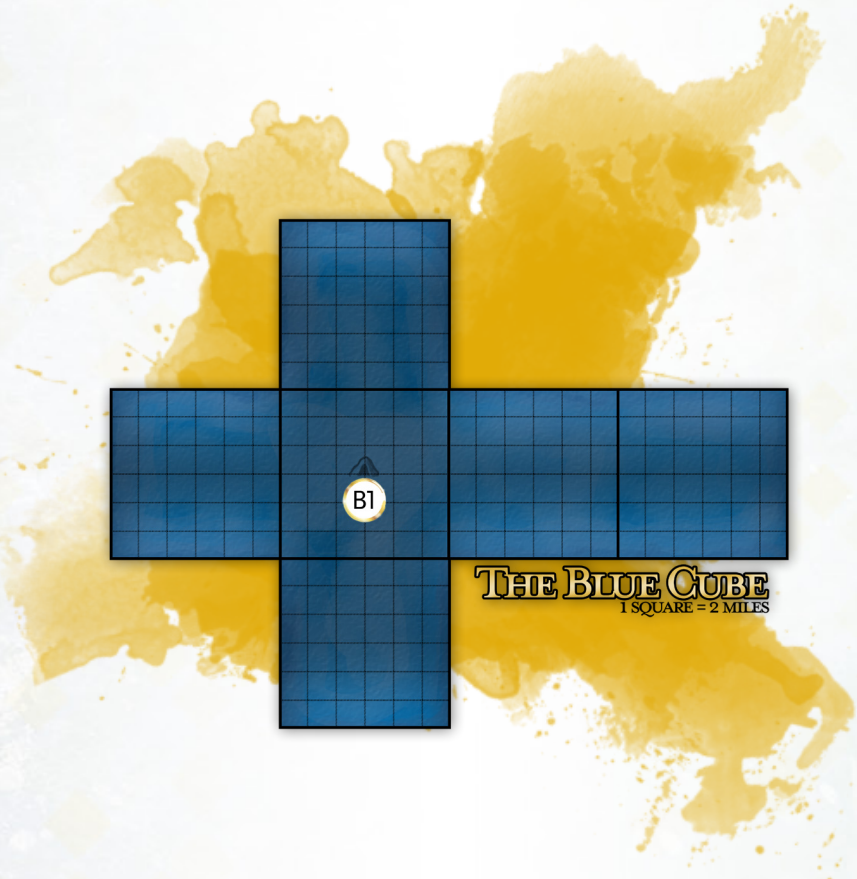
Exactly in the center of one of the cube faces is the Crackling Cavern, the only entrance leading into the cube. The cavern is home to Teslor, an **ancient blue dragon** (without a flying speed) whose tattered wings prevent it from flying off the geometric mass.

In addition to its mutilated wings, Teslor has been cursed with forgetfulness. Every 24 hours the dragon forgets what has passed before, and is forced to relearn the events of its past from the etched mementos it leaves for itself in the iron. The only compulsion the dragon feels is to protect the portal in the caves of the cube which leads to The Hive in the Mines of Marsellin in Thuldanin, and to understand why it must do so.

A creature that understands draconic and spends an hour attempting to decipher Teslor's mementos can make a DC 18 Intelligence (Investigation) check to learn where the portal leads.

I found Teslor's hospitality to be entirely lacking. Was I offered a drink, or even a crumbly scone during my visit? Hardly. He entirely forgot to make the bed and bring new towels every morning too. I'll take my business elsewhere next time, thank you very much!

-C



Chernoggar

Chernoggar is the realm of Bane, the god of fear, hatred, and tyranny. His lair upon the cube is known as Banehold; a horrifying citadel of twisted iron and gore-spattered stone. Chernoggar is covered with fine black sand, and devoid of features save a river of blood, which is rumoured to link with the River Styx of Wreytchmirk. Like all of the cubes in Avalas, Chernoggar is populated by a spirit legion of Banite followers who died on the Material Plane, and have been reincarnated here to fight for eternity at the Black Hand's behest. They are easily distinguished from other humanoid legions by their charcoal armor and blood-red cloaks, which bear the mark of the Black Hand.

Unlike the other geometric bodies of this plane, Chernoggar remains stationary, fixed at a point around which the plane revolves. Bane's power over the plane prevents other cubes from colliding with Chernoggar, despite its planetary size, though he rarely bothers to avoid the enormous asteroid storms which pepper the surface of the mass like a volley of cubic sling pellets. Those weak enough to be caught in the storms are inevitably destroyed, torn to pieces by the lacerating metal shards.

Regional Effects

Chernoggar is a ghastly reflection of Bane's tyrannical will, manifesting the following effects:

- The cube is hundreds of miles on each side and utterly featureless. The ground is made of jet-black iron stone. Traversing from one face to another is only possible if done in order. As such, a visitor must pass from the first face to the second, before being able to reach the third face. Navigating toward the correct side requires a successful DC 20 Wisdom (Survival) check at the end of every hour.
- The realm is utterly void of edibles and drink.
- Packs of **gorgons** roam freely. Occasionally, squads of elite soldiers or lone heroes seeking Bane's favor are found here as well.
- A humanoid in Chernoggar has disadvantage on saving throws against effects that attempt to frighten it.

Random Encounters

At the end of every four hours spent on Chernoggar, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Chernoggar Encounter
1-11	No encounter
12-14	1d10 **cultists** dedicated to Bane.
15	1d4 **steel devils***.
16	1 **tetrabrachius devil***.
17	1d4 + 1 **gorgons** lead by 1 **banelar naga***.
18	1d4 - 1 **dreadmasters*** (minimum of 1), each with a special cohort.
19	1d12 **orcs** of varying types (45%), 1d10 **goblinoids** of varying types (45%), or 1d6 **rakshasas** (10%). The group might be on Chernoggar as spies, thieves, ambassadors, or something more sinister.
20	1 **ruinous skirmisher***.

C1. Banehold

Banehold itself is a temple-fortress shrouded in a freezing storm of black smoke and dust, marked by a piercing red inferno which spouts eternally from its apex. The entrance to the unholy site is a black iron archway set with thousands of humanoid and bestial skulls, the eyes of which glow a sickly virescent light. Within the temple are the dreadmasters of Bane; living fanatics who maintain the fortress, oversee the Black Hand's clergy on the Material Plane, and command the spirit legions in Avalas. Bane himself can be found scheming in the darkest dungeons of the fortress, or seated upon a throne of bones in the highest reaches of the temple.

For more details on Bane, including roleplay guidance and statistics, see chapter 7.

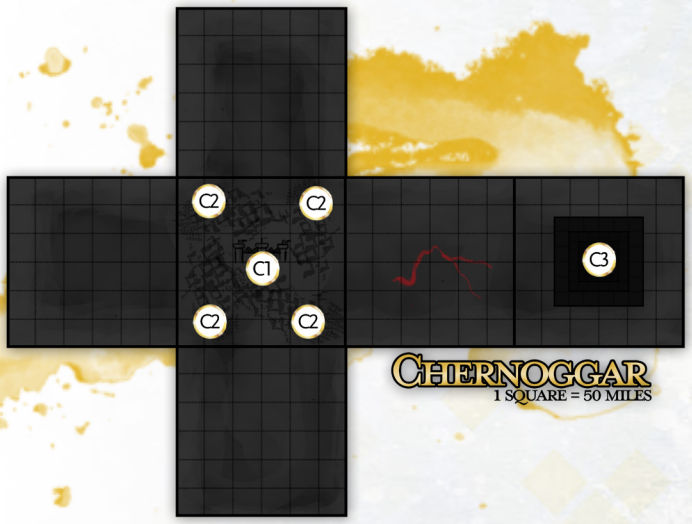
C2. The Blackened Metropolis

Sprawling out from Banehold proper is a desperate city of murderers, tyrants, and despots. This intermingling of evil makes for a hideous, sanguine society, corrupted with avarice and pride. The populace are a mix of Bane's chosen mortals from the Material Plane, and the spirits of Banites whose talents lie outside the gruelling endurance of war. This city, often referred to as The Blackened Metropolis, provides a chance for the bravest of heroes to strike a serious blow to the Lord of Darkness. Each shadowed alley and corpse-strewn highway is packed with opportunity for overcoming evil in perhaps its most honest and unadulterated form.

C3. The Valley of the Conquered

On an adjacent face of Chernoggar to Banehold is an enormous valley, cut from the metal of the cube in stepped layers, that houses the spirit slaves of Bane. These are the spirits of those who worshipped Bane but fell to a fellow Banite through ruthless means. It includes rulers who were displaced by more murderous heirs, devoted clerics who became sacrifices at the hands of their overzealous acolytes, and military generals betrayed by their cohort.

These slaves are used by the Banites for a whole host of tasks, but the most common use for these doomed souls is to fuel the infernal war machines bought from the warlords of the Nine Hells which the spirit legions of Bane use to maintain control over Avalas for their dark master.



Clangor

Clangor is home to the goblinoid pantheon, and is one of the largest geometric bodies on the plane; around the size of a planet. Each side of the cube is populated by infinite numbers of a different subrace of goblinoid, who pay fealty to a different deity, and of course to Maglubiyet, the patron deity of goblinoids. Like most of the cubes in Avalas, Clangor is made entirely from iron that fractures along fault lines running throughout its mass. It's exterior is mostly featureless, save for a few depressions and hills, as well as a single, cubic mountain range that spans two of its sides. The interior of the cube features geometric caves in which many of the goblinoid spirit legions reside.

For more detail on each deity of the goblinoid pantheon, including roleplay guidance and statistics, see chapter 9.

D1. The Mustering Fields

This side of Clangor is uninhabited, save for gathering armies and their war camps. These camps closely resemble those that goblinoid hosts construct on the Material Plane, though their scale is much larger. The armies muster on this side of Clangor as it holds a permanent portal to the Battle Cube, where the everlasting war between goblinoids and orcs takes place.

As well as the goblinoid camps, The Mustering Fields plays host to packs of wolves and worgs, as well as swarms of rooks. The spirits of these animals join Maglubiyet and his armies upon death, where they are reincarnated on this plane, ready to be trained by the goblinoids to serve as beasts of war and mounts.

Random Encounters

At the end of every 15 minutes spent in the Mustering Fields, roll a d6 to determine which random encounter table to roll on: 2 for The Peaceable Lands, 3 for Geayagor, 4 for Palpitatia, 5 for Hruggekolohk, and 6 for Shetring. On a roll of 1, nothing happens.

D2. The Peaceable Lands

This side of Clangor is ruled by the goblinoid deity Bargrivyek, the hobgoblin deity of cooperation and law. Bargrivyek's lair is called the White Reformatory; a white marble prison in which captives of the great goblinoid wars are kept. The Peacekeeper rules over all goblins equally, and discourages fighting between the clans. His aim is always to unite goblinoids under one banner, and to thwart the enemies of their race with an undivided fist. Bargrivyek can be found within the White Reformatory, typically commanding his clergy to extract information from his prisoners.

This peacekeeping nature that Bargrivyek displays is reflected in the behavior of those on his side of the cube. Goblinoids with a chaotic bent find the lawfulness of the structures and creatures of this side maddening, and any blow struck is likely to be returned in kind unless Bargrivyek himself sees fit to pardon it.

The White Reformatory

The most notable structure in the Peaceable Lands is the White Reformatory. The sheer edifices of this jail are marble, polished to glistening perfection by the goblinoids under Bargrivyek's rule. Here goblins, bugbears, and hobgoblins of different clans can work side by side without fear of violence or turmoil, dedicated to maintaining the prison-fort, and restraining the incarcerated within.

Although many of the prisoners are goblinoids being punished for acting out of line, there are dozens of others who Bargrivyek has managed to capture for his own ends, or to serve those of Maglubiyet. One of these is the yugoloth general known as **Hroth of the Violet Eye** (see sidebar).

Hroth works with the General of Gehenna to take down the goblinoids from the inside by capturing the souls of goblinoid generals using a special *nine lives stealer*, and assuming their identities using magic such as alter self. From these positions of power, he leads the goblinoid armies against their own, or into death traps set up by the orc spirit legions of Nishrek. Unfortunately for Hroth, his seemingly undisguisable violet eyes often give away his true identity and result in his capture. Despite having been captured numerous times, he always manages to escape.

Hroth of the Violet Eye

Hroth is an **ultroloth** with proficiency in Deception (+9), History (+9), and Religion (+9), as well as the following additional trait:

Special Equipment. Hroth wields a nine lives stealer longsword. The sword never loses charges when Hroth slays a creature with it. This sword absorbs the soul of any creature it slays. Hroth can use an action to peer into the memories of any soul that has been absorbed by the sword. If he does so for 1 hour, he learns all of the creature's memories.

The lead Peacekeeper of the White Reformatory, a vicious **hobgoblin peacekeeper** (see chapter 16) named Sharrag Fetterirons, has a bitter rivalry with the yugoloth, and the two are constantly trying to outwit one another. Sharrag currently has the upper hand, but the incarceration of Hroth rarely lasts long. The yugoloth has much to offer to anyone that is able and willing to break him out.

Regional Effects

The Peaceable Lands is shaped by Bargrivyek's will to enforce strict discipline and ruthlessly repel all potential sources of disruption and anarchy:

- If a creature in the Peaceable Lands surprises a creature, its first attack against the creature is made with disadvantage.
- When a hostile creature reduces a hobgoblin to 0 hit points in the Peaceable Lands, the next attack against that creature is made with advantage, and is a critical hit on a success.
- Non-goblinoid creatures of chaotic alignment in the Peaceable Lands must make a DC 20 Wisdom saving throw at the end of every hour spent here. On a failed save, the creature suffers a form of indefinite madness (see chapter 8 of the *Dungeon Master's Guide*).

Random Encounters

At the end of every hour spent in the Peaceable Lands, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Peaceable Lands Encounter
1-17	No encounter.
18	A patrol consisting of 2d6 + 2 **hobgoblins**, 1d4 + 1 **hobgoblin captains**, and 1 **hobgoblin warlord** marching in tight formation.
19	3d4 + 3 **hobgoblin aegis'*** lead by 1 **hobgoblin warlord**.
20	2d6 + 2 **hobgoblin steel wardens*** lead by 1 **hobgoblin peacekeeper***.

D3. Geayagor

On the opposing side of Clangor to the Peaceable Lands is Geayagor, home of Nomog-Geaya, the hobgoblin deity of war and authority, and rival to Bargrivyek. Nomog-Geaya rules over spirit legions of hobgoblins, and oversees the construction of goblinoid war camps, as well as the recruitment of war beasts and the construction of siege engines. Nomog-Geaya rules from the fortress city of Grimhold; a maze of stone-walled barracks, armorers, and weapon smiths whose streets are filled with the acrid smell of burning iron.

Within Grimhold is the Hold of Torturous Cries, in which Nomog-Geaya makes his home. This iron and stone fortress stands upon a geometric plateau which rises from the city, giving it tactical vantage over the surrounding region of Geayagor.

Caravans of beasts frequently enter and exit the city. These caravans come from The Mustering Fields, where wolves and rooks run wild across the cube. When captured, the animals are brought here for training as mounts and war beasts. The highest ranking generals of Nomog-Geaya's army, typically **hobgoblin myrmidons** (see chapter 16) from the Material Plane, are given the best of the best from the ranks of the beasts, including **hell hounds**, **winter wolves**, and **guulvorgs** (see chapter 17). The howling of these deadly canines is drowned out by incessant hammering from the workshops of Grimhold. Here siege weapons, such as cadaver collectors and death-diver catapults, are created in preparation for the great war on the Battle Cube.

Regional Effects

Geayagor is shaped by Nomog-Geaya's will to enforce obedience and rigorous battle training of the most elite hobgoblin forces of Clangor. This has given rise to the following effects:

- If a goblinoid in Gaeyagor rolls a 1 the d20 for on an attack roll, it can reroll the attack. It must new the new roll, and gains one level of exhaustion from doing so.
- The sound of rehearsed battle commands and thunderous marching of hobgoblin legions can be heard throughout Geayagor. This imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Random Encounters

At the end of every two hours spent in Geayagor, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Geayagor Encounter
1-16	No encounter.
17	A patrol consisting of 2d6 + 2 **hobgoblins**, 1d4 + 1 **rook scouting parties***, and 1 **hobgoblin warlord** marching in tight formation.
18-19	3d4 + 3 **hobgoblin bladebearers*** lead by 1 **hobgoblin warlord**.
20	2d6 + 2 **hobgoblin steel wardens*** and 1d4 + 1 **rook siege swarms*** lead by 1 **hobgoblin myrmidon***.

D4. Palpitatia

This side of Clangor is bereft of life or topographical features. The primary inhabitants of Palpitatia are the bugbear worshippers of Grankhul, the bugbear deity of hunting and stealth. They live entirely below ground in twisting caverns that are perpetually cold and dank. The air in these warrens is magically enchanted to mask and warp sound. The surface entrances emit an uncanny silence that cannot be broken, and any sound within the caves bounces erratically off the metallic walls, making it impossible to determine its source.

Long ago, a minor deity of bugbears named Skiggaret made his lair in the caverns of Palitatia, alongside Grankhul and his spirit legions. Skiggaret was notorious among goblinoids as a malignant bogeyman, ruling over a portfolio of fear and madness. Skiggaret would summon shades and spectres in the shadows of his lair, sending them out into the caverns to strike terror into intruders.

Eventually, Maglubiyet grew tired of Skiggaret's tricks and waged war against him. With only the undead to protect him, Skiggaret's lair was soon breached by the spirit legions of the Mighty One. After a pitched battle between the deities, Skiggaret was struck down by Maglubiyet's own hand, his back broken beneath the vicious axe of the patron of goblins. Since then, Skiggaret's power has inevitably waned. Some bugbears still fear, or even worship Skiggaret, forming cults around the **specters of Skiggaret** (see chapter 16) that spontaneously form where his lair once was. Maglubiyet has ensured that none will forget Skiggaret by forging the dead god's heart into his mighty war-axe, Godspite - a grisly warning to the other deities not to step out of line.

Regional Effects

Palpitatia is wreathed in Grankhul's dark will, causing the following effect to take hold:

- Non-bugbears in Palpitatia who aren't deities can't see or hear further than 120 feet.

Random Encounters

At the end of every eight hours spent in Palpitatia, roll a d20 and consult the table below to determine if a random encounter occurs. While traveling in the tunnels beneath Palpitatia, instead roll at the end of every hour.

d20	Palpitatia Encounter
1-9	No encounter.
10-15	2d8 + 2 **bugbears** lead by 1 **bugbear chief**.
16-18	2d6 + 2 **bugbear slaughter-grunts*** lead by 1 **bugbear berserker***.
19	2d4 + 1 **specters of Skiggaret***.
20	1d4 **specters of Skiggaret*** and 1 **bugbear death striker***.



D5. Hruggekolohk

Like Palpitatia, the surface of Hruggekolohk is abandoned, but pocked by dozens of cavern entrances that lead to the caverns below. Those warrens to which the entrances lead link up with those of Palpitatia, and are also populated by bugbears. Those who approach the entrances will note the severed heads, mounted on pikes or danging from chains. Come too close, and these morbid trophies begin to scream; praising Hruggek, the ruler of this side and deity of ambush and violence, or begging for his mercy. These severed heads are restocked by Hruggek's forces on the Material Plane, who take great pride in collecting the trophies for their master.

The caverns of Hruggekolohk are unusually honeycombed and contain standing pools of stagnant water. Scattered throughout are piles of discarded bones and refuse, grotesque reminders of the senseless brutality bugbears can display. The putrid pools are magically heated and filled with myriad pale, grub-like creatures whose corpulent bodies squirm and writhe beneath the murky surface. Along the banks of the larger pools are settlements of bugbears, who subsist off the insects when their preferred prey, other humanoids, are unavailable. Of course, many of the bugbears are spirit warriors, who display no need for sustenance or sleep, and draw life from the very act of war itself.

Unlike in Palpitatia, hobgoblins too are welcome in the caverns. The hobgoblins and bugbears, both spirit and mortal, train together in the tactics of stealth and skirmish, working together to merge the martial prowess of hobgoblins with the ambush tactics of bugbears. These legions are summoned by Hruggek or Nomog-Geaya when the time is right to march to the Mustering Fields and join the great war against the orcs on the Battle Cube.

Regional Effects

Hruggekolohk is an extension of Hruggek's divinity, ensuring that the strong can be differentiated from the weak:

- When a creature dies in Hruggekolohk, its head pops and its skull is severed from its spine, causing it to drop to the floor, magically cleaned of any gore.

Random Encounters

At the end of every eight hours spent in Hruggekolohk, roll a d20 and consult the table below to determine if a random encounter occurs. While traveling in the tunnels beneath Hruggekolohk, instead roll at the end of every hour.

d20	Hruggekolohk Encounter
1-9	No encounter.
10-15	2d8 + 2 **bugbears** lead by 1 **bugbear chief**.
16-18	2d6 + 2 **bugbear slaughter-grunts*** lead by 1 **bugbear berserker***.
19	2d4 **bugbear berserkers*** and 1 **bugbear destroyer***.
20	2d4 **hobgoblins**, 1 **hobgoblin peacekeeper***, 1 **hobgoblin myrmidon***, and 1 **bugbear destroyer***.

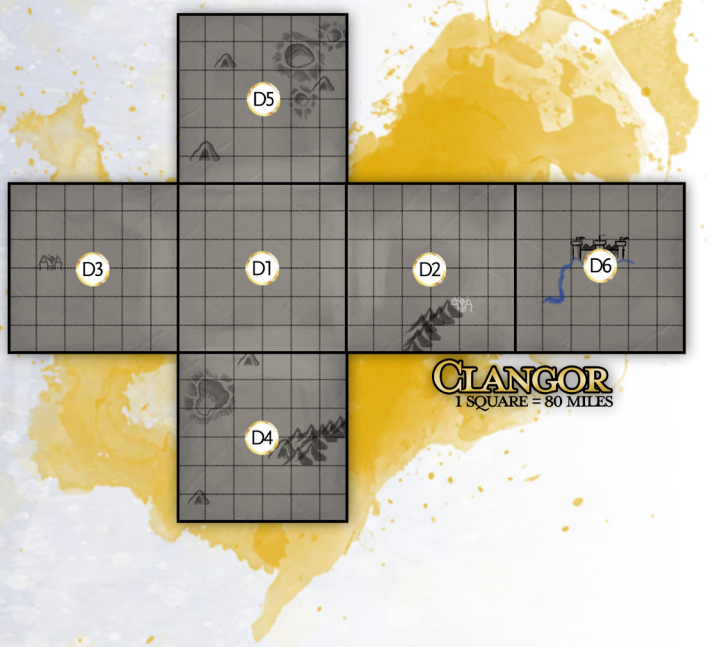


D6. Shetring

This side of Clangor is named after the great city at its center; a towering metropolis of iron, steel, and adamantine. At certain angles, this municipality is almost invisible against the carved-metal structure of the cube and its caverns. Within the city is the unholy site of Grashmog; a foreboding church bristling with spear-like spires and parapets in which the clerics and warriors of Maglubiyet pay homage and train. This temple is managed by Khurgorbaeyag, the patron deity of goblins and Overseer of All. His feared yellow-and-red-striped whip keeps even the superior hobgoblins in line within the temple.

Grashmog

Grashmog is the site of the original Block. A bloodsoaked altar of wood and marble upon which a goblinoid's weapon may be blessed with blood in a ritual that marks them as an elite warrior. Near the block is a rack from which hang weapons representing the symbols of the goblinoid gods. The weapons are each placed in accordance with the deity's rank. Maglubiyet's headsman's axe is always highest. Following the axe comes Nomog-Geaya's sword and handaxe, Bargrivyek's white-tipped flail, and at the bottom, often touching the ground, the red-and-yellow whip of Khurgorbaeyag. Notably absent from this grouping are the symbols of the bugbear gods. Instead, severed heads hang in bunches around the block or are impaled upon spikes, their eyelids removed and mouths open. These honor the bugbears' deities, Hruggek and Grankhul, and their separate but subordinate positions in Maglubiyet's rule.



The River Lorfang

Splitting the city of Grashmog in two like an open axe-wound is the River Lorfang. This gushing river is spanned in five places by adamantine bridges which connect the two halves of the city, despite the forceful current exerted by the river. A few miles from the city the river reaches a sinkhole, where it pours down into the cube's interior caverns. It is here, at the bottom of the thundering waterfall, that Maglubiyet makes his home.

The shimmering, metallic walls of the cavernous lair of the Mighty One is always covered with moisture, and the air filled with the cacophony of the plummeting waterfall that feeds a subterranean pool within. The vaulted ceiling of the cavern is adorned with the bodies of Maglubiyet's fallen foes, most often orcs, impaled on steel spikes several feet in length. When Maglubiyet speaks, these corpses echo his words. Goblinoids wishing to pay tribute to him fling the hearts of defeated foes into the water, staining the river red as it falls into Maglubiyet's lair.

The Throne of Flaming Iron. In the center of the enormous Lorfang caverns is Maglubiyet's flaming throne; a towering chair of molten iron, ablaze with an eternal conflagration that turns all but Maglubiyet himself to ash. When Maglubiyet walks across the surface of Clangor his feet leave pools of molten iron in their wake, which serve as portals back to the Flaming Throne of Lorfang. Those who the Mighty One deems worthy can be bathed in these pools, emerging as mighty **gorebrutes** (see chapter 16). Those who fail to live up to Maglubiyet's expectations when entering the pool are immediately incinerated.

Regional Effects

Shetring is infused with the might of Maglubiyet and to a lesser extent Khurgorbaeyag.

- The constant growling of beastly and monstrous canines and horrible chirping of rook swarms causes unease in non-goblinoids, ensuring such creatures make initiative rolls with disadvantage.
- Any orc, orog, or half-orc in Shetring is compelled to fight with discipline and reprimanded for its recklessness. When such a creature enters Shetring, it must succeed on a DC 26 Charisma saving throw or lose its Aggressive trait if it is an orc or orog, or its Savage Attacks trait if it is a half-orc. The effect lasts until an affected creature has spent 24 hours outside of Shetring.
- Deities in Shetring are vulnerable to any damage dealt by Maglubiyet.

Random Encounters

At the end of every 30 minutes spent in Shetring, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Shetring Encounter
1-10	No encounter.
11-14	6d6 + 6 **goblins** lead by 1 **goblin boss**.
15-17	2d4 + 2 **goblin wild riders***. They each sit atop a **dire wolf** (20%), a **guulvorg*** (20%), a **winter wolf** (20%), a **wolf** (20%), or a **worg** (20%).
18-19	4d6 + 4 **goblin steel biters*** and 1d4 + 1 **goblin vandal-shamans***.
20	2d4 + 2 **goblin oppressors*** accompanied by 1 **gorebrute***.

Nishrek

Scattered across the steel-sided cube of Nishrek are tens of thousands of orc war camps, each populated by a different tribe of these war-hungry humanoids. Each camp and tribe has their own name; Three Fang, Broken Tusk, Rotting Eye, and other such grisly monikers. Here, the orc spirit legions serve their deities after death, fighting in an eternal war against their goblinoid foes. The sounds of orc war hymns carry through the air, across the conical mountains and pits, and out into the infinite plane of Avalas.

In addition to the orc spirit legions, the deities of the orc pantheon lair here on Nishrek, moving from camp to camp to rally their troops before sending them to the Battle Cube to fight for eternity. Each of Nishrek's faces has a name and purpose; the Land of Assembly holds the Godsworn Eye, a portal to the Battle Cube where the orcs amass in great hordes to assault the goblinoid host. The Land of Herds is marked by broad swathes of low, conical hills upon which wild herds of sacred aurochs roam free. The Land of Forges is covered with orc smithies, quarries, and mines where weapons, siege equipment, and armor are forged. Istvarhan was originally created on this side of Nishrek, though it now roams across several cubes, spreading destruction. The Land of the Godsworn is home to the most devout of the orc tribes; those whose entire lives are spent in service to the deities of the orc race. The Land of Kin contains many smaller settlements and caverns where orc-kin who worship the orc pantheon live, including half-orcs, orogs, and tanarruks. Finally, the Land of the Hearth is the domain of the deities, upon which the Iron Fortress stands proud.

For more detail on each deity of the orc pantheon, including roleplay guidance and statistics, see chapter 8.

Istvarhan

Raised upon great legs of rusted iron is Istvarhan, the Walking Fortress. This monstrous, half-living structure is bordered by towering metal walls upon which hundreds of ballistae and catapults are mounted. Only the elite warriors of the orc spirit legions may serve upon Istvarhan, which makes forays onto the Battle Cube to help crush the goblinoid host beneath the unerring march of the orcs. The fortress strides into battle whilst spinning, to prevent goblinoids clambering up the sides and claiming it for their own. The fortress is a culmination of centuries of collaboration between the spirit shamans of Yurtrus, the engineers of Luthic, and the tacticians of Ilneval.

E1. The Land of Assembly

Each of the sides of Nishrek has a name and purpose; the Land of Assembly holds the Godsworn Eye, a portal to the Battle Cube where the orcs amass in great hordes to assault the goblinoid host. See area A1 for details.

E2. The Land of Herds

The Land of Herds is marked by broad swathes of low, conical hills upon which wild herds of sacred aurochs roam free.

E3. The Land of Forges

The Land of Forges is covered with orc smithies, quarries, and mines where weapons, siege equipment, and armor are forged. Istvarhan was originally created on this side of Nishrek, though it now roams across this, and other, cubes.

E4. The Land of the Godsworn

The Land of the Godsworn is home to the most devout of the orc tribes; those whose entire lives are spent in service to the deities of the orc race.

E5. The Land of Kin

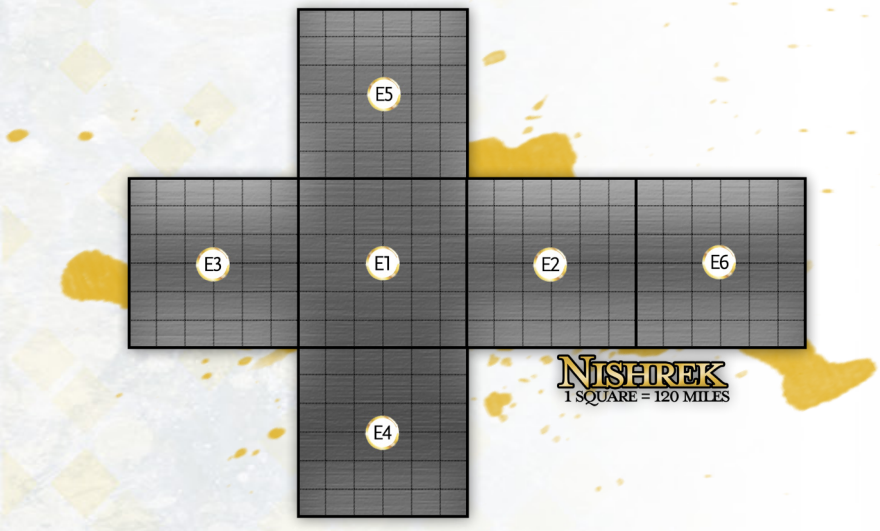
The Land of Kin contains many smaller settlements and caverns where orc-kin who worship the orc pantheon live, including half-orcs, orogs, and tanarruks.

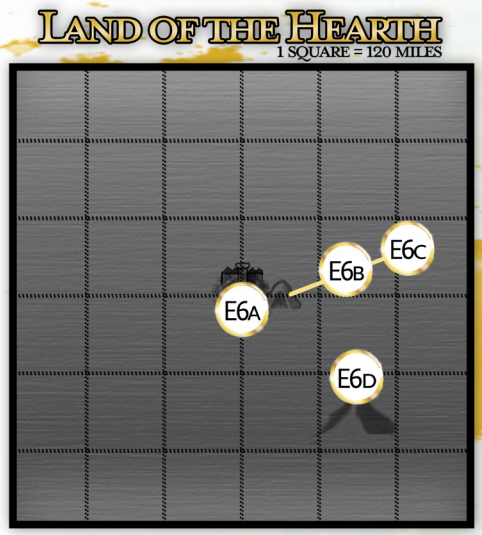
E6. The Land of the Hearth

Finally, the Land of the Hearth is the domain of the deities, upon which the Iron Fortress stands proud.

E6a. The Iron Fortress

When the orc deities are not traveling over the cube to inspire their troops, they can be found in the Iron Fortress; a structure created from the cube itself by the divine power of Gruumsh upon the Land of the Hearth. The towers of the city-fortress are each shaped like the head of a battering ram, in some cases styled to resemble icons such as clenched fists or aurochs heads. These towers are magically fortified to repel any incoming cubes, preventing the Iron Fortress from being crushed in a collision.





The city-fortress stands on an enormous mountain of skulls which once belonged to the worthy of Gruumsh on the Material Plane, and were sent by the White Hands of Yurtrus to join the spirit legions in Avalas. The interior of the fortress is split into several districts, each belonging to one of the orc deities. Spirit legions and elite armies of mortal orcs tramp throughout the Iron Fortress on tasks set by their gods in preparation for the great war.

The Barracks

Lair of Ilneval the War Maker, the Barracks is an enormous, three-level training facility which stretches on for miles. The steel floor of the barracks is often slick with blood, as the training here is lethal. Overseers stalk the perimeter, carefully observing the fighters and punishing them for any transgression.

The three layers of the barracks teach the orc troops a different skill. The lowest level, the Butcher's Floor, teaches orcs to be fearless. The next level up is called the Leg-breaker's Floor in honor of Bahgtru, and pushes orcs to new levels of physical strength. The third floor, the Hall of Heads, is limited to only the most elite troops. Here they learn superior tactics of war from Ilneval himself. The orc war horde hones its brutality into tactical understanding in the Barracks alongside **half-ogres**, **tanarukks** (see appendix A), and other orc-kin devoted to Ilneval.

The chosen of Ilneval, those who show aptitude for tactical understanding at a young age, become **blades of Ilneval** (see appendix A), many of whom are summoned to Avalas before their deaths to lead the mortal orcs on the plane to victory against the goblinoid war host. The most elite of the blades eventually graduate to become **orc legionnaires** (see chapter 16).

Not far from the training grounds is the armory of the Iron Fortress, a sweltering forge and smithy where the weapons and armor of the horde are created. Gifted smiths forge cruel weapons with spikes and hooks to bring fear to those who see them, and lend bloodlust to their wielder.

Regional Effects

Ilneval's divine command ensures The Barracks are a place of discipline and drilling.

- The Barracks echo with harsh drilling, exercise, and vicious commands. Orcs have advantage on saving throws against being charmed or frightened while in The Barracks.

Random Encounters

At the end of every 15 minutes spent in The Barracks, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Barracks Encounter
1-14	No encounter.
15-17	2d8 + 2 **orcs** lead by 1 **orc war chief**. There is a chance they are also accompanied by a **tanarukk***. (50%) or 1d4 **half-ogres** (50%). If there are less than 10 orcs in total, there are also a number of **orc drummers*** equal to the difference.
18	2d4 + 2 **orc legionnaires*** and 1d4 **orc drummers*** lead by 1 **orc war chief**.
19	2d4 + 2 **orc blades of Ilneval*** and 1d4 + 1 **orc drummers***.
20	1d4 + 1 **orc blades of Ilneval*** and 2d4 + 2 **orc legionnaires*** in tight formation, lead by 1 **orc war chief**.

The Pits

At the base of the Iron Fortress is a steel chamber that stretches for miles. The conical, flat-bottomed depressions in the metallic ground here are called "The Pits," and are the sight of brutal, feral contests of strength between the **orc bloodragers** (see chapter 16) of Bahgtru the Leg Breaker. In addition to fighting between themselves, the champions of Bahgtru are expected to display their strength in gladiatorial challenges against the most fearsome of animals, most notably **behirs**, which lurk in the subterranean caverns and tunnels of Nishrek. It is said that Bahgtru got his name from defeating a hundred-legged behir that caught the orc in its embrace.

In the center of the pits are the orc horde stables, where herds of **aurochs** (see appendix A) and **giant aurochs** (see chapter 17) are kept. These aggressive, ferocious, bull-like beasts are sacred to the orcs, who vow never to eat nor harm them. The orcs use aurochs as battle mounts, just as Bahgtru uses his towering war-beast **Kazaht** (see chapter 19) to charge into battle.

Regional Effects

The Pits are a savage place, governed by the divinity of Bahgtru.

- An otherworldly stench of aurochs manure pervades The Pits. Non-orcs here automatically fail on Wisdom (Perception) checks relying on smell.
- Only the strongest are tolerated in The Pits, and any creature here is always under a divine scrutiny for their raw physical might. As a result, everything a creature is wearing or carrying weighs twice as much for as long as it remains in The Pits. If your group does not use the "Variant: Encumbrance" rule outlined in chapter 7 of the *Player's Handbook*, any creature that is wearing or carrying something has its speed reduced to be equal to its Strength score (rounded up) for as long as it remains in The Pits.
- The frenzied sound of unarmed sparring and wrestling echo throughout The Pits. Wisdom (Perception) checks relying on hearing are made with disadvantage.

Random Encounters

At the end of every 15 minutes spent in The Pits, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Pit Encounter
1-14	No encounter.
15-16	2d8 + 2 **orcs** lead by 1 **orc war chief**. There is a chance they are also accompanied by a **tanarukk***. (50%) or that they are leading 1d4 **aurochs*** (50%).
17	4d4 + 4 **orcs** leading half as many **aurochs***.
18	2d4 + 2 **orc bloodragers***.
19	2d4 + 2 **orc bloodragers***, each mounted atop an **aurochs***.
20	1d4 + 1 **orc bloodragers***, each mounted atop an **aurochs*** and 4d4 + 4 **orcs**. They are lead by 1 **orc bloodrager*** with 176 hit points mounted atop a **giant aurochs***.

The Hold

Home only to the most ruthless of orcs who have proven themselves time and time again on the field of battle, The Hold is home to Gruumsh Who Watches. The one-eyed god makes his home in the highest reaches of the Iron Fortress, where he can survey the fields of battle and the camps of his horde. A great panopticon rises from the center of the city-fortress from which he can cast *scrying*, using it to see into the camp of any tribe on Nishrek, and on the great war on the Battle Cube. Despite his observant nature, Gruumsh is of course no stranger to battle. The patron deity of orcs frequently takes to the field with his elite forces to crush potential threats from the goblinoids, or to meet their deities face-to-face.

Regional Effects

As the leader of the orc pantheon, Gruumsh's divinity suffuses The Hold with incredible might that manifests his hatred for more "civilized" races.

- Any elf or half-elf that enters The Hold starts to hear earth-shattering rumbles of thunder, as well as ominous drums of war. Such a creature must succeed on a DC 28 Charisma saving throw or lose its Fey Ancestry trait for as long as it remains on Nishrek.
- Any dwarf that enters The Hold is greeted with a menacing arc of angry lightning and must succeed on a DC 28 Dexterity saving throw or lose its Dwarven Resilience trait for as long as it remains on Nishrek. In addition, if it has a beard, the beard is incinerated off of its face. The beard can't regrow by any means while the dwarf remains on Nishrek.
- Any human that enters The Hold must succeed on a DC 28 Constitution saving throw or have its hit point maximum reduced by an amount equal to its level or challenge rating. The effect lasts until an affected creature completes a long rest outside of Nishrek.
- Any goblinoid in The Hold can't make more than one attack on its turn.

Random Encounters

At the end of every 15 minutes spent in The Hold, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Hold Encounter
1-13	No encounter.
14-16	2d8 + 2 **orcs** lead by 1 **orc war chief**. There is a 50% chance they are also accompanied by 1d4 **orc eyes of Gruumsh**.
17-18	2d4 + 2 **orc eyes of Gruumsh** and 1d4 **orc war chiefs**.
19	2d4 + 2 **orogs**, 1d4 **orc war chiefs**, and 1 **orog warshaper***.
20	1d4 **orc stormhammers***.

E6b. The Mother Caves

Beneath the mountain of skulls that supports the Iron Fortress is a network of caverns called the Mother Caves. These shadowed lairs are home to the Black Claw clan, and to Luthic, the Cave Mother. The Mother Caves are patrolled by **cave bears**, some of which grow far beyond their natural size, and have jet-black claws capable of cutting through steel or even adamantine. These bears are sacred to the followers of Luthic, who honor their duality; at once ferocious and nurturing, and are thus dubbed **Luthicean bears** (see chapter 17).

The Black Claws

The Black Claws are unique amongst the orcs in that they are responsible for crafting, engineering, and building, as well as protecting the orc young born on Nishrek (known as the horde-born). Unlike other tribes, the Black Claws are permitted to move between camps without reproach, for they always bring boons with them; new weapons, innovations, or warriors.

Regional Effects

The Mother Caves are blessed with the presence of Luthic herself and the collective nurturing magic of her followers, causing the following effect to take hold:

- Orcs of Luthic's choice that start their turn in The Mother Caves gain 10 temporary hit points at the start of their turn. This trait doesn't function if an orc starts its turn with 0 hit points.

Random Encounters

At the end of every 15 minutes spent in the Mother Caves, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Mother Caves Encounter
1-9	No encounter.
9-14	1d4 - 1 **Luthicean bears***.
15	1 **orog warshaper*** in an altered appearance who attempts to infiltrate the party. The warshaper betrays the party at the most opportune moment.
16-17	2d4 + 2 **orc claws of Luthic***. There is a chance they are also accompanied by 1 **Luthicean bear*** (50%) or 1 **orog warshaper*** (50%).
18	2d4 + 2 **orog reapers*** and 1d4 **orog warshapers***.
19	2d4 + 2 **orc claws of Luthic*** and 1d4 + 1 **orc brood sisters***.
20	1d4 **orc brood sisters***, 1d4 **orog warshapers***, and 1d4 **Luthicean bears***.

Dear Reader,

While Avalas is hardly a hospitable place, Nishrek is especially dangerous. The orcs aren't exactly known for their tender hearts, after all. If you by some cruel twist of fate find yourself here, seek out Oboould Many-Arrows. He's by far the wisest of the orcs and most likely to show mercy. However, if you go there looking for trouble, neither I nor anyone else can help you.

E.A.

A den of stinking evil. We will leave no crevice untouched!

E6c. The Night Below

At the deepest point in the Mother Caves is a cavernous entrance that leads to the very bowels of Nishrek. It is here, in this sightless domain, that Shargaas the Night Lord lairs with his flocks of giant bats and cults of orc assassins. In this cutthroat realm, no living thing is safe. The darkness is penetrable only by the sight of those chosen by Shargaas.. The cult of Shargaas is called upon by Gruumsh only in times of desperate need, as the patron deity of orcs sees no honor in subterfuge and stealth.

The cult of Shargaas is also responsible for whittling down the weakest members of the orc race, culling the puny so that only the strong survive and create the next generation. This typically takes place in a horrifying ritual where the orc is isolated from its kin in the lair, forced down into dank tunnels where the orc worshippers of Shargaas live. These orcs often mutilate their bodies and faces to mark them apart from the rest of the tribe, and their visages in the cavern depths are enough to break the mind of even the strongest of orcs. Once their minds have shattered, the cult of Shargaas strings up the insane orc by its legs, hangs it from the ceiling, and eats it alive.

In Avalas, the mortal orcs killed by Shargaas's cult are reborn as the most devout of his followers in the Night Below. Those who have been reborn in the night are the most skilled assassins of all the orcs, and develop hideous poisons to help them undertake their missions. Only in times of absolute desperation are they unleashed upon the foes of the orcs, lest they develop an uncontrollable bloodlust that could put the rest of Gruumsh's children in danger.

Regional Effects

The Night Below is warped by Shargaas's presence, giving rise to one more of the following effects:

- The ceiling of Night Below is a vast, black sea of sleeping bats. A creature that can see perceives the ceiling to be moving. When a non-orc creature casts a spell or makes an attack on its turn, its space is momentarily filled by countless, harassing bats which bite at the creature, causing it to take 3 (1d6) piercing damage. This effect doesn't occur if a creature is within 5 feet of an open source of fire, such as a torch or a *produce flame* spell.
- The Night Below is filled with magical darkness. No light, whether magical or mundane, can shine here.
- A non-orc creature in the Night Below, hears in its mind constant inaudible whispers. Such a creature can't discern telepathic communication from creatures that aren't deities.

Random Encounters

At the end of every 15 minutes spent in the Night Below, roll a d20 and consult the table below to determine if a random encounter occurs. On a roll of 13 or higher, there is a 50% chance that 1d4 **orc red fangs of Shargaas*** joins the battle 1 round later.

d20	Night Below Encounter
1-12	No encounter.
13-14	1d4 + 1 **swarm of bats**.
15-16	2d4 + 2 **swarm of bats** and 1d4 **giant bats**.
17-18	4d4 + 4 **shadows**.
19	2d4 + 2 **shadows** and 1d4 + 1 **orc darkwalkers***.
20	2d4 + 2 **giant bats** and 3d4 + 3 **orc darkwalkers***.

E6d. Fleshslough

A few miles from the Iron Fortress, on a raised plateau of steel and skulls, is the domain of Fleshslough. Marked by milky pools of foul-smelling, disease-ridden liquid, this hilltop is home to the White Hand tribe and to Yurtrus, orc god of death and disease. Around the pale pools are huts and shacks made of bones and cured skins, in which the White Hands lair. On the Material Plane, their job would be to send the dead orcs worthy of everlasting life to Avalas. Those that die having completed their task on the Material Plane ascend here as orc rot guards, and become capable of harnessing dark, necromantic magic.

The White Hands are distrusted by most orcs, even beyond death, and keep to themselves until a great battle has concluded. Then, the White Hands scour the battlefield like the flocks of carrion crows, searching not for bodies, but for souls to replenish the spirit legions. By working with assassins of Shargaas, the White Hands infuse necromancy and disease to create potent spiritual plagues that can be unleashed upon their foes, withering the body and the soul.

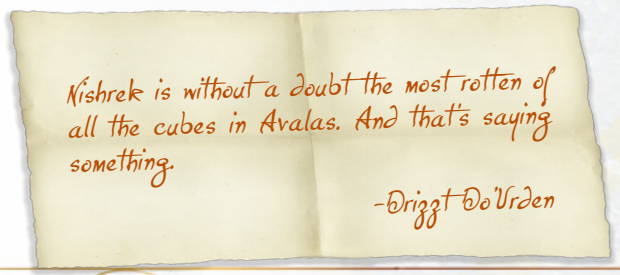
Ascending Fleshslough

Reaching the plateau of Fleshslough is easy from anywhere on the Land of the Hearth, given its visibility on the horizon. However, ascending the steep cliff sides of the place is a different matter altogether. The sheer faces are around 100 feet tall, and creatures without a climb speed can't scale them without climbing equipment. Even then, doing so requires a successful DC 16 Strength (Athletics) check for every 20 feet. After every 20-foot climb, a character can find a small ledge to get some respite before pressing on, though doing so requires a character to squeeze.

Characters who spend a 1d4 days and 2d12 hours searching around the base of the plateau for alternate routes can attempt a DC 20 Wisdom (Survival) check, discovering one of the hidden ascents on a successful check. These ascents are typically rough staircases cut into the steel by the orcs beneath craggy overhangs that would otherwise disguise them. The stairs are guarded by 1d10 **orc rot guards** (see chapter 16), who deny entry to anyone that is not a member of the White Hands. Characters who bide their time can sneak past them with a successful DC 16 Dexterity (Stealth) check when the guards are replaced by another 1d10 orc rot guards, which happens twice a day.

Pale Portals

Once atop the plateau, reaching the lair of Yurtrus is no mean feat. In order to reach the Lord of Maggots' lair, one must submerge themselves in the pale pools atop the plateau. A character can recall this unusual method of transportation with a successful DC 20 Intelligence (History) check provided they have done research into the orc deities. Otherwise, a successful DC 20 Intelligence (Arcana) check gives a character some idea as to the portal nature of the pools. A character who spends 1d4 days and 2d12 hours observing the orcs and pools naturally deduces the portal nature of the pools.



Each pool 10 feet wide and 300 feet deep, and is filled with 2d8 **swarms of rot grubs** (see appendix A), which attack any non-orcs that enter. A creature that touches one of the pools must make a DC 15 Constitution saving throw; a creature that is fully submerged must instead make a DC 20 Constitution saving throw. On a failed save, a creature becomes poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

A creature that remains fully submerged in the milky fluid for 1 minute rises from a magically connected pool in Yurtrus' realm, deep within the plateau of Fleshslough.

Caverns of Rotting Death

The Lord of Maggots' lair is known as the Caverns of Rotting Death. They are a sequence of cramped, metallic caverns filled with conical stalagmites and stalactites. A thick black smoke with a heady aroma permeates the caverns as well, formed by the constant cremation of diseased corpses. The fumes from this ritualistic cremation are highly toxic to mortals, and can cause them to contract all sorts of horrifying diseases (see "Regional Effects").

The central cave of the Caverns of Rotting Death is marked by hundreds of steel cages which contain mortal creatures, typically goblinoids, dwarves, or elves, that have been subjected to disturbing maladies that warp their physical forms and crush their will. These unfortunate wretches are kept by Yurtrus as experiments for his ever-diversifying portfolio of pestilence.



Regional Effects

Fleshslough is warped by Yurtrus's disease-ridden influence, giving rise to the following effects:

- A non-orc humanoid that dies or drops to 0 hit points here is quickly covered by hundreds of diseased maggots that feast on its body. An affected creature makes death saving throws with disadvantage and is missing either a hand (50%) or a foot (50%) if it regains consciousness.
- A creature that suffers from the poisoned condition while in Fleshslough coughs uncontrollably, and makes Dexterity (Stealth) checks with disadvantage.

The Caverns of Rotting Death are even more suffused by the divine rot of Yurtrus:

- A non-orc humanoid that dies or drops to 0 hit points here is quickly covered by hundreds of diseased maggots that feast on its body. An affected creature makes death saving throws with disadvantage and is missing either a hand (50%) or a foot (50%) if it regains consciousness.
- The constant burning of diseased corpses fills the cramped, metallic caverns with a thick, black smoke that has a heady aroma. Any creature other than an orc that enters this area for the first time must succeed on a DC 25 Constitution saving throw or suffer the effects of the *contagion* spell, as though they had failed all three of its saving throws. A creature that fails the saving throw also gains the following flaw: "*I love this aroma and what it does to me. I hope it never ends.*" If an attempt is made to cure the creature of this disease, the target must make a DC 20 Charisma saving throw with advantage. On a successful save, the target remains diseased as it doesn't want to be cured. On a failed save, the target is cured of the disease.
- The thick, black smoke that fills the caverns ensures no creature can see further than 10 feet unless it has blindsight or truesight.

Random Encounters

At the end of every 15 minutes spent in Fleshslough or the Caverns of Rotting Death, roll a d20 and consult the table below to determine if a random encounter occurs. Add 5 to the roll if the characters are in the Caverns of Rotting Death.

d20	Fleshslough Encounter
1-14	No encounter.
15-16	2d4 + 2 **orc nurtured ones*** and 1 **orc hands of Yurtrus***.
17-18	2d4 + 2 **orc nurtured ones*** and 1d4 + 1 **orc hands of Yurtrus***.
19-20	6d6 + 6 **orc nurtured ones*** who rush the characters and trigger their Corrupted Carrier trait at the first opportune moment. When all orcs are dead, another wave of 6d6 + 6 **orc nurtured ones*** appear, employing the same tactics. When these orcs are dead, a third and final wave of 6d6 + 6 **orc nurtured ones*** appear, led by 1d4 **orc rot-guards***.
21+	4d4 + 4 **orc hands of Yurtrus*** and 2d4 + 2 **orc rot-guards***.

Kolyoral, the Lost Cube

This small cube, pockmarked with craters and geometric ridges, would be unimpressive if not for the great metallic fortress that spears up from one of its sides. The fortress, called Grazdikar, is a near impregnable, but is mostly ramshackle; a collection of metal plates bolted together at odd angles. The unorthodox construction of the fortress helps in making it unassailable, and lead coating on the interior of its walls makes it undetectable by divination magic.

F1. Grazdikar

Within Grazdikar is the Pit of Toil, an enormous forge which burns with an incredible heat that could melt the armor off a soldier's back, turning their sword into a bubbling puddle of seething metal. At one time the forge was run by a dragon warlord named Imperagon, but after he was slain while attempting to reforge the Blade of Fiery Might, Grazdikar was reclaimed by a **pit fiend** named Lydzin. The Pit of Toil is now worked by **fire elementals** under Lydzin's command, who uses it to forge magic weapons for trade with **mercanes** (see chapter 16). Lydzin's goal is to create enough wealth, to lure treasure-hungry humanoids to Grazdikar, as the accumulation of powerful souls allows Lydzin to ascend within the ranks of the Nine Hells.

In addition to forging magic weapons, the Pit of Toil is used to create **blade golems**; hulking, brutal golems of myriad metals whose extremities are replaced with vicious blades. These golems are bound to Grazdikar, helping to defend the forge and keep it lit.

Blade Golems

A blade golem has the statistics of an **iron golem** without the Slam, Sword, and Poison Breath actions. It also has the following modifications:

Dexterity score 19 (+4)

Blade. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

F2. Fomorian Hive-City

Kolyoral is also home to a hive of **formians**; an ant-like race of colonizing aberrations that enslave humanoids to work in their hive-cities (see chapter 16 for more information and statistics). The hive-city that the formians have established on Kolyoral can be accessed by many of the craters on the cube's surface, which lead down several miles into a catacomb-like maze of copper tunnels where the formian queen lairs. Being creatures of utmost law, the formians are interested in little else than colonizing other cubes, which they have so far failed to do thanks to the blade golems of Grazdikar, which crush them whenever they rise to the surface of the cube.

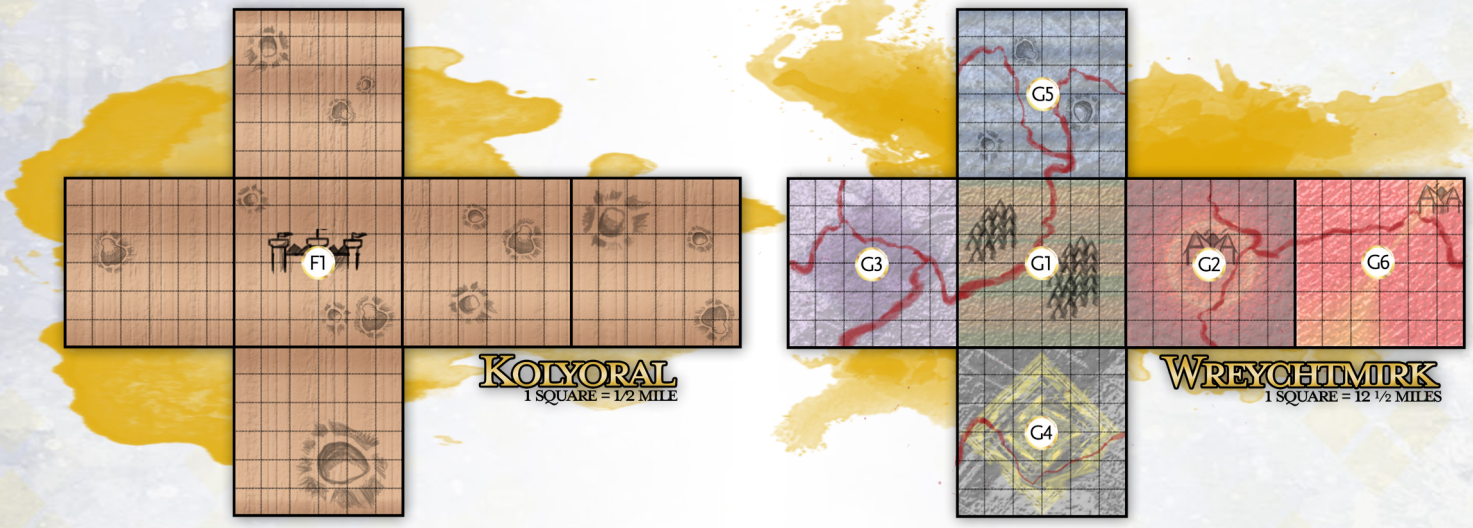
Wreychtmirk

Flowing across this rusted, humid cube is the red-wine-colored River Styx. The river flows across and stains each of Wreychtmirk's six sides, with the main tributaries always at a depth and width of 330 feet. The river's dangerous powers are no less potent on Wreychtmirk, and it acts as a portal to six other planes. By following the river across one of the sides of the cube, a creature can be transported to the corresponding plane, which can be determined by the environment on each side. This weird quirk is unique to Wreychtmirk, and makes it a useful place from which to launch an assault on any of the following planes: the Nine Hells of Baator, the Abyss, Carceri, Gehenna, Limbo, and Pandemonium.

The Ferrymen. Plying their trade along the connecting river are **merrenoloth** boat captains (see appendix A) who can, for a price, take a traveler to one of the planes. Given that the waters of the Styx wipes the memory of any who fall in to the blood-red waters, hiring a merrenoloth is the safest option for travel.

G1. The Abyssal Side

Where the River Styx flows to the Abyss, the side is a horrorscape of chaotic topography; hollow pustules filled with oozing sludge, many-eyed trees whose bark sloughs off in sheets revealing the pulsing flesh beneath, and errant demons who have escaped from the Infinite Layers of the Abyss to wreak havoc on the Battleplains instead. From time to time, mortals from Mesk strike out onto the Abyssal side of Wreychtmirk in search of some new resources to sell, or to hunt lesser demons and collect their ichor, which can be sold to visiting warlords to power war machines.



G2. The Gehennan Side

Home to the town of She'ol, this side of the cube is dominated by frustratingly bizarre geometrical, metallic formations which make you feel as if you're climbing a steep mountain on the flat, or tumbling down a cliff on a slight descent. The terrain is just as unforgiving as the Bleak Eternity, and is entirely covered in places by volcanic vents that spew noxious fumes.

She'ol

On the Gehenna side of Wreychtmirk is She'ol, a town of **yugoloths** that rests upon a plateau of black metal that is surrounded on all sides by a moat of lava. The town, like the plane of Gehenna, feels as though it's on a slope, pulling creatures out toward the perilous edge of the plateau. She'ol is essentially leaderless, and serves more as a landing place for contracted yugoloths who are headed out to join the eternal wars of Acheron.

Long ago, the yugoloths exclusively fought on the side of the goblinoids. Maglubiyet had forged a pact with the General of Gehenna in which the souls of some of his goblinoids would be consigned to Gehenna upon their death. This alliance lasted for thousands of years, but was eventually broken by the Mighty One, who thought he could trick the General and crush the orc pantheon in one mighty blow. Unfortunately for the goblinoids, the yugoloths unveiled Maglubiyet's plan, and instead joined the side of the orcs, where they remain to this day.

She'ol is also home to hundreds of **barghests** (see *Volo's Guide to Monsters*), who wait to be dispatched to the Material Plane. These creatures are a remnant of the betrayal of Maglubiyet, and are feared by goblinoids across the planes.

Ruthless Bartering. The mercenary nature of the yugoloths means that any who are looking for an army to hire might visit She'ol. At any one time, there are dozens of **arcanaloths** and **ultroloths** vying for meetings with warlords who might desire a contract of employment. Of course, hiring a yugoloth force is never cheap, and is typically paid in more than simple gold. However, their battle prowess makes them well worth the price.

Yugoloth Tables

If you need to create yugoloth NPCs on the fly, you can use the following tables to help you.

Yugoloth Name

d10	Inhabitants
1	Kraxxus
2	Ezkarus
3	Larizak
4	Ulragax
5	Tetrinox
6	Gharax
7	Ograxxus
8	Erizak
9	Rhadarax
10	Zarix

Yugoloth Personality

d10	Personality Trait
1	I'm intolerant of either devils/demons, and won't make deals with them.
2	I can't keep my hands out the coffers of others.
3	I frequently bore others with tall tales of my previous battles.
4	I love haggling, and can skirt around a deal for hours.
5	My loyalty is stauncher than most; I'm not easily bribed.
6	Nothing pleases me more than bloodshed, which clouds my reasoning.
7	The General's mark is upon me, making me far more important than others.
8	I was killed on Gehenna and resurrected, which has left me reticent to fight again
9	I cover my body with tattoos of my victims.
10	Cruelty runs through my veins. I'll torture before I kill.

Yugoloth Trait

d10	Unique Trait
1	The yugoloth has an additional limb (the yugoloth can make an additional unarmed strike each turn, which deals 1d4 bludgeoning damage).
2	The yugoloth's head is abnormally large (the yugoloth can cast the *levitate* spell at will, targeting only itself and using Constitution as its spellcasting ability).
3	The yugoloth's body can bend and contort in hideous ways (the yugoloth can move through a space as narrow as 1 inch wide without squeezing).
4	The yugoloth reeks of decaying fish (the yugoloth gains the Stench trait; see the "Troglodyte" entry in the *Monster Manual* for an example).
5	The yugoloth has a pair of bat-like wings that ooze viscous blood (the yugoloth has a fly speed of 30 feet, if it didn't have one already).
6	Adamantine plates have been bolted to the yugoloth's skin (any critical hit against the yugoloth becomes a normal hit instead).
7	The yugoloth's skin is badly burned in numerous places, and never heals (the yugoloth has immunity to fire damage).
8	Bone-like horns protrude from the yugoloth's scalp (the yugoloth has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep).
9	Instead of legs, the yugoloth has a mass of writhing tendrils (the yugoloth's base walking speed is increased by 20 feet).
10	Oily fluid leaks from the yugoloth's pores (the yugoloth can cast the *grease* spell at will, using Constitution as its spellcasting ability).

G3. The Tarterian Side

The side of Mesk attuned to the Prison Plane is perhaps the deadliest of the six. It is covered with all manner of pseudo-natural traps such as acidic quicksand, bogs that flash-freeze on contact, tunnels that narrow suddenly and sharply, and caverns whose entrances are on the point of collapse. Any creature unlucky enough to become trapped by one of these features invariably stumbles through a portal leading to Carceri, which spontaneously appears in their time of need. Once in Carceri, there is no way out. These portals are one-way, trapping the souls in the Tarterian Depths for eternity.

G4. The Limboan Side

Indefinable chaos has corrupted this side of Wreychtmirk. There is very little on this side of the cube that resembles the metallic order of Avalas, save for patches where powerful beings have willed some form of order into existence. Everything is in constant change, as huge, floating islands ripped from the ground float up to several hundred feet above the surface, constantly changing from solid matter into liquid which turns into gas just to turn back into solid matter, repeating in an unpredictable and endless cycle. Only the most stoic of creatures can survive here, and only by bending the ground itself to their whim. Even the gravity of the cube is compromised here, flinging creatures off into eternity should they doubt their footsteps for even a moment. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel, though the effect ends if a creature moves further than 2d100 feet from the ground. This distance changes at the end of every minute.

G5. The Pandemonic Side

A howling wind courses across the surface of the side attuned to Pandemonium. Few creatures can bear the maddening wails of the gale, taking instead to the honeycombed caverns and tunnels beneath the metallic ground. Even here though, the maddening nature of the Windswept Depths comes to call. The tunnels twist and turn in labyrinthine patterns, inducing confusion within hours, which quickly leads to insanity unless the creature can escape. Occasionally to mortals of Mesk delve into these caverns in search of precious metals and gemstones they can plunder. Very few of these explorers return, and those that do have paid the price for their treasures with their sanity.

G6. The Infernal Side

The side of Wreychtmirk that leads to the Nine Hells of Baator is ordered and sinister; twisting metallic spires erupt from the surface and spew volcanic ash into the air, rows of identical ridges rib the side making traversing it an ordeal. Devils patrol this side with some frequency, ensuring that the demonic horde can't infiltrate the Nine Hells through this passage, and that other extraplanar beings think twice about launching an assault. The single location undisturbed by the devils is Mesk, whose rakshasa overseer has forged a deal with the devils to be left in peace.

Mesk

The stagnant town of Mesk is found on the Baator side of Wreytchmirk, nestled in a repugnant, refuse-strewn crack on the surface of the cube. The horrid little town butts onto the River Styx in a rusted valley, where several stained docks jut out into the slow-flowing waters. The constant moisture fills the air with the tang of oxidizing metal.

The Meskers. The populace of Mesk numbers around a thousand, and consists almost entirely of renegades, exiles, and criminals. Their skin is stained a dirty orange from the rusting ground, and within their number are perhaps a hundred pitiful individuals who have fallen, at some point or another, into the Styx. These hapless beings wander aimlessly through the town, mumbling nonsensical omens.

The primary occupation of the sane townsfolk is fishing the River Styx for the slimy, scaly, fish-like creatures that flounder within it. Although extensive preparation can make these abhorrent aquatics edible, the Meskers rarely eat them. Instead, the metallic scales can be shucked from the fleshy bodies of the fish and used to create makeshift weapons and armor, or traded as they are for items normally unavailable to the populace. The only other sources of income for the Meskers is charging for the use of the docks, or serving as mercenaries, spies, assassins, and boat crew.

The Rusted Bucket

So-named because of the well at its center, the Rusted Bucket is a tavern in the center of Mesk. The proprietor is owned Therese (LN female human **veteran**), a tough, elderly Mesker who has seen it all. She has thick braids of gray hair, which she coils upon her head like a nest of snakes. White scars stand out on her knuckles - the remnants of brawls won and lost. Therese serves a variety of clientele, drawn to Mesk because of the Shrine of the Nine, and the lucrative Auction House.

The Rusted Bucket serves food and drinks, and can even provide a room for the night, though they are rundown and barely maintained. The main source of food are the Stygian fish, which are boiled until they take on a paste-like consistency, made into patties, and baked in an oven fueled by driftwood. Rumors abound that eating too many of the fishcakes causes one to lose their memories, but that could just as easily be blamed on the hideously strong liquor that Therese distills and serves to her esteemed clientele. She refuses to reveal her secret recipe for the alcohol, though the ferrous taste and crimson color might be some indication. Occasionally, some planar traveler passes through Mesk and brings new food and drink with them, at which point the Rusted Bucket quickly becomes filled with Meskers desperate to get their hands on whatever they can. Brawls at these times are common, and are typically ended by Therese.

Menu of the Rusted Bucket

WINING	DINING
Aurochs Milk	Formian Sausage
Avalaraptor Juice	Rust Monster Steak
Limboan Ice Water	Tasty Fish Cake*
Therese's Red Liquor*	

* If everything else is sold out, we always have this.

The Shrine of the Nine

At the heart of Mesk is an infernal shrine, dedicated to the Nine Hells and the archdevils who rule over it. The shrine is shaped like a nonagonal cone, and is split into nine separate chambers. Each room is named after, and mimics, the layer of Baator to which it is devoted.

Shrine of Avernus. The walls of this chamber are painted with flaming meteors crashing through a blood-red sky. Flies swarm throughout the chamber, and the floor is made of rough basalt. The shrine is tended by an **erinyes** named Hyru, the Enforcer. She has a whip-like, forked tail and carries a *rope of entanglement*. Those who attend the shrine can make deals regarding martial might, and the recruitment of devils.

Shrine of Dis. This chamber is filled with crenelated iron walls, and the floor is of jagged crimson gravel. The place reeks of rust, not dissimilar to Mesk itself. The shrine is tended by a **chain devil** named Kryx, Chainer of Demons. Those who attend the shrine can make deals regarding the imprisonment of other creatures.

Shrine of Minauros. The bog-like floor of this shrine sucks at the feet of those who enter, and slimy, brown sheets of scum slough off the walls. Rain constantly falls from the ceiling, though its source is not clear. This shrine is tended by a **barbed devil** named Scarlatoz the Skulker. Those who attend the shrine can make deals regarding gathering treasure or magic items, or to unearth other secrets and hidden knowledge.

Shrine of Phlegethos. This shrine is immensely hot, filled with acrid, black smoke, and has a pool of molten magma in its center. Seated upon an obsidian throne is the tender of this shrine; Ignaxir, Bearer of Flame (an **incubus** with immunity to fire damage). Those who attend the shrine can make deals to alter their appearance, or the appearance of others.

Shrine of Stygia. Lightning streaks across the ceiling of this shrine, and thunder resounds throughout, though no sound escapes to the outside. The place is frigid, and frost encrusts every surface within. The shrine is tended by a serpent-headed **ice devil** named Gelus the Keeper. Those who attend the shrine can make deals that buy the loyalty of other creatures, or curry favor with superiors.

Shrine of Malbolge. Pitch-black and dank, this shrine resembles the inside of a fetid cavern. Walking toward the altar feels like a slog, as though ascending a steep slope. The shrine is tended by a hornless **horned devil** who introduces itself with a different name to each person that enters. Those who attend the shrine can make deals related to various criminal activities, such as finding loopholes in a kingdom's code legal, or other deeds that could subvert governments. If you need to quickly come up with a name for the devil, roll on or choose from the table below:

d10	Name	Epithet
1	Bez'resh	-
2	Nardur	the Wise
3	Roror'zaz	the Hornless
4	Rath	the Bearer of Light
5	Dal'gel	the Whisperer
6	Elzuvax	the Patient
7	Kez'gazz	the Doom Seer
8	Nel'threx	the Silver Tongue
9	Krorel'grax	the Phantom Fury
10	Dakkranex	the Blessed

Shrine of Maladomini. This shrine resembles a slag heap crawling with insects and vermin, punctured in places with crumbling pillars. The shrine is tended by a **bone devil** named Grazzi of the Apostate. Unlike the other devils, Grazzi can't make deals with those who visit them. Instead, they conspire with those who enter to overthrow Endal, the leader of Mesk. Grazzi believes that Endal turns away too many visitors to the city, and wishes to take his place as ruler.

Shrine of Cania. The frozen walls and floor of this shrine are jagged and razor-sharp. Pools of frozen blood dot the floor where less cautious individuals have slipped onto the blade-like protrusions. Seated upon a pillar of black ice is an **ice devil** named Fatalan Bleached Bones. Those who attend the shrine can make deals to elevate their social status, or ruin that of others.

Shrine of Nessus. Shrouded in shadow, this shrine is covered in stalagmites and stalactites of red granite. The air is dry and stale, uncomfortably warm, and reeks of brimstone. The keeper of this shrine is a **pit fiend** named Jhareg the Emissary. Jhareg acts as an emissary to the Lord of the Nine, though rarely deems a mortal worthy of their presence.

The Auction House

On the outskirts of Mesk is a gothic hall with twisted spires and cast-iron fences. The building looks entirely out of place on Wreychtmirk, but has been here as long as any of the Meskers can remember. The hall functions as an auction house, run by an auctioneer named Harrin (a **mercane**; see chapter 16). Every few weeks, Harrin visits the cube with a haul of magic items sourced from the battlefields of Avalas, the mines of Thuldanin, and who knows where else. Harrin holds auctions for these items, which are attended by planar adventurers, fiends, aberrations, and a wide variety of peculiar travelers. Endal, the leader of Mesk, barely tolerates these occurrences. He highly dislikes the powerful visitors that it draws to the city, but allows them to continue thanks to the cut he receives from the generous mercane.

Endal

The fiendish leader of Mesk is named Endal, and elderly, cranky man whose will is not to be questioned. When he finds dissent in Mesk, he crushes it without a second thought. When a crime is committed, there is no mercy. When arguments bubble up between individuals in the rancid town, Endal makes a call, enacts his law, and brooks no pleas. The denizens of Mesk cower beneath Endal's brutality, visibly squirming under his gaze and recoiling from the harsh crack of his words. Most Mekers believe that Endal commands a mind-bending magic that prevents them from doing anything to displace him, giving rise to rumors that he is, in fact, a devil.

The truth is that Endal is a **naityan** (see chapter 16) who masks his true identity with a perfect humanoid illusion. Endal indeed has ties to archdevils, ushering the souls of those who meet his justice into the Nine Hells, for which he is rewarded with ever-increasing power.

Roleplaying Endal

Endal poses as an elderly, ornery man whose word and will is not to be questioned. He is highly suspicious of newcomers in Mesk, who he normally views as either threats to his power, or vagabonds looking to stir up trouble. Endal brooks no disrespect, and meets opposition with merciless brutality.

Ideal. "Mesk is mine. I'll never yield it."

Bond. "My true identity must remain a secret in order for my power to be maintained."

Flaw. "I trust my gut, even on complex issues that might require greater analysis."

Other Cubes

Avalas is filled with a panoply of metallic cubes that fly through its echo-filled red skies. The most notable cubes have been detailed above, but hundreds, if not thousands, of others exist. If a cube is seriously damaged, such as through a collision, its cubic chunks drop down into the next layer of Acheron; Thuldanin. Some of these chunks continue to tumble further, breaking down to geometric fragments in Tintibulus, and thin, razor-sharp slivers in Ocanthus. If your characters are hopping from cube to cube in Avalas, you can use the following tables to help generate new cubes.

Name

Not all the cubes of Avalas are named, but if you wish to ascribe names for the cubes you generate, use the following table.

Cube Name

d12	Prefix	Root	Suffix
1	Ab	ad	as
2	Br	ael	ol
3	Bug	agan	rot
4	Char	an	tal
5	Gahr	ed	thor
6	Gr	eh	un
7	Jh	in	-
8	Khon	ing	-
9	Kil	ol	-
10	Sh	oo	-
11	Th	uhn	-
12	Tin	un	-

Size

The cubes of Avalas vary widely in size. Roll on the following table to determine the size of your cube.

Cube Size

d12	Prefix
1-2	City
3-5	Island
6-8	Country
9-11	Continent
12	Planet

Metal

Every geometric body in Acheron, no matter the size, is made of metal. Roll on the following table to determine the material your cube is made of.

Cube Material

d12	Metal
1	Steel
2	Iron
3	Copper
4	Brass
5	Bronze
6	Gold
7	Silver
8	Electrum
9	Adamantine
10	Mithral
11	Platinum
12	Tungsten

Inhabitants

Many of the cubes of Avalas are uninhabited, though some are home to spirit legions, or even to extraplanar entities with their own agendas. Roll on the following table to determine what, if anything, inhabits your cube. You can also roll twice to have two forces clash.

Cube Inhabitants

d20	Inhabitants
1	Demon Marauders
2	Devil Recruits
3	Dwarf Spirit Legion
4-6	Goblinoid Spirit Legion
7-8	Human Spirit Legion
9-11	Orc Spirit Legion
12-19	Uninhabited
20	Yugoloth Mercenaries

Demon Marauders. Hailing from the Abyss, these raiding demons are waiting for their cube to collide with another, so that they can wreak havoc on its inhabitants. Alternatively, they might be finishing off the last remnants of a spirit legion, or a legion of devils. Lesser demons rarely manage to escape the Abyss, so any demons encountered in Acheron are likely to be highly dangerous.

Devil Recruits. Acheron is not the only plane of infinite warfare. The Abyss and the Nine Hells are also enraptured by a never-ending strife called the Blood War. This war between devils and demons constantly requires new recruits from both sides, and where better to train them than in Avalas? New infernal legions occasionally come to this plane to train against the spirit legions, and to search out any escaped demon lords or overzealous celestials.

Dwarf Spirit Legion. Dwarven clan warfare, though often driven by greed or honor, can sometimes spill over into pure bloodlust. A dwarf slain in a battle without reason, or whose cause has been clouded by brutality, may find their soul reincarnated on the plane of Acheron to fight in a dwarven spirit legion. These spirit legions not only fight, but also mine, searching for precious metals with which they can improve their armory

Goblinoid Spirit Legion. It is both a great honor and a terrifying concept for mortal goblins to die on the battlefield and ascend to the Battleplains in service of Maglubiyet. Once reformed in Acheron, goblinoid spirits join a legion

I could spend days watching the spirit legions endlessly slaughter each other.

Oh that's right, I have. Best birthday ever.

-C

and march against the orcish onslaught. More tactically-minded than the orcs, goblinoids might be engaged in activities such as building fortifications, or setting up cubes to act as death traps.

Human Spirit Legion. The lives of humans are easily spent on the Material Plane. When warfare or violence consumes a human's life to the point that they pursue it as an end in itself, their spirit may be whisked to Acheron upon their death. Here, they join one of the sundry human spirit legions that occupy the plane. Human spirit legions typically hold their own against the orcs and goblinoids, forging pacts from time to time with others, such as the dwarves, to assist them. The breadth of cultures represented by the spirit legions varies enormously, as each is sourced from a unique conflict on the Material Plane.

Orc Spirit Legion. Ferociously destroying anything in their path, the spirit legions of orcs do the bidding of their gods without second thought, and with the utmost aggression. The zealous fervor of the orcs makes them a formidable foe to any, but especially to the goblinoids, as the two pantheons are engaged in eternal war. If they're not fighting, an orc spirit legion might be engaged in a ritual to honor their gods, or creating crude settlements in which to await new prophecies from their patron deities.

Uninhabited. Many of the cubes of Avalas are entirely uninhabited. This could be because a spirit legion has yet to discover the cube, because of a catastrophic cube collision that destroyed all life upon it, or because of a war there which wiped out its inhabitants.

Yugoloth Mercenaries. When a spirit legion needs help to defeat a foe, the natural choice for reinforcements are the yugoloths. These canny mercenaries are always on the lookout for new opportunities to fill the pockets of the General of Gehenna, and can act as spies, assassins, scouts, guards, or elite troops.

Terrain

Although each cube in Acheron is made of metal, they vary wildly in their topography and geography. Roll on the following table to determine what terrain your cube has. If the cube is of Country size or larger, you might consider rolling 6 times, once for each side of the cube.

Cube Terrain

d12	Terrain
1-2	Caves
3-4	Craters
5	Hills
6	Mountains
7-8	Ridges
9	Rusted Rivers
10-12	Smooth

Unique Feature

Some of the cubes of Acheron have unique features that make them more notable than others. The following table provides some ideas that you can use as inspiration for cubes of your own design.

Cube Feature

d20	Feature
1-2	Dungeon
3-5	Fortification
6-7	Frozen Waste
8-10	Leader
11-12	Monster Lair
13-18	Nothing
19-20	Volcanic Activity

Dungeon. Acheron has existed since the dawn of time, giving many extraplanar beings the ability to take up host here. Most of these powerful entities come to Acheron to sequester themselves, or something of value away from the prying gaze of other powers and/or the greedy hands of mortals. The best way to hide something, or someone, is, of course, a dungeon.

Fortification. Spiraling towers, sprawling cities, bolstered bastions, and towering fortresses all have a home in Avalas. The various spirit legions that reside here are well-known for their construction of fortifications, and hundreds still remain even when the spirit legions have moved on. These fortifications are often protected by constructed guardians or magical wards that make penetrating them ever more difficult.

Frozen Waste. Some cubes in Avalas, for whatever reason, are cloaked in a freezing atmosphere that makes them almost uninhabitable. On these cubes, frozen lakes of blood fill the depressions and craters caused by collisions, and mountains of frozen corpses obscure the horizon. Naked flesh that touches the freezing metal of these cubes immediately sticks to the bonds of ice, dooming the unfortunate creature to a slow and painful death.

Leader. Most spirit legions are ruled over by the deities of war and strife, but some few have notorious warlords or sergeants at their helm. These individuals have stood out from the crowd of battle-hungry warriors for some reason; perhaps their prowess in battle, or perhaps their heinous war crimes. For whatever reason, these leaders have been elevated by supernatural powers, and are a force of evil to be reckoned with. When a leader is found on an uninhabited cube, it is because they have been exiled. These vengeful spirits are perhaps even more dangerous than those on the front lines.

Monster Lair. Dragons, rogue devils, escaped demons, fallen angels, aberrations from the Far Realm, intelligent monstrosities capable of planar travel; all have found their way to Acheron. Monster lairs on cubes might be empty; the remnants of some ancient being, or they might be currently occupied.

Nothing. Most cubes in Avalas are empty metallic land masses, waiting to be colonized.

Volcanic Activity. Lakes of lava and smoke-spewing volcanoes erupt on some of Avalas' cubes. These geometric bodies are surrounded by an ash-choked atmosphere of extreme heat that makes them nearly uninhabitable. In some places, the heat is so great that it turns the metal surface into liquid, creating pools of seemingly solid quicksilver that engulfs and destroy anything unlucky enough to fall in. If a volcano in Avalas is capable of spewing lava, you can reflect the lawful nature of Acheron by having the volcano do so with identical intervals, such as every 29 minutes or at the end of every day.

Chapter 4: Thuldanin, the Second Layer

"I assume you all realize that our situation has changed slightly," I said as I raised myself from the floor, kicked something round and metallic out of the way, and dusted off my robes.

"Clearly," Adelina said, her eyes scanning our surroundings.

I followed her line of sight. We were in a larger tunnel than before, though clearly still inside one cube or another. However, this one was packed full of what could only be described as junk. Ramshackle piles of the stuff, of everything and anything you might imagine, was crammed in corners and along the walls, rising all the way up to the ceiling.

"And is everyone here?" I said. "Everyone is safe?"

"Yes, we're fine. Though the portal closed as soon as you joined us," she said.

"Ah yes, of course it did," I said. "And I assume-"

"Will you just stop with all the questions already!" Aerdlin shouted abruptly. He paced back and forth, shaking the sword he clenched in his hand erratically. "If you had just plane shifted us right where we needed to go, we wouldn't be in this mess at all."

I took a moment to let him calm himself.

"Do you feel better?" I asked. "First off, questions are how we proceed. Questions are how we ascertain what our situation is, how we arrived in this state in the first place, and what we need to do to continue with our mission. Secondly, do you have a fork that has been attuned to the second layer of Acheron, specifically? If you do, by all means produce it for us now. As for me, I can shift us to Avalas without error, but beyond that, there is no telling where my spell would land us."

Aerdlin stared at me with a mixed expression, comprised of equal parts anger, fear, and confusion. Eventually, his shoulders loosened their knots and he settled back onto his heels and relaxed some.

"Lovely," I said. "So, where are we then?"

"Some hole filled with a bunch of junk," Fiddle said. He picked up the hilt of a broken sword and turned it over in his hands. "What is this stuff? It's covered in something...odd."

"It has been petrified, actually," I said. "Which means we are, ever so fortunately, in Thuldanin, quite possibly in the Mines of Marsellin."

Adelina cracked half her face into a smile. "So Mathiatas sent us right where we wanted to go?"

"It would seem so," I said.

"But why?" Thokk asked.

"Perhaps it didn't matter where he sent us," I said. "Perhaps he planned to ambush us, regardless of location, and thought the mines would be as good a place as any."

"That was rather nice of him," Fearn said, wiping the last of the fiend's blood from her dagger with a dark cloth.

"He likely found it morbidly amusing," I said. "Or he simply -"

BBBLLLOOOOOOOOOOD!!!

The voice filled our minds, crushing our own thoughts beneath a massive weight of murderous rage.

"What in the Nine Hells was that?" Ciera asked. Her invisibility spell was down and she was holding on tight to Adelina's cloak, lest she stumble under the mental strain and fall off.

BLOOOOOOOD!



YOU BROUGHT MEEE BBLLLOOOOOOOOOD!

All of us turned to look first at the still warm corpse of the arcanaloth, and then at Fearn.

"Oh, you're not blaming this on me," she said. "Whatever that is, it's not my fault."

"Perhaps he meant for us to come here after all," Thokk said, his glaive ever at the ready.

"You think?" Aerdlin said and then let out a long sigh. "Can't say that I thought I'd go out as a blood sacrifice inside a giant metal cube, but you gotta keep things interesting, right?"

"Anyone know what we're dealing with here?" Adelina asked, ignoring what everyone else was saying. "Ully?"

"Ully?" Fearn said. "She calls you Ully?" Her subsequent laughter ricocheted around the walls.

I stammered a few nonsensical words in reply. My full mental power was already being used, cycling through every creature I had ever heard of that could exist in a place such as this.

BBBLLLOOOOOOOOOOD!! BLOOOOD! BLOOOOD!

The voice sounded more excited now, though it was impossible to tell where or how close the creature actually was.

"Can we focus please?" Adelina shouted, her voice barely perceptible over the screaming voice in our minds. "ULLY!"

The ground shook violently beneath our feet. Veritable hoards of useless treasure toppled down onto us as the piles of rusty and forgotten items shook free of each other. I was buried up to my knees in an instant, while our gnome companions had been almost engulfed. As they clambered to get up on top of the mounds of petrified trinkets, I saw Fiddle overtly scratch his nose not once, not twice, but three times in quick succession. It felt so out of place that I was transfixed by the absurdity of it all. I watched as he scratched it again, and again, and again, and then as he tugged on the white whiskers that began to spring out of his face.

"Oh no," I said quietly, then again as loud as I could. "No! NO!"

Mentally fogged in as I was, I hadn't anticipated every outcome. I had missed the signs and never saw this coming, and now it was too late.

"Urdlen!" I screamed, overcome by my own fear in the moment.

My companions were clearly confused by the implications of what I had said, some catching on faster than others.

"No," Adelina said. "That's not possible. Not here!"

I thrust my finger sharply in the direction of Fiddle and Fearn.

"They're turning," I shouted.

This was very, very bad. My nerves were on edge and my hands shook as I fumbled through the spell components in my belt.

"The Crawler Below comes to us?" Thokk said. A wicked smile grew from his lips until his whole face was twisted in a mask of barely controlled joyous anticipation.

The two gnomes had both fallen into a trance. Their skin paled and their eyes glazed a cloudy red. Whiskers and small white hairs were covering their bodies now and the nails on their hand had grown long and sharp.

"What's happening?" Aerdlin said, looking at them in disgust.

"Weremoles," I said, as I pulled the correct components out, finally. "Adelina! How much time do I have?"

"Not long," she said.

I could not have been any closer with my timing. I cast my spell at the exact moment that the gnomes began to wake from their trances. They snarled and bared mouthfuls of razor-sharp teeth, and their hands deftly reached for their daggers, right as my summoned chains of force shackled their wrists and ankles and strung crosswise around their bodies so that they were incapable of any movement. With a final flourish, I linked the siblings together, and added one final chain to connect to and shackle my own left wrist.

Suddenly, the ground beneath me moved, as if an earthquake had struck, and I tumbled down into the rubbish that covered every inch of the floor. Barely forty feet away down the hall-like chamber we occupied, the head and front feet of a massive, sickly-white mole burst up through the metal floor.

BBLLLLOOOOOOOOOOOD!!!!!

The ground shook more as the god-beast pulled itself fully into the chamber, which sent waves of junk rippling in our direction, crashing into us like the tide. The mole's gigantic form filled the tunnel, but it was still able to start crawling towards us with terrifying speed.

"Face me, mole god!" Thokk shouted. His glaive hummed through the air as he charged unimpeded through the piles and brought it to bear on the monstrous creature.

Urdlen's giant claw slammed Thokk sideways into the chamber's wall, undoubtedly breaking bones or worse. Thokk laughed as only the mad or righteous can laugh and swung the point of his glaive down into the paw. Urdlen pulled it's paw back in surprise, then slammed Thokk across to the other side of the tunnel. Thokk rolled to his knees, clearly in pain.

"I will face you!" he shouted. "Thokk Ninefingers will gladly bear your wrath!"

"Are you insane?" Ciera yelled to Thokk, her small voice lost in the chaos.

"Let him fight," Adelina told her calmly. She then shouted to Thokk, "I release you from your duties. May you find untold glory, my friend!"

Thokk roared guttural joy in response and lunged back into battle.

"But, we can't just leave him behind," Ciera protested. "He's going to die, you know."

Adelina shrugged. "We're all going to die, so we might as well enjoy the ride." She then turned to me. "Ully, get us out of here."

"What about the Shadow-star?" I asked, already knowing the answer.

"It will have to wait," she said.

I nodded and pulled a tuning fork from the folds of my cloak, then struck it against my heel to set it ringing.

"We're leaving?" Aerdlin asked. "We're giving up already?"

"Well, not quite," I said.

I then traced the arcane circles in the air around me, muttered the incantation, and the world began to spin. It spun faster and faster, until it fell away entirely and we were left hanging in the void. Then, as disorienting as ever, our destination whirled in and slammed into us.

I'll be honest. I expected the usual, dull happy ending for everybody.

What a refreshing change of pace this is.

-C

Thuldanin at a Glance

When a cube is caught in a catastrophic collision in Avalas, or becomes so battered by war that it begins to fall apart, it sinks down to the layer of Thuldanin, the Layer of Waste. Geographically, this layer is similar to Avalas; great metallic cubes, each with their own gravity, fly through the empty, rust-colored skies in their own indecipherable orbits. The cubes of Thuldanin are pitted with craters and hollows from their previous lives in Avalas. These holes reveal cavities within the cubes that are honeycombed with tunnels, warrens, and caverns. While the inhabitants of Avalas live upon the cubes, those who live in Thuldanin live within them. These seemingly endless labyrinths of caves contain piles of refuse from wars throughout the planes of existence; broken weapons and armor, scrapped siege equipment, rusted war machines, and even partially destroyed fortifications. However, hidden within this cornucopia of waste are items of immense value. These lost items take many shapes and forms, but keep the economy of Thuldanin alive.

Pervasive Petrification. All who have ventured to Thuldanin have witnessed the strange preservation effect that many of the cubes exhibit. Any non-magical object, or even creature, that spends too long on one of the cubes begins to petrify, turning into a unique metal-stone hybrid material. This petrification means that the cubes slowly grow into strange, geometric shapes that are entirely unstable. Eventually, the cubes either fracture through collision with each other, or simply fall apart under their own weight. Once they fragment, the pieces descend down to the next layer of Acheron - Tintibulus. Those few cubes that don't have the preservative magic are almost all inhabited, either by the duergar, whose pantheon has its home on this layer, or by the entoceans, whose motives remain unfathomable.

Deities in Thuldanin. Only three deities are found here.

Deities in Thuldanin

Deity	Home	Pantheon	Alignment
Deep Duerra, duergar god of conquest and psionics	The Invisible Hall in Hammergrim	Duergar	LE
Laduguer, duergar god of magic and slavery	The Throne of the Exile in Hammergrim	Duergar	LE
Urdlen, gnome god of greed and murder	The Blood Tunnels in Hammergrim	Gnome	CE

Optional Rule: Thuldanin Planar Effects

Thuldanin also has the following feature:

Eternal Preservation. The preservation effect that permeates throughout the entirety of Thuldanin affects all matter, except for magic items and creatures immune to the petrified condition. The effect is a slow one, ensuring creatures feel its effects long before petrification becomes reality. See the Eternal Preservation table for how long a creature must spend in Thuldanin for an effect to take root.

Eternal Preservation

Days	Effect
10+	A character loses all sense of smell and taste.
20+	A character's movement speed is reduced by 10 and it stops aging.
30+	A character is petrified as the black, metallic stone that makes up the cubes of Thuldanin. The effect can be reversed only with a *wish* spell after the character has been outside for Thuldanin for 10 days or more.

The number of days is counted per year. For example, if a character spends seven days in Thuldanin, then leaves and comes back three months later, the character still counts as having spent seven days there.

Fauna of Thuldanin
Most native creatures of Thuldanin are aberrant in nature, often resembling insectoids to some extent. This includes creatures such as bonespears, entoceans, formians, gridelin, and siege beetles who are all innately immune to the Eternal Preservation effect of Thuldanin. Rust monsters and rust dragons also originate on this layer. There are, however, also plenty of immigrants to be found here, such as the duergar, gnomes, and rakshasas.

The Gray Cube

This enormous cube is the largest on the layer of Thuldanin, though it barely rivals the size of the planetary cubes of Avalas. It owes its name to the color of the material it is made of; the strange metal-stone hybrid that most cubes in Thuldanin eventually become. The exterior of the cube is almost featureless, pockmarked here and there by hollows and craters; the scars of previous collisions. At each corner of the cube are enormous sinkholes which lead down into the cube itself, and reveal the unique structure within. The visible outer shell of the Gray Cube is around five miles thick and hollow. When the climb down through the shell-tunnel is complete, there is a one mile drop to another, smaller cube, contained on the inside of the Gray Cube. Chains thicker than the broadest tree trunks connect the Gray Cube's interior to the smaller cube's exterior. The smaller cube is called Coldember.

Suspended Preservation
The interior of the Gray Cube is magically protected from the Eternal Preservation effect of Thuldanin, ensuring the duergar and gnomes that live here don't succumb to its petrifying effects.

A1. Coldember

Covering the sides of this shielded cube is a bustling metropolis of block-like forge-towers and circular smithies, lit by psionic lights that emit a purple aura that stretches through the streets like an ethereal serpent. The inhabitants of Coldember are the duergar, or gray dwarves, whose afterlife is spent toiling eternally in the forges and workshops of the metropolis. The entire city is dedicated to the crafting of golems, arcano-mechanical wonders, siege engines, and magical items; primarily armor and weapons. The forges here are powered by psionic energy, allowing them to transfer heat to objects without ever burning the flesh of the duergar smiths, or releasing smoke. The most ingenious gray dwarf inventors and smiths come here upon their death to improve their creations forever more.

Check Points. At every intersection between city dis-

tricts, as well as the forgeways that connect to Coldember, there are check points. Each check point houses five **duergar**, four of whom are invisible, who detain and imprison any outsiders. To assist them, they have a psionic beacon that invades the minds of those who pass through the check point. When a character moves through the checkpoint, it must succeed on a DC 12 Intelligence saving throw or be detected by the beacon, which activates an *alarm* spell, alerting all nearby duergar to the intruder.

Descending Further. In the exact center of each face of Coldember are more sinkholes, which lead down to another smaller cube within. This cube, connected by chains to Coldember as Coldember is to the Gray Cube, is called Hopeglimmer.

Regional Effects

Coldember has the following regional effects:

Psionic Forge-Pulse. The forges of the cube periodically send out psionic pulses that stimulate creativity and ingenuity. As a result, creatures make Charisma (Performance) checks and ability checks related to crafting with advantage while in Coldember.

Psionic Lights. The streets and rooftops of Coldember are bathed in a dim, purple light.

Random Encounters

At the end of each long rest, roll a d20; on a roll of 17 - 20, an encounter takes place. Roll another d20 and consult the table below.

d20	Coldember Encounter
1-2	2 abusive **duergar** guards.
3-4	A wandering **duergar** merchant who sells anything from the Adventuring Gear, Armor and Shields, and Weapons tables in chapter 5 of the *Player's Handbook*.
5-9	1d4 **steel devil*** emissaries.
10-12	A patrol consisting of 2d4 **duergar stone guards***. There is a chance they are also accompanied by 1 **duergar eternal*** (50%) or 1 **duergar grim guardian*** (50%).
13-14	1d4 **duergar dark-crafter*** and 1 **duergar stormsmith***.
15-16	1d4 + 1 **maug*** mercenaries.
17-18	An invisible patrol consisting of 2d4 + 2 **duergar**. They stalk the characters to gain as much information on them as possible. There is a chance they are also accompanied by 1 **duergar eternal*** (50%) or 1 **duergar grim guardian*** (50%).
19	1d4 + 1 **duergar kavalrachni***, one of whom is mounted on a **female steeder*** while the rest are mounted on **male steeders***.
20	1 **duergar arduke*** accompanied by 2d4 +2 **duergar eternals***.



A2. Hopeglimmer

Much like Coldember, the sides of Hopeglimmer are covered by one enormous city. An urban waste of identical, utilitarian residencies distinguishable only by their proximity to the temples which break up the otherwise monotonous architecture. Each side, in its center, has a temple to one of the duergar gods. Three of the sides are dedicated to Laduguer, the Exile, two are dedicated to Deep Duerra, the Queen of the Invisible Art, and the final side to Urdlen, the Crawler Below. The latter is inhabited by the spirits of evil gnomes, rather than duergar. This strange partnership of races is maintained through a mutually-beneficial relationship:

Dark Alliance. The duergar tolerate the presence of the gnomes because they can direct their crazed bloodlust to their own advantage. The gnomes accept the duergar because they keep them safe. Without the protection of the Gray Cube, the gnomes would be easy pickings. The priests of the gnomish deities rule supreme throughout all layers of the Gray Cube, ensuring that the spirit smiths continue honouring their gods by forging great war machines and superior weapons, which facilitate the wars not only in Avalas, but throughout the multiverse.

Descending Further. As with the other layers of the Gray Cube, Hopeglimmer contains cavities, this time in the corners, that lead down to a smaller cube within named Deathknell.

Regional Effects

Hopeglimmer has the following regional effects:

Arcane Portation. A duergar in Hopeglimmer benefits from Laduguer's arcane might, allowing it to use a bonus action to teleport up to 30 feet to an unoccupied space it can see.

Telepathic Dominion. The norothor, psionic priests dedicated to Deep Duerra, monitor all telepathic communication in Hopeglimmer. If a character communicates telepathically, roll a d20. On a roll of 10 or higher, a norothor overhears the communication. If the character communicates anything that the norothor deems threatening, the norothor can attempt to invade the creature's mind to discern its location. The creature must succeed on a DC 15 Charisma saving throw to avoid the norothor learning of its location. On a failed save, 1d6 + 1 **duergar norothor** (see chapter 16) appear in the discerned location after 1 minute.

White Moles. The rooftops are littered with white moles (noncombatants), some of which climb down to the streets. The inhabitants seem to not give them a second thought, but they shoo them away when they get too close.

If you wish to infiltrate the Gray Cube you must remember to proceed slowly and clear your mind. The mental capabilities of the duergar allow them to easily sense those who are agitated or filled with bloodlust or greed. Map your route and follow it with a pure and unwavering focus, and you may indeed pass undetected through the depths of the cube.

-Drizzt Do'Urden

Random Encounters

At the end of each long rest, roll a d20; on a roll of 15 - 20, an encounter takes place. Roll another d20 and consult the table below.

d20	Hopeglimmer Encounter
1-8	2d4 **duergar kavalrachni*,** each mounted on a **female steeder***.
9-12	A patrol consisting of 2d4 + 2 **duergar**. There is a chance they are also accompanied by 1 **duergar norothor*** (50%) or 1 **duergar thuldor*** (50%).
13-16	1d4 + 1 **gnome murder-lords*** and 1 **weremole***.
17-18	An invisible patrol consisting of 2d4 + 2 **duergar invisible artisans***.
19	1d4 **duergar doom knights***.
20	1 **duergar arduke*** and 2d4 +2 **duergar eternals***.

A3. Deathknell

Deathknell is a training encampment for duergar warriors, and a testing ground for the weapons and machines that the gray dwarves forge in Coldember. This ruthless barracks sprawls across the entire cube, and echoes with the war cries of the trainers, and the grunts and wails of those subjected to training. In addition to testing out the inventions of their kin, the warriors of Deathknell hone their psionic abilities to perfection, making them formidable warriors capable of holding their own against any other force in Acheron.

In the past, the goblinoids and orcs alike have tried raiding the Gray Cube for new armaments, but have been rebuffed by the elite fighting force of Deathknell at every turn. That's not to say that the duergar don't supply the spirit legions, they do so eagerly, but always on their own terms.

Descending Further. Hidden within the shell of Deathknell is a cube named Forgegloom.

Regional Effect

Deathknell has the following regional effect:

Might of the Duergar. The constant drilling and war cries that echo throughout Deathknell bolster the resolve of its inhabitants. As a result, duergar in Deathknell are immune to the charmed and frightened conditions.

Random Encounters

At the end of each hour, roll a d20; on a roll of 18 - 20, an encounter takes place. Roll another d20 and consult the table below.

d20	Deathknell Encounter
1-4	2d4 **duergar stone guards***.
5-7	1d4 + 1 **duergar deep adepts*** and 1d4 **duergar rune weavers***.
8-12	2d4 + 2 **duergar stone guards***.
13-16	2d4 + 2 **duergar stone guards*** lead by 1 **duergar doom knight***.
17-18	1d8 + 2 **duergar eternals***. They are being lead by 1 **duergar doom knight***.
19	1d4 + 1 **duergar grim guardians***.
20	1 **duergar arduke*** accompanied by 1d4 **duergar doom knights***.

A4. Forgegloom

At first glance the surface of this cube looks like a dilapidated, abandoned city, which isn't far from the truth. Searching through this city will yield no signs of life, it's streets are empty, cold, and eerie.

Descending Further. Within the cubic city of Forgegloom is the final layer of the Gray Cube, Hammergrim.

The Court of Memory

The most notable structure of Forgegloom, and perhaps the entirety of the Gray Cube, is the Court of Memory; a structure so elaborate and grand that many have called it the finest architecture ever produced by duergar hand. Externally, it appears temple-like in construction. Enormous, twisting domes cap its numerous towers. Lengthy galleries with row upon row of stained glass windows lining their sides extend from the main body, and rise up to a height of hundreds of feet. Psionically-imbued statuary marches across its battlements, acting out a mockery of warfare and dwarven artistry.

The Idiot King

The only living soul who takes permanent residence in the Court of Memory is the Idiot King. The name of this duergar is lost to time, and his body is gripped with a powerful magical lethargy that prolongs his life, but leaves him barely able to sit atop his majestic throne, or utter a single syllable of comprehensible conversation. However, when necessary, the Idiot King is animated by one of the dozen or so psionic ghosts (**duergar psion-geist**, see chapter 16) that haunt the Court of Memory. These beings are the souls of ancient duergar, too old even to fully manifest in their own reconstituted bodies. The ghosts represent the aspects of life and skill that duergar uphold the highest. Already believing themselves the superior race, the psionic ghost are fascistic rulers whose animation of the Idiot King is terrifying to behold. The switch of personality from unfathomable strength of will, to rapacious greed, to unfettered bloodlust, is a hideous and terrifying sight to behold. The pilgrimages to the Idiot King by the duergar always come during times of uncertainty. The ghosts within hold eons of memories between them, and can look into the past, and perhaps even the future, with ease. If the duergar need to know whether a new war machine will operate, or their new military tactic will succeed, it is to the Idiot King they come.

Regional Effect

Forgegloom has the following regional effect:

Invasive Memories. The entirety of Forgegloom is thick with the scornful memories of an unjustly exiled people. Duergar who venture here become increasingly sorrowful, and Charisma checks against them are made with advantage. Non-duergar who venture here feel as though their minds are under assault, being filled with a strange sense of longing and a pervasive sense of constant danger. As a result, non-duergar have disadvantage on initiative rolls and on saving throws against being frightened.

Random Encounters

At the end of each hour, roll a d20; on a roll of 15 - 20, an encounter takes place. Roll another d20 and consult the table below.

d20	Forgegloom Encounter
1-3	A lonesome and melancholy **duergar** who struggles with finding its place in the world. The duergar either sees the characters as an opportunity to find new purpose (50%) or leads them into a trap to gain the favor of other duergar (50%).
4-15	A random character has its mind assaulted and must make a DC 16 Charisma saving throw. On a failed save, the character has some of its memories replaced with memories of the duergar people. As a result, the character adds a d4 to all ability checks related to the duergar and their history, but subtracts a d4 from attack rolls and all other ability checks. The effect lasts until the character next finishes a long rest.
16-19	A **duergar psion-geist*** who viciously attacks the characters.
20	1d4 + 1 **duergar psion-geists*** who lead the characters to the Idiot King to face judgment.



Duergar Psion-Geist

A5. Hammergrim

Hammergrim is a perfectly smooth, gray cube formed of the stone-metal material that is so abundant in Thuldanin. Each side has a hole in its center that seemingly leads deeper into the cube but, in reality, is a portal that leads to the divine realm of Laduguer, Deep Duerra, or Urdlen. Three of the holes lead to Laduguer, two to Deep Duerra, and one for Urdlen, each directly beneath the temples dedicated to them on Hopeglimmer.

For more detail on each of these deities, including roleplay guidance and statistics, see chapter 10.

Throne of the Exile

This is the Divine realm of Laduguer, the Gray Protector and leader of the duergar pantheon. The realm takes the shape of an enormous, underground throne room with giant pillars that keep the ceiling aloft, leading from the entrance all the way to a monstrous, 30-foot-high throne. Seated on the throne is the Taskmaster himself, his dark gaze scrutinizing all who approach.

Planar Portals. The network of tunnels that lead to Laduguer's lair in Hammergrim contain fissures in random locations. When the characters see one, roll a d6. On a roll of 1-3, the fissure is a portal to the elemental plane of fire; on a roll of 4-5, the fissure is a portal to Avernus, the first layer of the Nine Hells; on a roll of 6, the portal leads directly to Nessus, the ninth layer of the Nine Hells.

Regional Effects

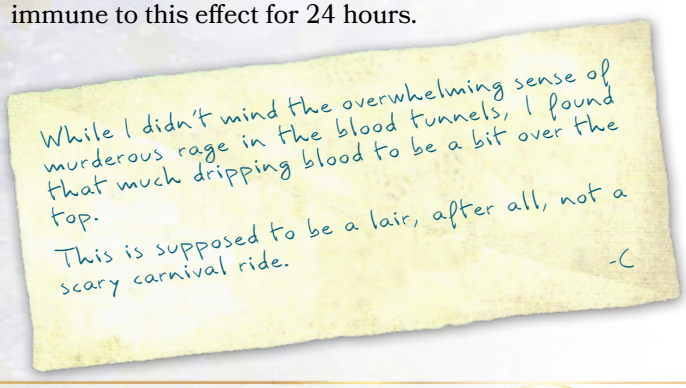
The Throne of the Exile is warped by Laduguer's oppressive magic, creating the following regional effects:

Arcane Portation. A duergar in the Throne of Exile benefits from Laduguer's arcane might, allowing it to use a bonus action to teleport up to 30 feet to an unoccupied space it can see.

Isolation of Exile. Any spell or effect that would attempt to transport into or out of this location, such as the *plane shift* spell, is suppressed. The same is true for any spell or effect that would attempt to communicate into or out of this location, such as a *sending* spell or the Divine Intervention feature.

Slave to Magic. A non-duergar that spends 1 minute or more here must make a DC 26 Wisdom saving throw. On a failed save, the creature becomes exposed to a school of magic for 24 hours. While exposed to a school in this manner, the creature is vulnerable to all damage from spells of that school, and has disadvantage on saving throws against spells from that school. Roll a d8 to determine which school an affected creature becomes exposed to: 1 for abjuration, 2 for conjuration, 3 for divination, 4 for enchantment, 5 for evocation, 6 for illusion, 7 for necromancy, and 8 for transmutation.

A creature that succeeds on the saving throw becomes immune to this effect for 24 hours.



The Invisible Hall

This divine realm has no shape or size, filling any who venture here with vertigo and a pervasive sense of unease. A creature that finds itself in this utterly alien place seems to stand in mid-air, solid (but invisible) ground beneath its feet, and only an endless darkness all around it. This is the home of Deep Duerra, the Axe Princess of Conquest and daughter of Laduguer.

Regional Effects

The Invisible Hall is a creation of Duerra's psionics, giving her power over all telepathic communication that take place there:

Telepathic Dominion. Duerra overhears all telepathic communication that takes place in the Invisible Hall. The creature that initiated the telepathic conversation must make a DC 26 Wisdom (Insight) check when telepathic contact is first established. If the check succeeds, the creature is aware that something is eavesdropping on the conversation. If a creature fails the check or continues the conversation, Duerra can force the creature to make a DC 26 Charisma saving throw. On a failed save, Duerra can shape the creature's thoughts for up to 1 minute, potentially changing what the creature says. Duerra can also choose to make the target forget the content of the conversation.

The Blood Tunnels

The walls of this network of tunnels resemble living tissue, blood seeping from the ground around the footsteps of those who wander here. This is the home of the murderous Urdlen, the Crawler Below.

Regional Effects

The Blood Tunnels are a manifestation of Urdlen's murderous will, creating the following regional effects:

Blood and Gore. Warm blood oozes from the walls and drips from the ceiling, starting and stopping for no apparent reason. If a ceiling or wall is cut open, roll a d10 on the table below:

d10	Event
1-7	Still-warm innards pour out.
8-9	1d4 **weremoles*** burst forth, fighting without mercy until death.
10	Valuables spill out, covered in blood and innards. If the characters spend 10 minutes searching through the gore, roll 1d4 times on Magic Item Table B in the *Dungeon Master's Guide*. Along with the magic items, the characters find 700 (2d6 × 100) cp, 7,000 (2d6 × 1,000) sp, 2,100 (6d6 × 100) gp, and 105 (3d6 × 10) pp. Reroll if you roll this event more than once within 24 hours.

Insatiable Greed. If a hostile creature spends an hour or more in the Blood Tunnels, any gold coins and jewelery in its possession begins to lose value. For each hour spent in the lair, the wealth in its possession (in the form of gems, coins, and similar valuables) loses 10% of its total value.

Sinister Illusions. A creature with an Intelligence score of 3 or higher frequently see hallucinations of long-dead family members, friends, and comrades that scream for help as blood gashes forth from their orifices. Such an image vanishes after only a brief glimpse.

The Hive Cube

In Thuldanin, one can easily locate the Hive Cube. This geometric mass is surrounded by a constant droning and buzzing sound created by its inhabitants; the entoceans. Although these insectoid aberrations have spread across many of the cubes of this layer of Acheron, and even beyond, it is here that they have their true home.

As with many of the cubes of Thuldanin, the surface of the Hive Cube is relatively featureless, formed from a fractured cube of Avalas. The only notable characteristics are the spiralling patterns of sinkholes which mark the entrances to the network of tunnels beneath the surface, and the casts of metallic puree caused by the sinkhole's creation.

Regional Effects

As the home of the entoceans, the Hive Cube has the following regional effects:

Alien Environment. The exterior and interior of the Hive Cube is covered with a strange, alien mucus that seems to move as if alive. As a result, ability checks made to track or navigate are made with disadvantage, and checks made to forage fail automatically.

Sanity-Shattering Vibe. If a creature spends an hour or more on the Hive Cube, its sanity begins to unravel. At the end of each hour spent here, a creature must make a DC 15 Wisdom saving throw. The DC increases by 1 each time a creature repeats the saving throw. If a creature fails its saving throw, it gains a long-term madness (see chapter 8 in the *Dungeon Master's Guide*).

Sticky Mucus. The mucus that covers the Hive Cube ensures that all surfaces of the cube are difficult terrain for non-entoceans.

Random Encounters

At the end of every 15 minutes spent on the Hive Cube, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Hive Cube Encounter
1-12	No encounter.
13-14	1 humanoid creature covered in alien mucus and stuck against a wall. There is a 30% chance the humanoid is alive but unconscious. A successful DC 15 Wisdom (Medicine) check reveals this. Freeing the humanoid from the mucus requires 15 minutes and a successful DC 15 Strength check.
15-16	A horrible droning sound fills the air. After 1 minute, 1d4 - 1 **sucurbs*** (minimum of 1) pass by on patrol.
17-18	1d4 + 1 **sucurbs*** (60%) or 1d4 **suloenara*** (40%) climb out of the mucus.
19	1d4 **sucurbs*** and 1 **sedep***. They are either heard approaching and arrive 1 minute later (50%), or dig their way out through the mucus, arriving immediately (50%).
20	1 **surupni*** appearing out of the mucus with immense speed, surprising unsuspecting characters.



The Hidden Cube

Detectable only by the pull of gravity as it passes, or through the use of divination magic, the Hidden Cube, and everything upon it, has been rendered invisible by its rakshasa denizens. The rakshasa of the Hidden Cube are those who have turned their back on their home plane of the Nine Hells, and begun to worship a mysterious, unnamed deity who lets them live more autonomously. The rakshasas of Baator, in the eyes of those of Acheron, must grovel and beg for the simultaneous attention and mercy of Asmodeus as they stand apart from the hierarchy of devils on that plane.

A Home Away From Home. Sick of the constant manipulations of the devils, the rakshasas of the Hidden Cube hide from sight in invisible caverns, where they work to their own ends. These caverns were carved and gilded to form majestic temples with ostentatious displays of wealth. Jewels encrust the golden columns and ridges of these places of worship, and each rakshasa has its own chambers adorned with tapestry, sculpture, and other fine works of art. The central chamber of the temple complex is an enormous, domed expanse plated with gold and platinum, which is rumored to house the mysterious rakshasa deity.

Regional Effects

A home-away-from-home for the rakshasa, the Hidden Cube has the following effects:

Invisible Barrier. The entire surface of the cube is hidden by an invisible barrier that surrounds it, detectable only by a *see invisibility* or *truesight* spell. When standing on the invisible cube, a creature must spend 1d4 hours and succeed a DC 25 Wisdom (Survival) to find a tunnel entrance that leads into the bowels of the cube. Once inside, the tunnels are perfectly discernible.

Suspended Preservation. The interior of the Hidden Cube is magically protected from the preservation effect of Thuldanin, ensuring the rakshasa that live here don't succumb to its petrifying effects.

Random Encounters

At the end of every 1 hour spent here, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Hidden Cube Encounter
1-15	No encounter.
16-17	A **naityan*** in the shape of a beast, such as an owl with a clipped wing, attempting to befriend the characters, wanting to learn as much about them as it can.
18	1d4 **naztharunes*** that appear out of nowhere, surprising the party.
19	2d4 + 2 **rakshasas** on their way to a gathering, eager to converse with the characters and bring them along.
20	1d6 **rakshasa knights*** who are friendly towards the characters unless they have a paladin with them.

I thought Boo had turned to stone in the Mines. I sat and pet his tiny stone head. Turns out it was a rock. Boo was not happy about that.

The Mines of Marsellin

Perhaps the most important and best known cube in Thuldanin is the Mines of Marsellin. This metal-stone cube is of grand proportions, and is covered in hundreds or perhaps thousands of hollow craters, and potholes. Each of these leads deep into the cube itself, and into the mines proper. Within the geometric body is a vast, labyrinthine network of mines that is filled with waste, like a gigantic subterranean scrapheap. The items here range from abandoned war machines to lost troves of treasure. Each item is unique, and could be from any era, and any world. The most peculiar items in the multiverse seem to inexplicably end up in the Mines of Marsellin, as well as those keys you lost that one time. Unfortunately for the plethora of treasure hunters that scour the cube, most of the oddities have been petrified by the magic of the cube; transformed into metal-stone. The cube is hence the perfect ecology for **rust monsters**, who corrode and oxidize the curious.

Many scholars have debated where the cube's never-ending supply of scrap comes from. The most recent postulation is that any item subjected to the *disintegrate* spell appears here, lost to the Outer Planes until a canny scavenger can find it once again, or until it is broken down by the eons of petrification and oxidization.

Treasure Hunters

Throughout the mines are thousands of shafts which hopeful archaeologists have dug to search for new items that might make their fortune, tip an eternal war in their favor, or bring glory to their names. Some of these shafts lead to the interior caverns where the best treasures can be found, but determining which are which is no easy task. Taking a wrong shaft could plunge you down hundreds of miles, only to discover a dead end, or worse, some monstrosity's lair. Few humanoids inhabit the mines permanently, for fear of petrification, but at any time there are dozens of folk throughout the cube. In addition to the miners, there are scavengers looking for easy pickings, mine guards tasked with protecting the shafts, and bandits who try to prey those leaving Marsellin with hard-earned goods.

Denizens of Marsellin

Beyond humanoids however, the Mines of Marsellin are crawling with creatures. One might notice that all the cubic tailings left by the shaft-diggers are curiously stacked into pyramidal structures. This is the work of the **modrons**, whose presence in the mines is a mystery. The creatures seem compelled to sort and organize the cast-offs into more suitable structures, creating geometric patterns that stand out from the random scrap heaps.

This activity hasn't gone unnoticed by the cube's infamous "ruler," Coirosis (a **rust dragon**; see chapter 16). This ancient, rust-scaled dragon scours the surface and tunnels of Marsellin alike, desperately searching out the modrons who infuriate her. When her rage is truly ignited, she targets any and all who enter her vehement gaze. Coirosis permits the presence of other creatures too, especially those of elemental nature; the meditative **dao** who seem to commune with the metal-stone in week-long trances consult with the rust dragon frequently, and the beings that accompany them; **gargoyles**, **xorn**, **galeb duhr**, and the like, seem to amuse the dragon.

It's unlikely that an adventurer who sets foot on Marsellin will get by without becoming embroiled in a skirmish be-

tween the modrons and the duergar, the most commonly sighted inhabitants of the mines, or the rust monsters in the cavern network. However, if they can avoid the trials and tribulations of this war-torn cube, they might be able to salvage something truly monumental. While mundane objects are petrified by the magic of the mines, magic items and artifacts remain undamaged. Searching through the cube for these items is a good way to make a large fortune, even by the standards of extraplanar entities.

Exploring the Mines

If the characters go exploring in the mines, navigating the tunnels to find a mining site takes 2d6 hours and requires a successful DC 15 Wisdom (Survival) check.

If a mining site is successfully located, roll three times on the Mining Site table; first to determine the time required to find any treasure, then to determine the gear required, and lastly to determine any check that is needed to succeed.

Mining Site

d6	Time Required	Gear Required	Check Required
1	2d6 days	Only a *move earth* spell will do the job	DC 20 Strength (Athletics)
2	2d4 days	Adamantine pickaxes and chisels, as well as hammers	DC 18 Strength (Athletics)
3	1d6 days	Pickaxes, chisels, and hammers	DC 15 Strength (Athletics)
4	2d12 hours	Pickaxes	DC 12 Strength (Athletics)
5	2d6 hours	Chisels and hammers	DC 10 Strength (Athletics)
6	2d4 minutes	No special gear	No check needed



Treasure Golem

Also roll three times on the Mine Resistance table to determine what resistance the party meets at the mining site: first to determine the number of creatures, then to determine the type of creatures, and lastly to determine their disposition.

Mine Resistance

d6	Number	Creatures	Disposition
1	3d8 + 3	**Duergar** miners.	Attack on sight (reroll if modrons).
2	3d6 + 2	**Rust monsters**.	Attack if approached (reroll if modrons).
3	3d4 + 1	Modrons.	Defend their right to the mine.
4	2d8 + 2	**Gargoyles** (25%), **xorns** (25%), **galeb duhr** (25%), or **earth elementals** (25%). There is a 20% chance they are accompanied by 1d4 **dao**.	Cautious and open to parleying (reroll if duergar).
5	2d6 + 1	Humanoids from the Material Plane.	Cautious but willing to share any findings (reroll if rust monsters or rust dragons).
6	2d4	**Young rust dragons***. There is a 5% chance they are accompanied by Coirosis.	Friendly (reroll if duergar, rust monsters, or rust dragons).

When the resistance is dealt with and the treasure is found, roll twice on the Marsellin Treasure table; first to determine how many times to roll, and second to determine what table to roll on. The Magic Item tables and Treasure Hoard tables are found in chapter 7 of the *Dungeon Master's Guide*.

Marsellin Treasure

d6	Number of Treasures	Treasure Table
1	1	Magic Item Table G
2	1d4	Magic Item Table H
3	1d6	Magic Item Table I
4	2d4	Treasure Hoard: Challenge 5-10
5	2d6	Treasure Hoard: Challenge 11-16
6	2d8	Treasure Hoard: Challenge 17+

If both rolls are a 4 or higher, the treasure is alive! While the characters are searching through the treasure and have their guard down, roll initiative. The treasure suddenly begins to move as it is in truth a **treasure golem**. The valuables can't be retrieved until the golem has been dealt with.

Treasure Golems

A treasure golem has the statistics of an **iron golem** without the Sword and Poison Breath actions but it gains the abilities of whatever magic items is contained within it. Each time it takes acid damage the monetary value of the treasure is reduced by 25%.

Chapter 5: Tintibulus, the Third Layer

I was left breathless from the sudden transition. We were floating in the air, though it was colder and grayer than before, and there were hundreds or thousands of metal polyhedrons filling the sky around us. Some were miles across, but many were nowhere near that size. As they crashed and clanged together, the shapes shattered into smaller and smaller pieces. Adelina and Aerdlin were each about ten feet away, while Fearn and Fiddle were still chained and shackled to my wrist, floating nearby. They appeared to be unconscious from the strain of the ordeal.

"Where are we?" Aerdlin shouted over the percussive impacts.

"Tintibulus, third layer of Acheron," I shouted back.

"I thought you said you weren't sure where we would end up if you had to shift us again?" Aerdlin yelled.

"I wasn't," I yelled back. "And this isn't exactly where I would have picked if I had a choice."

"Watch out!" Adelina shouted. "Incoming!"

A ten-sided metal object roughly the size of a castle keep was barreling in our direction, shedding razor-like shards of steel from a recent impact as it came.

"Over there too!" Aerdlin yelled.

A cluster of cubes, each one house-sized, were headed our way, about to break themselves apart on the keep and crush us along with them.

"Ciera!" Adelina yelled. "Bring them here!"

"Got it," Ciera replied.

A moment later, an invisible hand yanked on Aerdlin's sleeve and sent him floating towards Adelina. Shortly after that I was similarly tugged, though Ciera had to pull extra hard in my case.

"You're going on a diet after this," she grumbled.

"It's the two extra gnomes," I replied dryly. "Thanks for that though."

Ciera exploded in laughter, though the sound was still stifled under the cacophony of crashing cubes all around.

"Someone has a plan, right?" Aerdlin shouted in a panic.

I turned to see a rod in Adelina's hands, perhaps sixteen inches long. It had a silver cap at each end, but the majority of the rod was encircled in row after row of buttons, each one white with a silver rune etched into its surface. She deftly turned the rod over in her hands, pushing a button here and there as she did so. After a few eternal seconds it looked like she was done. When she pushed a final button, a circle of runes flared into existence vertically behind her, searingly bright at first but then dimming to sparkles. Adelina smiled and I noticed her brow finally relax as Aerdlin and I plowed into her and knocked us all through the teleportation circle.

The Temple of Woe

Once my sight caught up with my sense of pain, which was pronounced with Aerdlin and two gnomes lying on top of my contorted torso, I managed a short and pained laugh (they were still on my chest after all). The sky above was populated by a few, unmoving polyhedrons, and the sound from before was reduced to a muffled hum. Beyond that though, far in the distance, I could still see the chaotic scramble of collisions where we had just been.

"We're in the Fields of Silence. You knew of a teleportation circle here?" I muttered, just loud enough so Adelina would hear. "That would have been helpful to know at the start."

I shouted an unintelligible noise as Aerdlin rolled off of me, then shuffled out of the way and onto my own feet.

"We weren't coming to this layer, so I didn't think it was necessary," Adelina replied coyly, somehow already on her feet and looking none the worse. "Besides, I promised to keep it a secret."

"Who did you promise?" Aerdlin asked, brushing down his trousers. "You know someone who lives here?"

Adelina nodded towards the stone gates that stood before us, exquisitely carved with sharp geometric lines and patterns, then hung on massive, yet simple metal hinges. The doors connected to a wall that had been shaped from the metal of the polyhedron we were standing on.

"You could say that," she said.

"We're on Lake Lacuna, aren't we?" I asked.

Adelina nodded again, then reached out and tapped her knuckles against the doors.

"Shall we?" she said.

I barely heard the knocking on the door myself, but within fifteen seconds the gates swung open. A dark-robed half-elf stood placidly in the entranceway.

"You are expected, my lady," he said, bowing his head to Adelina.

He turned and walked away and Adelina followed him inside. Ciera had dropped her invisibility and was once again perched on Adelina's shoulders, while Aerdlin followed hesitantly, clearly unsure what to make of this development.

"Who is going to help me carry the gnomes?" I shouted after them, to no reply.

I grumbled many unpleasant things under my breath over the next couple of minutes, you might imagine, as I cast my floating disk spell and loaded the gnomes on myself.

When I caught up to Adelina and Aerdlin, they were in a long, narrow meditation chamber. Wisps of incense filled the air, dim light filtered down from holes in the ceiling far above, and row after row of kneeling pillows led to the far end of the room where Adelina was talking informally with a white-bearded and austere male dwarf. Aerdlin, however, had barely moved beyond the doorway, and the monk who had guided them was nowhere to be seen.

"What is going on here?" I asked Aerdlin. The gnomes glided to a stop behind me and one of them let out a groan, the first sign that they were waking.

"Your guess is as good as mine. She told me to stay back while she talked to him," Aerdlin said with a shrug. "I wonder how she knows him though, this dwarf."

"Adelina always did make friends easily," I quipped.

"I've never heard of him," Ciera said, fluttering to my side.

"Are you jealous that she has a past you weren't a part of?" I said with a smirk, one which earned me a sharp kick in my ribs from the sprite.

"Everyone, come meet our host," Adelina called. She motioned for us to approach and stepped to the side. "This is Thyneadius Woe, head of this monastery and dwarf with a much underappreciated reputation."

"You flatter me...Ad..." he said, getting stuck on her name.

"Adelina," she corrected with a cat-like smile.

"Adelina," he said. "An interesting name. It suits you, I think, though I'm not sure I'll ever adjust to this appearance. It's a bit... bland."

"And you are eloquent as always, I see," Adelina scoffed.

The dwarf merely shrugged, then turned to the rest of us.

"Lost a key, have you?" he said.

"You got that right," Fearn groaned from behind me.

We all turned just in time to see her wriggle sideways and kick her brother off of the disk. Fiddle landed hard and woke with a yelp of pain.

"Let us out already, will you?" Fearn asked.

I gladly dismissed their chains and Aerdlin helped a disgruntled Fiddle up onto his feet.

"Why were we all tied up anyway?" Fearn asked, hopping down from the force disk. "Gods, my head is killing me."

"You turned into a weremole," I replied dryly.

"Ah, yeah ok," she said, at a slight loss for words.

"And where's Thokk?" Fiddle added after taking in his surroundings.

"He's fighting a god," Adelina said.

"He's what? Why does he always get to do stuff like that?" Fiddle said, folding his arms tight like a child. "It was supposed to be my turn."

Ahem. Master Woe cleared his throat loudly. "Lost a key, have you?"

"Yes, sorry Woe," Adelina said. "You were saying?"

"I was just about to tell you that I've sent out my most experienced spies and scouts to find word of your trinket," Woe said. "With any luck, in a couple of days or less we will..."

Woe's voice trailed off as a dark-robed monk, a female shadar-kai with elaborate tattoos visible on her neck and arms, stepped out from the shadows behind him and whispered in his ear. A moment later she returned to the shadows and was gone.

"Your luck has turned Wynnie," Woe said.

"Don't tell me you know something already. That's absurd," Adelina said. "You literally just sent them out."

"I agree," Woe said, his brow furled. "However, it turns out a peddler was passing by our gates just now, and he had seen an item exactly like your key yesterday in the hands of an arcane goods merchant in Lake Lacuna."

"This is beyond suspicious. You had better not be leading me astray," Adelina said to Woe. "You know how that turned out for you last time."

Woe feigned embarrassment. "I wouldn't dream of it. But no, no tricks. It is very concerning though, I'll readily admit."

Adelina stood in thought for a moment.

"Well then, Lake Lacuna bazaar it is," Adelina said.

"That's close, right?" Aerdlin said, suddenly standing at attention.

"Calm down, lad," Woe said. "Yes, it's close. A couple of miles from here, and I'll guide you there myself."

Lake Lacuna

Adelina and I looked at each other and a smile took root and spread across her face while we walked. We were trailing behind the others by a good fifteen feet.

"What?" I asked.

"Doesn't this remind you of something, Ully?" she said.

"You don't mean that Gith marketplace, do you?" I asked. "What a mistake that was."

"You were so nervous," she said, then made a terrified face which I assure you was nothing like my own reaction at the time.

"To be fair, everything did go wrong," I said. "You really should try locating tomes that aren't impossible to acquire."

"Where's the fun in that?" she said. "Besides, it turned out fine."

"I have a scar in a very private place that says otherwise," I said.

"Hey!" Fiddle exclaimed as I bumped into him. Our companions had seemingly come to a halt without my noticing.

"We are here," Woe announced.

We had meandered down between rows of crooked storefronts. The frosted glass windows of the one we found ourselves in front of now hid the merchandise from view, but the sign hanging above the door displayed an open book, a candle, and a crystal ball, all delicately inlaid in silver.

Aerdlin opened the door, which chimed a small bell, and we all filed in, trying to draw as little attention to ourselves as we could. This is, however, difficult when three humans, two gnomes, a dwarf, and a sprite find themselves crammed into a space the size of a broom closet, trying not to knock over and break delicate looking glass items. A female aasimar with gold flakes blown across her pale skin rightfully raised an eyebrow.

"Can I help you?" she said.

"Well, yes," Adelina said, squeezing her way through the group and to the front. "We were told you had a specific item that we would like to purchase."

"Lovely," the clerk said. "And what item would that be?"

"It's called a-" Fiddle started, but Adelina smacked his shoulder to keep him quiet.

"It's small enough to fit in your hand," Adelina said. "Very dark in color, and most likely looks something like-"

"This," Aerdlin said.

His voice had lost the cavalier touch and his eyes were hard as stone, turned downward to the artifact in his right hand. Blacker than night, made of a circle of delicate glass-like shards. A void where a star could be, elegant and cold, absorbing any and all light that touched it.

"Aerdlin," I said. "If you pass it to me, I'll conduct the necessary rituals, to ensure it is the real thing."

"Blood of your blood. Shadow of shade." Aerdlin began to speak slowly and methodically.

"Stop the chanting!" Adelina shouted.

But it was too late. A mass of shadowy tendrils erupted from the Shadow-star, blowing out the door and window and knocking us all into the street.

"What's that troll scab doing?" Fearn said, rolling to her feet among the splintered wood and broken glass, her dagger already in her hand.

The shadow tendrils wrapped around the door frame and, like tentacles on a great octopus, pulled Aerdlin out of the shop. His body was mostly covered in pulsating shadow energy now, only half

a leg, one arm, and half his exposed face betrayed his humanity.

"This has been the most delightful trip," Aerdlin said, each word dripping from his mouth. "I assure you, I'll never forget it. But, all things must end, and I really must be going."

"Aerdlin, hold on," Adelina said. "We can talk this through."

"No, we can't," he replied, cold as the star still gripped in his hand. "Farewell."

The Shadow-star flared darkness and a vortex of night was born between Aerdlin and us. It swirled and grew swiftly, sucking in and consuming the remnants of the store front, whipping our clothes wildly about.

"Aerdlin!" Adelina shouted one last time, but it was too late.

He stepped forward into the growing shadow storm and disappeared. However, the vortex didn't dissipate as I had assumed. It instead grew stronger and wider with each passing second, and soon pulled me off of my feet. I struggled to grip onto anything around me and saw the others were in the exact same predicament.

"Hold on!" I yelled, though I knew it was futile.

Fauna of Tintibulus

The fauna of Tintibulus tend to have features that resemble those found in aquatic creatures. The immense caedes are natives of Tintibulus, as are nether morays and taniwhas. The abundance of minerals caused numerous xorns to migrate here millennia ago, slowly adapting to the environment over generations, enough so that the aorns, as they are now called, can be called natives as well. The xong-yong also originate elsewhere and enjoy the layer for its neverending reverberations. The only natives who are vaguely humanoid, are the merchurions found at Lake Lacuna.

Tintibulus at a Glance

The third layer of Acheron is called Tintibulus, the Layer of Perfect Geometry. The layer is thus named because of the huge variety of perfect geometric bodies that it contains. Unlike Avalas and Thuldanin, Tintibulus contains metallic masses of a variety of shapes; the 6-sided cube is but one of many. Tintibulus' masses vary from four to twenty sides, and each is impeccably formed so that it is perfectly symmetrical. The geometric bodies are rarely larger than a mile across, and even these larger examples are soon sundered by collision. The polyhedrons are formed from the shattering of cubes on the upper layers of Acheron, though collisions on this layer are even more common. The purple-gray skies of Tintibulus are filled with a terrible, cacophonous humming; an amalgamation of clattering collisions and the rending of metal as the polyhedrons constantly strike each other. The colliding masses frequently shatter, filling the skies with thick dust. Strangely, the masses in this layer manifest their own magnetism, as well as gravity, causing their perfect forms to be coated in a permanent layer of metallic dust to a depth of several inches or, in extreme cases, several feet. This magnetism is partly responsible for the high frequency of collisions here.

Little can survive in this environment of constant clashing. Only beings who are naturally armored against the constant barrage can persist, or those agile enough to avoid the polyhedrons. The most commonly sighted entities present in Tintibulus are modrons, who are obsessed with the perfect geometry of the layer. From time to time, the modrons capture a geometric body in enormous nets, and carry it back to their home plane of Mechanus. Perhaps the modrons use these metals for construction on that plane, perhaps they are kept for their perceived beauty; the truth has not yet been discovered. The other notable creatures that inhabit this layer are the caedes; gigantic, eel-like aberrations that drift through the various layers of Acheron, consuming magnetic cubes and living creatures.

Optional Rule: Tintibulus Planar Effects

Ocanthus also has the following features:

Endless Reverberation. The entire plane is filled with constant, inescapable reverberations. As a result, Wisdom (Perception) checks that rely on hearing are made with disadvantage and it is impossible to discern yelling from more than 60 feet away as well as whispers from any distance.

Magnetic Fields. The cubes of Tintibulus are especially magnetic. Attacks made with nonmagical weapons or ammunition made of metal are made with disadvantage.

The Fields of Silence

As its name implies, the Fields of Silence are almost entirely devoid of sound. A magical effect in this area of Tintibulus silences the normal droning of the polyhedrons, and reduces all spoken words to a mere whisper, if they can be uttered at all. The magnetic currents of the layer are also reduced here, not to nothing, but enough to make collisions far less common. This means that the Fields of Silence are easily traversable by all variety of creatures, and acts as something of a safe haven for those seeking shelter on the layer.

This haven has not gone unnoticed by the denizens of Acheron, and those from other planes. Many small communities have formed within the Fields of Silence, carrying out their work in relative safety from the colliding polyhedrons.

Modron Mining Colony

The natives of Mechanus have dozens of mining colonies spread throughout the planes. One such enclave can be found in the Fields of Silence of Tintibulus. Here, several thousand **modrons** work tirelessly to extract precious minerals from the metallic polyhedrons that float throughout the layer. Their ceaseless work is evidenced by hollowed out polyhedrons, clusters of asteroid-like refuse, and discarded mining equipment. It is a bizarre sight to see the modrons at work upon a polyhedron, as the strikes of their picks make almost no noise at all against the metallic surfaces. However, the resource they are mining for remains a mystery; they haven't ceased mining for many years, and are showing no signs of stopping anytime soon.

If left alone, the modrons are no threat to anyone. They continue their mechanistic mining, seemingly unaware of passersby. However, if one jeopardizes the mining colony in any way, the modrons mass like an angry nest of ants to repel intruders. The larger modrons, **quadrones** and **pentadrones**, organize a defense designed to rout, rather than kill the offending creatures.

Lake Lacuna

Swirling softly on the edge of the Sea of Silence is a much larger dodecahedron, just over a mile across each face, which has been settled by a variety of planar travelers. These folk are arcanists and alchemists chiefly, and use this planar base to experiment with the magical arts away from the restrictions of society and material physics. Their

ability to manipulate the space of Tintibulus is perhaps unmatched among the non-native inhabitants of the plane, and each laboratory, workshop, and atelier is customized to its owner's specific requirements.

The town gets its name from the nearby lake, which stretches across nearly an entire side of the polyhedron. The lake is formed of liquid mercury, despite the low temperatures, and is populated by the mysterious **merchurions** (see chapter 16). These enigmatic creatures have an uneasy relationship with the mages and monks of the town, but the two communities seem to get along amicably enough to share the dodecahedron.

Squeezed between the workshops in the ramshackle streets of Lake Lacuna are numerous boutiques and parlors that sell rare potions, spell components, magic items, spectacularly deadly poisons, and spell books containing esoteric spells rarely used by those on the Material Plane (see chapters 13 and 15 for ideas). One of the most common wares for sale in Lake Lacuna are spell scrolls, whose manufacture is strictly controlled by the guilds. This secretive order of archmages ensures that only the most proficient spellcasters are able to produce and sell spell scrolls, and that guild representatives receive a cut from each sale.

The Guilds

There are five large Guilds that control the city of Lake Lacuna, and dozens of smaller guilds that maintain the social and economic structures of the city. Characters can join any of these guilds in order to further their own goals, though only the major guilds can provide any serious benefits.

Guild of Crossed Quills

The Guild of Crossed Quills controls the production of ink in Lake Lacuna, both magical and mundane. The mundane ink is generated using pigments from a variety of organic sources, including various insects and plants. The glasshouses of Lake Lacuna are perhaps the only place in Acheron where life grows semi-naturally. The magical ink is produced from the mercury lake after which the town is named, which is mixed with other reagents in the Inkwell.

Leader. Ragar Blueblood (LN non-binary half-orc **archmage**) is a looming, slender half-orc of advanced age, who is covered head to toe in magical tattoos, which augment their spellcasting ability. Ragar went on many quests in their younger years, and enjoys bringing new, adventurous blood into the Guild.

Motto. "*Ink flows through the wizard's veins.*"

Beliefs. The Guild of Crossed Quills' beliefs can be summarized as follows:

- Ink production should be regulated to ensure only the finest spells are committed to the archives.
- Creating fine inks can improve the quality of the magic itself, and more accurately portray the workings of the Weave.

Goals. Create new varieties of ink, source new buyers of magical ink across the planes, protect supplies of ink from saboteurs, maintain the inkwell.

Typical Quests. Travel to a far-flung plane in search of rare seeds from which pigments can be extracted, protect the inkwell from the invading bladelings of Ocanthus, act as an emissary for the guild in negotiations with yugoloth mages.

Base. The guild is based in the workshops that surround the Inkwell.

Guild of Harmonious Forks

The Guild of Harmonious Forks controls planar travel in Lake Lacuna. Its members strive to prevent creatures entering the city without permission, and resist invasions of spirit legions and other planar threats. The streets of Lake Lacuna are patrolled by these mages, who can quickly respond to teleportation spells and shut down any portals that might open up here. Many areas of the city are protected by wards that prevent planar travel, which are maintained by the guild.

Leader. Mahiradin (LN male **rakshasa** with a *staff of power*) is a squat, broad creature, whose humanoid-devouring tendencies are overlooked by other guild members. They are obsessed with security and safety, putting new recruits through a series of serious steps and checks before they are allowed to join.

Motto. "*Protection through Prevention.*"

Beliefs. The Guild of Harmonious Forks' beliefs can be summarized as follows:

- Preventing people accessing Lake Lacuna is the best way to defend it.
- By allowing only the most esteemed individuals into the city, we constantly better it.

Goals. Prevent planar invasion, control the use of teleportation, seal emerging portals, scrutinize those who wish to enter the city, and determine their suitability.

Typical Quests. Assist in closing a planar portal opening in the streets of Lake Lacuna, search for a hidden artifact that should help shield against planar travel, conduct reconnaissance on a mage who has asked to live in the city and report back to the guild.

Base. The guild are based at the barracks of the Rusted Gate.

Guild of the Molten Tongue

The Guild of the Molten Tongue, smallest of the major guilds, aims to establish communication and build relationships with the merchurions - the natural inhabitants of Lake Lacuna itself. Members of the guild try to protect the lake against the Guild of Crossed Quills, who drain portions of it for mercury, which is turned into magical ink.

Leader. Brerna Quicksilver (NG female dwarf **transmuter** with a *robe of the archmagi*) is a kindhearted younger woman who rails against injustice at every opportunity. She is driven and full of energy, never stopping to sit while conducting conversations. She despises Ragar of the Guild of Crossed Quills, and won't speak with members of that guild unless absolutely necessary.

Motto. "*We are not the first, not the last.*"

Beliefs. The Guild of the Molten Tongue's beliefs can be summarized as follows:

- Protect Lake Lacuna (the lake) from the machinations of other guilds.
- Establish lines of communication between Lake Lacuna (the city) and the merchurions.
- Use the combined knowledge of both peoples to better their lives.

Goals. Prevent the abuse of the natural mercury source, protect the natural environment of the lake and its surroundings, communicate with the merchurions, work with the merchurions to innovate and create for the benefit of all.

Typical Quests. Sabotage the inkwell without revealing your affiliation with the guild, warn the merchurions of an incoming attempt to drain the lake, visit the merchurions and work together to create new magic items.

Base. The guild has no formal base, but frequently meets on the shores of Lake Lacuna.

Guild of Unfurling

The Guild of Unfurling produce and control the use of magical parchment throughout the city. Tensions between the Guild of Unfurling and the Guild of Crossed Quills often bubbles over into violence, as the two wizardly factions try to undermine each other and gain the upper hand in the production and sale of spell scrolls. The parchment the guild produces is made from all variety of materials. Constant trial and error is a defining feature of the guild.

Leader. Vithka (N female **githzerai zerth** with a *ring of spell turning*) is cunning and clever. She has great business sense, and rarely passes up an opportunity to improve the wealth of the Guild of Unfurling. She delights in scientific and magical experimentation, always striving to produce new, potentially lucrative, parchments.

Motto. "*Upon these pages...*"

Beliefs. The Guild of Unfurling's beliefs can be summarized as follows:

- Without constant experimentation, we can never hope to improve.
- Controlling parchment is the best way to control the production of scrolls.

Goals. Experiment with new materials to produce new varieties of powerful parchment, control the production of spell scrolls, acquire new buyers for parchment and scrolls alike, attract innovative individuals to Lake Lacuna to join the guild.

Typical Quests. Undertake a journey to another plane in search of a special tree for use in scroll production, convince the Guild of the Molten Tongue to interfere with ink production, find a way of growing certain useful plants in Acheron.

Base. The guild is based in the libraries that surround the Encyclopedia of the Planes.

Order of Woe

The Order of Woe are a monastic order formed of three separate traditions, who work together...

Leader. **Thynaedius Woe** (see chapter 19) is the cunning yet stoic leader of the Temple of Woe. He founded the monastery after making numerous deals with Levistus, and traveling to the plane to experiment with metallic manipulation.

Motto. "*Become one with the plane.*"

Beliefs. The beliefs of the Order of Woe can be summarized as follows:

- Mastery over death is the final goal.
- Attuning yourself to the nature of your plane allows us to achieve mastery over death.

Goals. Achieve mastery over death by becoming one with the plane of Acheron, manipulate the metals of the plane as if they were ones own body, engage in pitched battles designed to reveal ones true self, challenge yourself constantly physically and mentally.

Typical Quests. Engage in duels of cunning with devils, defend Lake Lacuna from encroaching bladelings, demons, or other invaders, drain some of the lake for experimentation.

Base. The guild are based in the Temple of Woe, the monastery constructed by Thynaedius Woe.

The Inkwell

Next to the lake is an enormous well, perhaps ten feet across, in which the Order of the Crossed Quills mix and create their magical inks using the liquid mercury of the lake. The well itself is made of white marble, with a silver filigree that dances across its surface. Many glyphs and sigils have been cast upon the well to repel those who aren't members of the Guild of Crossed Quills.

Encyclopedia of the Planes

The most notable feature of Lake Lacuna is the Encyclopedia of the Planes - a towering book several hundred feet across. The binding and cover of this immense tome is made of the same metallic, ossified material as the polyhedrons that fill Tintibulus. The pages are of thick vellum, enchanted with abjuration magic to make them extraordinarily durable, and with transmutation magic to make them far lighter than their size might suggest. This colossal book rests upon an enormous stand constructed of iron girders as thick as a humanoid torso, and ornamented with gilding and inlaid gemstones. The book itself contains an unrivaled amounts of lore on the various planes of existence and their inhabitants. Suck knowledge can't be found anywhere else in the multiverse. Because of this, only the most accomplished scholars are permitted to read from the tome, and it is fiercely protected by the inhabitants of Lake Lacuna.

The Lonely Cube

This cube, about the size of a small fortress, stands about half a mile away from Lake Lacuna, fastened to the ground by eight enormous chains, looking as if it simply landed or was built there. In truth, it likely was transported here by mages long ago. Regardless, the cube has long since been hollowed out and now acts as the most hospitable inn in all of Tintibulus.

The inn has fifty rooms, each with one "bed" (which is in truth a slab) and no windows. Food and drink are available in the grand taproom. The establishment is run by a strange trio of creatures: an ill-tempered faerie dragon, a faltering flumph, and a stern looking cambion.

Dewdrop Glittermist. Dewdrop is a bitter and irascible little creature (LN male violet **faerie dragon**). Now hundreds of years old, he can speak Common and Dwarvish fluently, but can curse in any language. He speaks with a deep, bellowing voice and handles the business side of things. He loves staring at platinum and doesn't care for anything less valuable than gold.

Elmer the Tender Bartender. Tending the bar of the Lonely Cube is a semi-sentient, floating, tentacled ball, white in color, called Elmer (unaligned **flumph**). Elmer has no emotions or motivations and does everything he is told, as is evident by his white color - very rare for flumphs, who usually portray their emotions by changing their colors along a wide spectrum. He once drained psychic energies off of Deep Duerra which shattered his mind to the point of losing all sense of self. The fact that Dewdrop has been giving Elmer rats to drain psychic energies off of hasn't helped the matter much in recent years. A *greater restoration* or *heal* spell can restore Elmer's mind, causing him to be exceedingly thankful but drawing the ire of Dewdrop who will have lost his bartender. If his mind is restored, Elmer knows how to navigate the Gray Cube and how to reach the Invisible Hall, where Deep Duerra resides.

Nymeth, Fist of Asmodeus. Nymeth (LE female **cambion** with a *mace of terror*) usually leans against one of the taproom's walls, keeping a stern eye on patrons. She is Dewdrop's muscle, having been by his side for many years, a job which has become very easy for her since her title as the "Fist of Asmodeus" became known to the populace of Lake Lacuna. It is said that she is the spear-tip of Asmodeus' fiendish forces, keeping order in Tintibulus until the Lord of the Ninth is ready to invade Acheron. As such, not many



dare mess with her. On the few occasions where a fight has broken out in the inn, she has used her mace of terror to scare wrongdoers into obedience. In truth, Nymeth has no connection to Asmodeus - at least none she is aware of. The story was cooked up by Dewdrop when he eventually grew tired of the violence that inevitably occurs in Acheron's establishments. Meanwhile, as is usually the case, Asmodeus is perfectly aware of how his name is misused. Luckily for Dewdrop and Nymeth, he has been content to just let things play out - at least for now.

The Rusted Gate

Covered with flaking scales of orange rust, this sizable iron gateway is a permanent portal to an uninhabited cube in Thuldanin. The portal is strictly guarded on this side by the Guild of Harmonious Forks, who make certain that only approved individuals can use the portal, and that only they can cross back through. Most of these approved folk are monks of the Order of Woe, who use the portal to access a more fitting environment for training. Gaining access to this portal requires rigorous examination on behalf of the Guild of Harmonious Forks, and often a serious mastery of planar magic.

Occasionally, creatures from Thuldanin threaten the peaceful town of Lake Lacuna by pouring through the portal in a semi-organized horde. Previously, these hordes have been repelled by the magically-skilled populous of Lake Lacuna, but the destructive aftermath of these battles are evident throughout the town in the form of burnt-out laboratories, sundered bridges, and breached walls.

Temple of Woe

This three-winged temple was built by the master monk Thyneadius Woe and his acolytes. With the temple as its foundation, Thyneadius founded the Order of Woe, which consists of three distinct monastic orders: the Way of the Long Death, the Way of Ferrous Esotericism, and the Way of the Long Blade. Few are accepted into this esteemed temple, as a series of exceptionally harsh tests must be passed to prove one's worth. The first of these tasks is reaching the temple, which is no mean feat considering its location in this dangerous layer of Acheron.

Those who follow the Way of the Long Blade are the warriors, defending the temple and acting as guards. Those who follow the Way of Ferrous Esotericism are the mystics, manipulating metals as they see fit. Lastly, those who follow the Way of the Long Death are the scholars.

The Gray Sea

Most of Tintibulus is scoured by a freezing wind that makes the layer almost uninhabitable. The chill is so penetrating that it can cause frostbite within minutes, and death in a matter of hours. There are, however, some places on the layer where the winds are repelled, perhaps by the polyhedrons themselves, or by other forces. The largest of these areas is the Gray Sea; a miles-wide area of space devoid of any breeze, and hence ever-so-slightly warmer. Dodecahedra and icosahedra sometimes get caught in this 'dead space' when their magnetism draws them in, or when blown into it. Strangely, once the geometric bodies enter the Gray Sea, they lose their magnetism, floating softly throughout the space for centuries, or even millennia, before they are knocked out once more.

Stories abound about the Gray Sea, and the level of danger it presents. Many claim that a humanoid caught in the space too long will go insane, or even drop dead. Other rumors speculate that the place saps the energy out of anything that enters, hence the loss of magnetism of the polyhedrons, and perhaps the necrotizing effect on humanoids. Travellers rarely visit the hazardous Tintibulus anyway, but the Gray Sea especially is avoided.

Random Encounters

At the end of every 6 hours spent here, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Gray Sea Encounter
1-16	No encounter.
17	1d4 **xong-yongs*** approach the characters, wanting to inspect the strange life forms. They leave after 1 minute if the characters remain passive.
18-19	The characters discover a nest of 1d4+1 unhatched taniwha eggs. There's a 30% chance a **taniwha*** is nearby, keeping an eye on the eggs.
20	A random character is gripped by a sensation of dread and isolation, feeling cut off from civilization and loved ones. The character must make a DC 20 Charisma saving throw. On a failed save, the character gains the following flaw: 'Existence is hollow and meaningless.'

Titan's Isle

Deep in the heart of the "dead space" of the Gray Sea is a great floating hunk of volcanic stone known as Titan's Isle. The hunk of stone gets its name from its unique shape; it resembles an open palm, with fingers outstretched. The "island" stands out from the other polyhedra because of this asymmetrical form.

What most don't know is that Titan's Isle is not a natural structure. It has been carved by the mysterious **taniwhas** (see chapter 16) - serpentine aberrations who secret themselves away in the Gray Sea, and spread rumors of its inhospitality. These xenophobic creatures are highly reserved, but are by no means malicious. They have an obsession with magic, as they can consume the power expended by spellcasters, and gain sustenance from it. Their home is carved to resemble the hand of a spellcaster mid-cast, and is riddled with tunnels and halls in which the society lives and works.

The strange environmental effects of the Gray Sea; the lack of winds and magnetism, are caused by the taniwhas, who have created magical artifacts to manipulate the natural workings of the layer to their advantage. Although it's not true that the Gray Sea kills those who wander into its space, there might be some merit to the affliction of insanity, as taniwhas are capable of spreading illusions throughout the area to mask their existence. These illusions turn the tranquil landscape into a swirling labyrinth of twisting rocks, which could easily strain a creature's psyche.

The Sea of Ancients

This region of Tintibulus is marked by swirling currents that form a vortex of geometric bodies. This vast whirlpool of angular obstacles presents a serious challenge to those trying to cross the layer, as circumnavigating it could take months. Around the edges of the Sea of Ancients, the currents are weak enough to pull in the icosahedra without

dragging along those who put up some resistance. However, the currents are extremely strong toward the middle of the "sea," capable of pulling apart any polyhedron that has even the slightest crack. Eventually, at the dead center, there is a space of total calm, unaffected by the whirling currents, and shielded from the rest of the layer by the vortex of obstacles. How large this eye of the storm came to be is a matter of speculation. Few have dared to delve so deep into the Sea of Ancients, and not just because of the chaotic, spiraling cubes.

The Sea of Ancients is the main breeding ground for the enormous **caedes** (see chapter 16). These gigantic aberrations are a terrifying mix of eel and whale, with an appetite unrivaled by most extraplanar entities. The caedes travel through the layers of Acheron with ease, sweeping aside or devouring any polyhedrons in their path. Entire spirit legions of Avalas can be annihilated in a single gulp by its monstrous, unavoidable maw. Eventually though, the caedes all return to Tintibulus.

Allegedly, the center of the vortex is home to a caedes of titanic proportions, known as the Mother of Caedes. This being is deified by some inhabitants of the plane, who worship the creature as a god, and even draw power from it; perhaps proof that it does indeed exist. These strange cults can be found clinging to the polyhedrons on the edges of the Sea of Ancients, living primordial lives based solely on survival and venerating the enormous caedes.

The Staccato Sea

Audible long before it can be spotted, this "sea" of Tintibulus is filled with a mass of hollow, metallic polyhedrons, the largest of which is no bigger than a human fist. These stones collide constantly, creating a discordant melody which rings out for miles, echoing off the icosahedrons surrounding the tumultuous field. Although the stones move too slowly to cause any physical harm to most creatures, their incessant clattering is definitely loud enough to deafen those who don't take measures to protect their ears.

After enough minor collisions, the stones eventually collapse in on themselves. The immense pressure caused by the implosion of the stones creates a sonorous, ringing tone which cuts through all others, overwhelming nearby creatures. The result of these implosions are amazing diamonds, which have the appearance of already being cut. These impeccable gemstones are extremely valuable, and fiercely sought-after by treasure hunters who travel to Acheron with dreams of vast fortunes. However, collecting them is not as easy as it might first appear. The Staccato Sea is home to strange, jellyfish-like elemental beings whose glow illuminates the ocean of stones. These **aorns** (see chapter 16) devour the diamonds created by the implosions, and are thus sought-after by treasure hunters, who know that they can extract the diamonds from their corpses. The creatures are easy to underestimate though, testified by the petrified bodies that float through the Staccato Sea.

Dear Reader,

I haven't met this Lysander myself, but I have heard rumors. Be careful.

E.A.

The Hopping Tower

Floating just within the Staccato Sea, and surrounded by the chiming stones, is the Hopping Tower. This floating tower occasionally teleports throughout Tintibulus, earning it its name. It is inhabited by Lysander, and his mercenary **yugoloth** guards. Lysander is an aged wizard (LN human **archmage**) who wears layer upon layer of thick woolen robes to fend off the cold. His bald head is covered with tattoos of magical glyphs and sigils, which he claims prevents the mages of Lake Lacuna from reading his thoughts or scrying on him.

Lysander was once a high-ranking member of the Guild of Crossed Quills of Lake Lacuna, but was expelled from the guild and the city after, he claims, philosophical disputes. If pressed for information, Lysander reveals that he discovered a way of creating ink from substances other than the mercury of Lake Lacuna itself, and that the guild were terrified they would lose their hold over the magical ink production. Lysander will admit that he stole his tower from the Guild of Harmonious Forks, who control planar travel in Lake Lacuna, but only because without it he could not escape the city, and would have been killed otherwise.

Lysander now schemes to bring about the destruction of the guilds of Lake Lacuna, and to assume control over the city for himself, with his yugoloth mercenaries as a council of advisors. He believes the guilds are stifling the progress of magical research in the interest of profits.

What Lysander hides from the characters is that his yugoloths kidnap fledgling mages and drains them of their blood. This blood can then be used to make magical ink, which Lysander sells at a competitive rate. Spells written into a spellbook using mageblood ink costs only half the usual price in gp.



Wizard attempting to scry on Lysander

Chapter 6: Ocanthus, the Fourth Layer

After a few more terrifying seconds of struggle, we were all engulfed. I felt myself swirling through the folds of space and knew at once, somewhat to my relief, that this was transportation magic. The storm spit us out without ceremony and we landed together in a rather uncomfortable clump on a grimy wooden surface. By miraculous happenstance, the swirling torrent of energy that transported us must have broken off the countless shards of ice that were otherwise sticking out of the wood all around. Had that not been the case, our landing would have been much more uncomfortable than it already was.

I felt a razor-like shard cut across my face and instinctively threw up a sphere of protective magic around us. The clattering sound of countless more blades deflecting off of my shield, plus the red hue of the wood we were standing on, told me all I needed to know. We were on Hriste, the great wooden sphere that protected the bladeling city of Zoronor. Unfortunately for us, neither Ocanthus (the fourth layer of Acheron where Hriste resided) nor the bladelings themselves were very welcoming to visitors.

"How was he attuned already?" Adelina said, pacing around inside my bubble. "How? How could he call on it like that?"

"I don't know," I said quietly. "I, I don't know."

"Aaagh!" Adelina shouted and pounded her fists against my shield.

"Oh," I said, a sudden thought coming together in my mind. "Hm, well maybe."

Bladelings had emerged from the shell of Hriste and were advancing towards us cautiously now.

"This isn't the time for riddle-speak, Ully," Adelina said tersely. "Spit it out."

"Right," I said. "Well, I knew there was something to his name from the start."

"And?" Adelina demanded.

"Aerdlin Oc' LLain," I said. "It's an anagram, and not even a clever one."

The others all stared at me expectantly.

"An anagram, where the letters are switched around. Llain is Niall, his real name," I said, waiting for them all to catch up with my reasoning. "They weren't even rearranged very well. All he did was put them into reverse order."

"Ully..." Adelina prodded me to continue.

"Yes. And Aerdlin Oc...that's Caldorien." I said.

"Naill Caldorien?" Adelina shouted. "Caldorien!?"

Her anger had blossomed into rage at this point, and I knew better than to stand in her way.

"Who's that?" Fearn asked, also staying well clear of Adelina.

"Caledan Caldorien was the previous owner of the Shadow-star," I explained. "And the last Shadowking."

"Aerdlin was the Shadowking?" Fiddle asked, perplexed.

"No, Aerdlin was his son, or grandson, most likely," I said. "He must have been able to connect with it so easily because of the blood he shares with the old Shadowking."

Woe, who had been silent this whole time, finally spoke.

"What would you like to do, Wynnie?" he said.

Adelina turned to him, her eyes full of pain and betrayal. "We go home."

And so we did. We returned to Baldur's Gate and quietly parted ways. I checked on Adelina a couple of times after that, but she was rarely available, always busy delving for lore for one patron or another. The emotional toll from our expedition would catch up with her eventually, but it was clear she wasn't ready to deal with it just yet. When she needed me next, I'm sure she would find me.

Ocanthus at a Glance

A hellscape of whirling razors, the final layer of Acheron is an unfaltering death-machine of a plane. Flying throughout Ocanthus are millions of cube fragments, so thin as to be almost two-dimensional, and sharp as a blade. These metallic shards flitter around in ordered patterns, kept in strict alignment by their magnetism, creating whirlwinds of unfathomably sharp slivers. To become caught in one of these storms is death; it could eviscerate even a mighty caedes in seconds.

Ocanthus is bordered by black ice on all sides, into which the blades inevitably become frozen when their magnetism finally fails. These sheets of ice are midnight black and as cold as the depths of Stygia.

There is only one city of any note in Ocanthus, though it's an especially significant one: Zoronor, home of and refuge for the bladelings.

Optional Rule: Ocanthus Planar Effects

Ocanthus also has the following features:

Extreme Cold. A creature exposed to the cold of Ocanthus must succeed on a DC 15 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Reduced Sight. Frozen dust and black snow fills the very air, reducing sight to 100 feet.

Random Encounters

At the end of every 6 hours spent here, roll a d20 and consult the table below to determine if a random encounter occurs.

d20	Ocanthus Encounter
1-14	No encounter.
15-16	Make a Dexterity (Stealth) check for a **stormghost*** which begins to stalk the characters from 120 feet away. It bides its time, waiting for the most opportune moment to strike.
17	1d6 + 2 **bladeling warriors*** approach the party, lead by a **bladeling commander***. They are either lawful evil (50%) or lawful neutral (50%).
18-19	1d4 **Forgotten*** surprise the characters as they appear from the Death of Memory and attack.
20	A shard-storm suddenly bursts past the characters. Each character must then make a DC 25 Dexterity saving throw. On a failed save, a character takes 66 (12d10) magical piercing damage plus 66 (12d10) psychic damage for each 5-foot square it occupies as it is riddled by shards of black ice. On a successful save, a character takes half as much damage.

The Death of Memory

The River Styx makes its way through the aether to Ocanthus from the city of Mesk in Avalas. The temperatures here are so low that the waters of the river are completely frozen, which forms a terrifying barrier around all of Ocanthus. This barrier is called the Death of Memory, aptly named because it preserves the Styx's memory-leeching effect. Creatures that touch the midnight-black ice instantly forget their previous lives, becoming shells of their former selves. In the depths of despair, survivors of traumatic wars sometimes flee to Ocanthus to forget their scarring memories, but often meet a grislier fate thanks to the exenterating storms. One peculiar feature of the ice is the occasional illusory scenes that play out upon its surface. These scenes are rarely clear, but instead give the slightest inclination of what they depict. The prevailing theory is that these scenes are memories stolen by the Styx.

A not uncommon sight in the Death of Memory is a small mining colony of modrons. Being constructs, they are immune to the memory-stealing effects of the Stygian ice. What exactly these modrons are mining here is unknown. Perhaps the ice itself, or something beneath or beyond it.

Dark Hunters. The vicious **stormghosts** (see chapter 16) make Ocanthus their hunting grounds, gaining as much sustenance from the fear of their prey as they do from the following feast. They are spider-legged monstrosities that stalk Ocanthus in search of lost creatures to prey upon and bladelings are their favorite quisine.

On rare occasions, other creatures stalking the black ice. These tiny specters are invisible but resemble half-formed humanoids of warped red matter when seen with a *see invisibility* spell. Known only as the **Forgotten** (see chapter 16), sages speculate that the beings are birthed from memories lost to the Stygian ice, and that their sole goal is to be remembered. However, due to their origin in the Styx, they are corrupted with a force that causes them, in turn, to devour the memories of others.

A Layer of Finality. Often, sickled, black disks of the Stygian ice crack away from the surface of the barrier into the space of the layer. As in all layers, these disks drift about through the void and occasionally crash into one another, though here they shatter immediately on impact into the layer's signature shards, or "dark birds" as they're commonly known, a calque from the bladeling tongue. Eventually, these shards of ice shatter into dust which, rather than floating free, settles down upon the endless, midnight-black sheet of Stygian ice at what seems to be the lowest portion of the layer, incrementally adding to its thickness. What the sheet rests upon, if anything, is unknown, as is its depth. However, it's believed by many that all memories taken by the Styx eventually settle here over time, and can still be found somewhere within the river's finality on the plane.

For obvious reasons, few bother to visit this layer, and as such little is known of its details. All visitors tend to keep to the sheet-ice (wearing heavy boots and gloves so they don't touch the ice) as the disks themselves are too fragile to support much weight, and in the air one risks being impaled by the shards. Zoronor is located upon the sheet. Further, in distant sections of the ice, one can find the occasional well-warded modron mining colony. Here, at least, their existence is somewhat more sensible than in Tintibulus, but it's still a commonly-debated question just what memories modrons might be looking to uncover.

Hriste

Floating not far from the Death of Memory is a colossal sphere constructed of blood-red wood. This enormous globe traces a path through the layer, through the devastating storms of ice-shards and polyhedron-splinters, and never touching the ground. The sphere's surface is scarred with gashes and scrapes from collisions with chunks of breakaway ice, and is coated with a layer of rime and lodged ice shards that nearly obscures the wood beneath. Several spire-like spikes jut out from Hriste, either to defend it against intruders or to ensure it never touches the Death of Memory. Within this peculiar creation is the city of Zoronor. The bladelings of the city worship the wooden sphere they live, which they call Hriste, the Blood Forest.

Zoronor, City of Shadows

Zoronor is the bladeling city situated within the great wooden sphere of Hriste. The only method of entrance into or out of Zoronor is teleportation, and the xenophobic bladelings have sealed themselves within Hriste for good. The sphere protects them not only from the shard-storms, but also from the machinations of foreign agents, and the spirit legions of the upper layers of Acheron. Because of their isolationist outlook, little is known about the bladelings or their city. What little knowledge exists of the bladelings comes from dubious second-hand accounts and speculation. Supposedly, the bladelings worship the wooden sphere, Hriste, as a deity. As the shards of metal and ice smash into the wood, it absorbs them and amalgamates them, eventually producing a new bladeling and secreting them into Zoronor. This is reflected in the metallic nature of the bladeling skin, and their ice-like purple eyes. Many who have attempted to infiltrate Zoronor have either failed in their teleportation, winding up frozen or lacerated outside Hriste, or are captured and killed by the bigoted inhabitants of the city.

On the rare occasion that one sees a bladeling outside the city of Zoronor, they are typically engaged in warfare against the other inhabitants of Acheron or putting on a cordial veneer to trade goods. For whatever reason, bladelings have a natural enmity with stormghosts . The two creatures can be seen fighting with fast-paced and lethal skirmishes upon the surface of Hriste.



Hriste containing Zoronor

Part 2: Deities and Other Powers

Chapter 7: Bane, God of Tyranny

Bane inspires the strong to exercise dominion over the weak, to overthrow rulers who have had their day, and carve kingdoms from the wilderness. So mighty is Bane's will that other evil deities flock to him like metallic dust to a lodestone. Bhaal and Myrkul, Bane's two closest allies, follow him wherever he leads them, and other sinister deities like Loviatar and Talona also respect him. The Black Hand's eyes are almost as dark as his heart, his skin is gray and leathery, his ears are large and pointed, and he has two tiny horns protruding from his skull.

Immortal Nature. Bane doesn't require air, food, drink, or sleep.

Bane's Followers

Though many dark deeds have been committed in his name, not all of those who follow Bane are interested in bloodshed for its own sake. Many creatures worship Bane for his boons of courage and strength. Depending on the interpretation of his dogma, a Banite might enforce slavery or liberate slaves, forge new kingdoms or usurp old ones, slaughter raiders or become one.

Holy Symbol. Bane's holy symbol is an upright black hand, thumb and fingers together

Banelar Nagas

Being nigh unkillable makes nagas extremely useful allies. This, combined with their cruelty and urge to dominate, makes **banelar nagas** a natural fit as followers of Bane (see chapter 16 for more information).

Bane as a Quasi-Divine Mortal

After the Sundering, the gods no longer manifest physically on the Material Plane. Bane, however, along with his compatriots Bhaal and Myrkul, remains on the Material Plane as a quasi-divine mortal. This allows him direct influence, but also puts him in a vulnerable position. Surely, the Dead Three, who are known for their plotting and scheming, have a sinister plan in the works.

Many claim that Bane's presence is felt in Baldur's Gate, where his followers have wrought havoc for decades. The god's intentions for the city are unknown, but those who believe in his presence are suitably afraid.

In Acheron, Bane's fortress is still populated by spirit legions of Banites who served him in life, and continue to in death. These elite warriors defend Bane's lair and cube against those who would dare to attack while the god is 'missing,' upholding his dogma wherever possible, and conquering new cubes when the opportunity arises.

Bane in Your Game. If you want to include Bane as a quasi-divine mortal, a stat block for that purpose is provided in this chapter. You will also find a stat block for Bane as a lesser deity, if you want to have him reascend as a fully fledged god. Finally, Bane is also represented as a greater deity, usable for when he gains additional power as a lesser deity, or if you simply want to use him as such.

The rest of this chapter assumes that Bane has returned to Chernoggar in Acheron as a greater deity.

Ruinators

The **ruinators** (see chapter 16) are perhaps the finest fighting force anywhere in the multiverse. They are ancient black gauntlets or dreadmasters who have experienced thousands of battles in the afterlife and subjugated innumerable people. They are a force of pure hatred and strife, eternally bound to the will of Bane.

The Clergy

Bane's clergy is more akin to a military than a priesthood. Each member is a martial expert while some are also skilled clerics or mages.

Fist of Bane. While anyone can become an initiate, a fist of Bane is a soldier through and through, utterly devout and extensively drilled in military tactics.

Iron Consul. Only the most skilled and zealous fists rise to become iron consuls and command the fists in battle.

Black Gauntlets of Bane. The black gauntlets are immensely powerful individuals, capable of bringing even the most strong-willed individuals in line. They are the generals who command the iron consuls.

Dreadmasters. These are the most fanatical of Bane's clergy, having been bestowed with the Black Lord's blessing and acting as his voice. If the fearful eyes of their lessers weren't enough to identify these cruel tyrants for what they are, the monstrosities at their side surely will.

Statistics. Stat blocks for fists, iron consuls, and black gauntlets of Bane can be found in appendix A. Dreadmasters are further detailed in chapter 16.

Roleplaying Bane

Bane is a schemer when it suits him but he doesn't shy away from using brute force. He is cruel, cunning, and extremely patient. The Black Lord has a cold, stoic demeanor, and his voice rumbles with a deep thunder. He seeks to rule everything and everyone, believing himself to be the epitome of all of existence. He is devilishly charismatic, and nothing brings him more joy than leading others astray, blackening their hearts with twisted guile and promises of greatness. Subjugating others and reducing them to groveling and despairing shadows of what they once were is sure to bring a sinister smile to the Black Lord's face.

Fighting Bane

Being able to sense hatred and strife, coupled with the ability to read the aspirations of others, Bane is always alert and exceedingly difficult to catch by surprise. Thus, even a conflict he hasn't instigated is partaken in or avoided by choice. If he must fight, Bane is unlikely to be alone unless he is absolutely certain that he has the upper hand. He fights mercilessly, but is more interested in subjugating his enemies than outright killing them.

Bane's Traits

Ideal. "If you can take something, it is yours by right. I will take everything."
Bond. "The strong must rule while the weak must suffer."
Flaw. "I savor the moments for too long when others grovel before me."

Bane's Lair

Bane's lair is Banehold, a towering edifice of adamantine, obsidian, ebony, and jet, making the bastion's black walls and massive gate impenetrable.

Bane has a challenge rating of 45 (565,000 XP) if he is encountered in his lair as a greater deity, or a challenge rating of 42 (460,000 XP) if he is encountered in his lair as a lesser deity.

The Skull Throne. At the top of Banehold's central tower is Bane's throne room where the Skull Throne stands. If a creature other than a god of tyranny sits on the Skull Throne, the creature must make a DC 20 Charisma saving throw at the start of each of its turns. On a failed save, the creature is dominated by Bane for 1 minute, as if under the effects of a *dominate monster* spell. On a successful save, the creature takes 13 (2d12) psychic damage.

Lair Actions

On initiative count 20 (losing initiative ties), Bane can take a lair action to cause one of the following effects:

Impalement. Bane causes 1d4 massive, adamantine spikes, each 20 feet tall and 3 inches in diameter, to burst from the ground at separate points he can see in the lair. Any creature in the space where a spike emerges must make a Dexterity saving throw (DC 28 if Bane is a greater deity, DC 27 if Bane is a lesser deity). On a failed save, the creature takes 45 (10d8) piercing damage and is restrained and lifted 20 feet into the air by being impaled on the spike. A creature can use an action to remove itself (or a creature it can reach) from the spike, causing it to fall 20 feet to the ground and ending the restrained condition.

Ruination. Bane conjures forth a **ruinator** (see chapter 16) which acts on its own initiative. It appears in an empty space of Bane's choice within 120 feet of the Skull Throne.



Bane as a Greater Deity

Bane

Medium humanoid (human, greater deity), lawful evil

Armor Class 25 (natural armor)
Hit Points 1,295 (70d20 + 560)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	26 (+8)	26 (+8)	28 (+9)	28 (+9)

Saving Throws Con +19, Int +19, Wis +20, Cha +20
Skills Arcana +19, Deception +20, Insight +20, Intimidation +31, Perception +20
Damage Resistances force
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 30
Languages all, plane-wide telepathy
Challenge 42 (460,000 XP)

Aura of Conquest. If a creature is frightened of Bane, its speed is reduced to 0 while within 60 feet of Bane, and that creature takes 26 (4d12) psychic damage if it starts its turn there.

Aura of Terror. When a hostile creature within 60 feet of Bane makes an attack roll or a saving throw, it has disadvantage on the roll. Creatures that are immune to the frightened condition are immune to this trait.

Discorporation. When Bane drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to the Black Bastion within Avalas, the first layer Acheron, and he is unable to take physical form for a time.

Epitome. Any advantage Bane has can't be negated by disadvantage.

Greater Deity. Bane can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Bane is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Inscrutable. Bane is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Bane's intentions or sincerity have disadvantage.

Legendary Resistance (5/Day). If Bane fails a saving throw, he can choose to succeed instead.

Spellcasting. Bane is a 30th-level spellcaster. He has all spells prepared, except ones that restore hit points. His spellcasting ability is Wisdom (spell save DC 28, +20 to hit with spell attacks). Bane can cast spells without needing to provide material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (1 slot).

Special Equipment. On his right hand, Bane wears the Black Gauntlet, a magical +4 gauntlet that hits with the force of a falling star. Whenever Bane successfully attacks with the Black Gauntlet, the resulting shockwave dispels all magical effects of Bane's choosing of 9th level or lower within 10 feet of him. He cannot be disarmed of this weapon.

Unstoppable Force. Bane can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiaction. Bane casts a spell or uses his Grasp of Imminent Death. He then makes one attack with his gauntlet.

Black Gauntlet. *Melee Weapon Attack:* +23 to hit, reach 5 ft., one target. *Hit:* 67 (10d10 + 12) bludgeoning damage plus 33 (6d10) psychic damage, and the target is pushed back up to 30 feet. The target must also succeed on a DC 28 Wisdom saving throw or be dominated by Bane until the end of its next turn. While dominated, the target is under the effect of a *dominate monster* spell. If the target is frightened of Bane, the target dies instead of being dominated on a failed save.

Grasp of Imminent Death. Bane targets a creature he can see within 120 feet of him. The target must succeed on a DC 28 Dexterity saving throw or be gripped by a translucent mass of shadowy tendrils that magically pull the target to the nearest empty space within 5 feet of Bane. The target is then grappled by Bane's left hand (escape DC 20). While grappled, the target is restrained, and Bane can't use his Grasp of Imminent Death on another target.

Change Shape. Bane magically polymorphs into a humanoid, beast, or fiend that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bane's choice).

In a new form, Bane retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Bane magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Lord of Tyranny. When a creature fails a saving throw within 120 feet of Bane, Bane can move up to half his speed and make a single attack with his Black Gauntlet.

Legendary Actions

Bane can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bane regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Bane makes an attack with the Black Gauntlet.

Cast a Spell (Costs 2 Actions). Bane casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Bane casts a spell he can cast at will.

Change Shape or Size. Bane uses his Change Shape or Change Size action.

Dark Promise (Costs 2 Actions). Bane magically targets a creature he can see that has a CR or level lower than his own. The target must succeed on a DC 28 Wisdom saving throw or have a dark promise placed on it. The dark promise forces the target to carry out some service or refrain from some action or course of activity as Bane decides. The creature's hit point maximum is reduced by 9 (2d8) each time it acts in a manner directly counter to Bane's instructions. Bane can issue any command he chooses, short of an activity that would result in certain death. The Dark Promise lasts until removed by Bane himself (no action required) or with a *wish* spell cast with a 10th-level spell slot or higher.

Frightening Presence (Costs 3 Actions). Each creature of Bane's choice within 120 feet of him and aware of him must succeed on a DC 28 Wisdom saving throw or become frightened until the end of its next turn.

Mystic Lash (Costs 2 Actions). Bane targets a creature he can see within 120 feet of him with a floating whip of ghostly, red force. The target must make a DC 28 Dexterity saving throw. On a failed save, the target takes 27 (6d8) force damage plus 22 (4d10) psychic damage, and must roll on the table below. On a successful save, the target takes half the damage and doesn't roll on the table.

d6	Effect
1	**Stun.** The target is stunned until the end of its next turn.
2	**Crackle.** Any nonmagical armor, shields, and weapons the target is wearing or wielding is destroyed. If the target wields magical shields or weapons, they drop to the floor.
3	**Despair.** The target is frightened of Bane for 1 minute. The target can make a DC 28 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
4	**Paralysis.** The target is paralyzed until the end of its next turn.
5	**Deep Impact.** The target takes an additional 27 (6d8) force damage and is hurled 30 feet away from Bane in a straight line.
6	**Stoked.** The target is dominated by Bane until the end of its next turn, as if under the effect of a *dominate monster* spell.

Bane as a Lesser Deity

Bane

Medium humanoid (human, lesser deity), lawful evil

Armor Class 25 (natural armor)
Hit Points 999 (54d20 + 432)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	26 (+8)	26 (+8)	28 (+9)	28 (+9)

Saving Throws Con +18, Int +18, Wis +19, Cha +19
Skills Arcana +18, Deception +19, Insight +19, Intimidation +29, Perception +19
Damage Resistances force
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 29
Languages all, plane-wide telepathy
Challenge 38 (340,000 XP)

Aura of Conquest. If a creature is frightened of Bane, its speed is reduced to 0 while within 60 feet of Bane, and that creature takes 19 (3d12) psychic damage if it starts its turn there.

Aura of Terror. When a hostile creature within 60 feet of Bane makes an attack roll or a saving throw, it has disadvantage on the roll. Creatures that are immune to the frightened condition are immune to this trait.

Discorporation. When Bane drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to the Black Bastion within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Inscrutable. Bane is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Bane's intentions or sincerity have disadvantage.

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

Lesser Deity. Bane can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Bane is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Spellcasting. Bane is a 30th-level spellcaster. He has all spells prepared, except ones that restore hit points. His spellcasting ability is Wisdom (spell save DC 27, +19 to hit with spell attacks). Bane can cast spells without needing to provide material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (1 slot).

Special Equipment. On his right hand, Bane wears the Black Gauntlet, a magical +4 gauntlet that hits with the force of a falling star. Whenever Bane successfully attacks with the Black Gauntlet, the resulting shockwave dispels all magical effects of Bane's choosing of 9th level or lower within 10 feet of him. He cannot be disarmed of this weapon.

Unstoppable Force. Bane can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiaction. Bane casts a spell or uses his Grasp of Imminent Death. He then makes one attack with his gauntlet.

Black Gauntlet. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 67 (10d10 + 12) bludgeoning damage plus 33 (6d10) psychic damage, and the target is pushed back up to 30 feet. The target must also succeed on a DC 27 Wisdom saving throw or be dominated by Bane until the end of its next turn. While dominated, the target is under the effect of a *dominate monster* spell. If the target is frightened of Bane, the target dies instead of being dominated on a failed save.

Grasp of Imminent Death. Bane targets a creature he can see within 120 feet of him. The target must succeed on a DC 26 Dexterity saving throw or be gripped by a translucent mass of shadowy tendrils that magically pull the target to the nearest empty space within 5 feet of Bane. The target is then grappled by Bane's left hand (escape DC 26). While grappled, the target is restrained, and Bane can't use his Grasp of Imminent Death on another target.

Change Shape. Bane magically polymorphs into a humanoid, beast, or fiend that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bane's choice).

In a new form, Bane retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Bane magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Lord of Tyranny. When a creature fails a saving throw within 120 feet of Bane, Bane can move up to half his speed and make a single attack with his Black Gauntlet.

Legendary Actions

Bane can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bane regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Bane makes an attack with the Black Gauntlet.

Cast a Spell (Costs 2 Actions). Bane casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Bane casts a spell he can cast at will.

Change Shape or Size. Bane uses his Change Shape or Change Size action.

Dark Promise (Costs 2 Actions). Bane magically targets a creature he can see that has a CR or level lower than his own. The target must succeed on a DC 27 Wisdom saving throw or have a dark promise placed on it. The dark promise forces the target to carry out some service or refrain from some action or course of activity as Bane decides. The creature's hit point maximum is reduced by 9 (2d8) each time it acts in a manner directly counter to Bane's instructions. Bane can issue any command he chooses, short of an activity that would result in certain death. The Dark Promise lasts until removed by Bane himself (no action required) or with a *wish* spell cast with a 10th-level spell slot or higher.

Frightening Presence (Costs 3 Actions). Each creature of Bane's choice within 120 feet of him and aware of him must succeed on a DC 27 Wisdom saving throw or become frightened until the end of its next turn.

Mystic Lash (Costs 2 Actions). Bane targets a creature he can see within 120 feet of him with a floating whip of ghostly, red force. The target must make a DC 27 Dexterity saving throw. On a failed save, the target takes 27 (6d8) force damage plus 22 (4d10) psychic damage, and must roll on the table below. On a successful save, the target takes half the damage and doesn't roll on the table.

d6	Effect
1	**Stun.** The target is stunned until the end of its next turn.
2	**Crackle.** Any nonmagical armor, shields, and weapons the target is wearing or wielding is destroyed. If the target wields magical shields or weapons, they drop to the floor.
3	**Despair.** The target is frightened of Bane for 1 minute. The target can make a DC 27 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
4	**Paralysis.** The target is paralyzed until the end of its next turn.
5	**Deep Impact.** The target takes an additional 18 (4d8) force damage and is hurled 30 feet away from Bane in a straight line.
6	**Stoked.** The target is dominated by Bane until the end of its next turn, as if under the effect of a *dominate monster* spell.



Bane's Names and Powers

Below you will find some quick facts about Bane.

Names. Bane is known as the Lord of Tyranny, the Black Lord, the Lord of Darkness, the Black Hand, and the Dark One.

Godly Senses. Using an action, Bane can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his titles or name was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Bane can sense all events involving fear, hatred, strife, or tyranny regardless of planar boundaries, and he can recall all such events with perfect clarity, including who was involved and what their role was. In addition, Bane can detect the aspirations of any creature he lays his eyes on, instinctively discerning their motivations and goals.

Bane as a Quasi-Divine Mortal

Bane

Medium humanoid (demigod), lawful evil

Armor Class 25 (natural armor)
Hit Points 425 (50d8 + 200)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Con +12, Int +11, Wis +13, Cha +13
Skills Deception +13, Insight +13, Intimidation +21, Perception +13, Stealth +12
Damage Resistances acid, cold, fire, force, lightning, poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft, passive Perception 23
Languages all
Challenge 28 (120,000 XP)

Aura of Conquest. If a creature is frightened of Bane, its speed is reduced to 0 while within 30 feet of Bane, and that creature takes 13 (2d12) psychic damage if it starts its turn there.

Inscrutable. Bane is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Bane's intentions or sincerity have disadvantage.

Innate Spellcasting. Bane's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). Bane can innately cast the following spells, requiring no material or verbal components:

At will: *alter self, confusion, crown of madness, dissonant whispers, dominate beast, phantasmal killer, plane shift*

3/Day: antipathy/sympathy, dominate person, geas

1/Day: dominate monster, weird

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

Special Equipment. On his right hand, Bane wears the Black Gauntlet, a magical +4 gauntlet that hits with the force of a falling star. Whenever Bane successfully attacks with the Black Gauntlet, the resulting shockwave dispels all magical effects of Bane's choosing of 9th level or lower within 10 feet of him. He cannot be disarmed of this weapon.

Quasi-Divine. Bane can't be surprised and has advantage on attack rolls, ability checks, and saving throws.

Actions

Multiaction. Bane casts a spell. He then makes one melee weapon attack.

Black Gauntlet. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage plus 22 (4d10) psychic damage, and the target is pushed back up to 15 feet. The target must also succeed on a DC 21 Wisdom saving throw or be dominated by Bane until the end of its next turn. While dominated, the target is under the effect of a *dominate monster* spell. The target is vulnerable to damage from this attack if it is frightened of Bane.

Reactions

Lord of Tyranny. When a creature fails a saving throw within 120 feet of Bane, Bane can move up to half his speed and make a single melee attack.

Legendary Actions

Bane can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bane regains spent legendary actions at the start of his turn.

Attack. Bane makes a melee weapon attack.

Cast a Spell (Costs 2 Actions). Bane casts a spell.

Frightening Presence (Costs 3 Actions). Each creature of Bane's choice within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened until the end of its next turn.

Move. Bane moves up to his speed.

Mystic Lash (Costs 2 Actions). Bane magically targets a creature he can see within 120 feet of him with a floating whip of ghostly, red force. The target must make a DC 21 Dexterity saving throw. On a failed save, the target takes 27 (6d8) force damage plus 22 (4d10) psychic damage, and must roll on the table below. On a successful save, the target takes half the damage and doesn't roll on the table.

d6	Effect
1	**Stun.** The target is stunned until the end of its next turn.
2	**Crackle.** Any nonmagical armor, shields, and weapons the target is wearing or wielding is destroyed. If the target wields magical shields or weapons, they drop to the floor.
3	**Despair.** The target is frightened of Bane for 1 minute. The target can make a DC 21 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
4	**Paralysis.** The target is paralyzed until the end of its next turn.
5	**Deep Impact.** The target takes an additional 18 (4d8) force damage and is hurled 30 feet away from Bane in a straight line.
6	**Stoked.** The target is dominated by Bane until the end of its next turn. While dominated, the target is under the effect of a *dominate monster* spell.

Optional: Epic Die Traits
If your group plays with the Epic Die, Bane also has the additional traits noted below:

Epic Trait: Endless Tyranny. Whenever a creature is dominated by Bane, the effect lasts an additional number of rounds equal to the Epic Die. However, such a creature can make a DC 28 Wisdom saving throw at the end of each of its turns, ending the effect on a successful save.

Epic Trait: Darker Promise (Deity Only). Bane's Dark Promise reduces a creature's hit point maximum by an additional number of d8s equal to the Epic Die.

Avatars of Bane

The use of avatars allows Bane to excel at spreading his tyrannical will throughout the planes.

Avatar of Bane Template

Bane can create avatars in the form of beasts, devils, humanoids, or giants with a CR of 30 or lower. When Bane creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes lawful evil.
Damage Resistances. The avatar has resistance to force, poison, and psychic damage.
Condition Immunities. The avatar cannot be charmed, frightened, or poisoned, and can't suffer from exhaustion.
Senses. The avatar gains truesight with a radius of 120 feet.
Languages. The avatar knows all languages.
New Trait: Aura of Conquest. If a creature is frightened of the avatar, its speed is reduced to 0 while within 30 feet of the avatar, and that creature takes 13 (2d12) psychic damage if it starts its turn there.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.
New Action: Frightening Presence. Each creature of the avatar's choice within 120 feet of it and aware of it must succeed on a Wisdom saving throw (save DC = 8 + the avatar's Charisma modifier + the avatar's proficiency bonus) or become frightened until the end of its next turn.

Strife

Bane's aspect is corruption given physical form, standing 14 feet tall. It is a blackened mass, vaguely shaped like a humanoid hand. When it speaks, its booming voice comes from nowhere in particular and can be heard for miles.

Use Bane's quasi-divine mortal stat block without the Special Equipment trait and the following changes to represent Strife:

Size. Strife is Large.
Creature Type. Strife is an aberration (avatar).
Armor Class. Strife has an armor class of 22.
Hit Points. Strife has 475 (50d10 + 200) hit points.
New Trait: Amorphous. Strife can move through a space as narrow as 1 inch wide without squeezing.
New Action (Replaces Black Gauntlet): Pseudopod. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one creature. *Hit:* 23 (4d8 + 5) necrotic damage plus 33 (6d10) psychic damage, and the target can't regain hit points until the end of its next turn. If the target is frightened, it must succeed on a DC 21 Wisdom saving throw or drop to 0 hit points.

Suggested Spells for Bane
If you want a fun encounter, consider having Bane cast the following spells:

1st level: *fog cloud, hellish rebuke, Tasha's hideous laughter, thunderwave*
2nd level: *crown of madness, darkness, gust of wind*
3rd level: *blinding smite, fireball, sleet storm*
4th level: *confusion, dimension door, fabricate, phantasmal killer*
5th level: *Bigby's hand, dominate person, mislead*
6th level: *arcane gate, disintegrate, mass suggestion*
7th level: *project image, prismatic spray*
8th level: *earthquake, feeblemind, incendiary cloud*
9th level: *power word kill, prismatic wall, weird*

If you want a very deadly encounter, consider having Bane cast the following spells, upcasting them as needed (including with his 10th, 11th, and 12th-level spell slots):

1st level: *armor of Agathys, grease, magic missile, shield, Tasha's hideous laughter*
2nd level: *hold person, mirror image, misty step, shatter*
3rd level: *counterspell, dispel magic, fireball, magic circle, slow*
4th level: *dimension door, fabricate, fire shield, wall of fire*
5th level: *animate objects, dominate person, wall of force*
6th level: *chain lightning, disintegrate, globe of invulnerability, mass suggestion*
7th level: *delayed blast fireball, firestorm, forcecage, plane shift, simulacrum, teleport*
8th level: *antimagic field, demiplane, dominate monster, feeblemind, maze*
9th level: *gate* (e.g., a **pit fiend**), *meteor swarm, time stop, wish*

Human Guard Avatar of Bane

Medium humanoid (human, avatar), lawful evil

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Damage Resistances force, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft, passive Perception 12
Languages all
Challenge 1/8 (25 XP)

Aura of Conquest. If a creature is frightened of the avatar, its speed is reduced to 0 while within 30 feet of the avatar, and that creature takes 13 (2d12) psychic damage if it starts its turn there.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

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

Frightening Presence. Each creature of the avatar's choice within 120 feet of it and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened until the end of its next turn.

Chapter 8: The Orc Pantheon

The orc pantheon is led by the father figure of Gruumsh, and kept together by the mother-goddess Luthic. They are a close-knit pantheon for the most part, with the reclusive Shargaas and Yurtrus being the only exceptions. The pantheon acts much like a family, each exemplifying a unique aspect of orc culture. Like many families, they are fiercely protective of each other and their children.

Keeping the infinite hordes under control would be an impossible task if not for the orcs' unwavering devotion to Gruumsh and the machinations of Luthic.

Orcs are so boring, so predictable. Follow every order. Respect your family. Fight with honor. Blah, blah, blah.

-C



Gruumsh One-Eye. Also referred to as He Who Watches, Gruumsh is the undisputed ruler of the orc pantheon, and drives the orc tribes forth into battle against those who have slighted him: the elves, humans, dwarves, and goblinoids. Gruumsh's mission of ceaseless slaughter is fueled by the unending rage of previous humiliations and defeats. The most bitter of these is the wound Gruumsh sustained at the end of Corellon's spear, which took one of his eyes. Since this battle, Gruumsh has held a vendetta against the elven pantheon and their children.

Gruumsh chooses orcs on the Material Plane who have shown the skills required to lead a tribe, and bestows upon them his blessings. If an orc dies with honor, their souls are claimed by Gruumsh to join his army of spirit legions in Acheron. Here they are led by the gods themselves against the goblinoid armies that contest the plane. Gruumsh is often at the forefront of this endless conflict, channeling his insatiable bloodlust into a battle that has been raging for eons.

Bahgtru. Bahgtru, son of Gruumsh, is the orc god of strength and brutality. He personifies the physical might and power that orcs display, and teaches that this is their main advantage over their foes. He drives orcs to show dominance through strength, and to be ferocious in their assaults. Bahgtru is called the Leg Breaker because of an orcish legend that tells of the story of how he was once ambushed by the mightiest of behirs, one with a hundred legs. Bahgtru was wrapped in the coils of the creature, and escaped only by breaking each individual leg of the mighty creature. This story is told to many a young warrior as inspiration before a fight.

Bahgtru can most often be found on the front lines of the battle against the goblinoids in Acheron, or against spirit legions of elves or dwarves. He rides into battle atop Kazhat, a mighty bull aurochs, which flings aside half a dozen foes with each swipe of its mighty horns.

Luthic. Luthic, the Cave Mother, is Gruumsh's wife, though not quite his equal. She binds together the far-flung tribes of orcs through her message of procreation and protection of their own. If not for Luthic and her followers, orc tribes would turn to infighting, and the race would eventually collapse under the weight of its own rage. Luthic's followers use omens and superstitions to influence the decisions of other orcs, even leaders of their tribes, so that they never push too hard and bring doom upon their own. Additionally, they tend to the young of the tribe, teaching them to be as ferocious as their forefathers. Some followers of Luthic take on additional roles within a tribe, such as builders or engineers, using their intelligence to create new weapons of war.

Some suggest that the protective nature of Luthic is what will help the orcish pantheon defeat Maglubiyet's Army of Immortals. Often portrayed as a ferocious mother bear, it is clear that Luthic will sacrifice everything to secure the future of her children. Whether Maglubiyet and the goblinoids will have the power to overcome her savagery is not clear.

Ilneval. Unlike most other deities of the orc pantheon, Ilneval is level-headed and calm. Called the War Maker, he is the god of strategy and cunning. It is he who devises the plans that fill Gruumsh's war wagons with plunder and severed heads. Despite this, he is not loved by Gruumsh, who sees his lack of rage as a sign of weakness. This has stoked a rivalry between Ilneval and Bahgtru, who constantly aim to undermine each other in the eyes of Gruumsh.

Ilneval teaches orcs to temper their strength with strategy, and to plan ahead rather than charge blindly into battle. Because of this, he is one of the most important deities in the everlasting fight against the goblinoids. His cunning has led to the orcs to major victories, but not yet enough to turn the tide of battle in their favor.

Shargaas. The Night Lord is a secretive and murderous deity, dangerous to all except Gruumsh himself. Shargaas is despised by the rest of the pantheon, as his actions and manner show no semblance of honor, but he and his followers are, at times, instrumental players in the orcs' war effort. Shargaas himself is a master assassin, who flies through the darkest depths of the cubes of Acheron on his giant bat steed. When a powerful hobgoblin warrior must be dealt with, and can't be defeated on the battlefield, it is Shargaas or one of his followers who makes the attempt.

Yurtrus. Yurtrus, the White Hand, is a silent, passive deity of the orcs. He claims the souls of orcs for Gruumsh upon their death on the Material Plane, and clears the deceased from the battlegrounds of Avalas in preparation for the next assault. His shamans spread disease and pestilence to the armies of the Material Plane to assist the orcs on their assaults, but have little impact on the eternal battle waged in Acheron.

Orc-Kin in Acheron

No humanoid race breeds as readily or as indiscriminately as the orcs, for such are the teachings of Luthic. While most true orcs find themselves in Gruumsh's army upon death, other orc-kin are also likely to end up there. Below are a few examples, and an exception, of such creatures.

Boogin. Half quaggoth and half orc, a boogin resembles a quaggoth that lacks facial fur. They are held in high esteem among the orcs and often patrol the tunnels within cubes where orcs are found. Use the **quaggoth** stat block to represent a boogin.

Half-Ogre. Often also referred to as ogrillons, these brutish creatures are the spawn of both ogre and orc. They stand about 8 feet tall, weigh around 450 pounds, and are renowned for their immense brutality.

Half-Orc. Born of an orc and another humanoid of similar size (such as a human, a dwarf, etc.), half-orcs have traits from both races. They are valued among the orcs for their craftiness and sheer determination. If the orcs need to send an envoy or a spy to another layer of Acheron, they usually send a half-orc.

Orog. Orogs are exceptionally intelligent orcs thought to be blessed by Luthic. All orogs are revered, but orogs born in Acheron hold a special place among the orcs.

Tanarukk. Blasphemous creatures through and through whose very existence spits in the face of the orc pantheon, both tanarukks and the orcs that help with creating them are barred from Nishrek in the afterlife. Instead, they face obliteration in the Abyss or eternal torment in the Wall of the Faithless.

Bahgtru, Orc God of Strength

Bahgtru is the son of Gruumsh and Luthic and the source of the physical strength of all orcs. Though he isn't the smartest of gods, deities of all other pantheons fear him, for his immense strength breaks the bounds of reality itself.

Immortal Nature. Bahgtru doesn't require air, food, drink, or sleep.



Bahgtru's Followers

Bahgtru's followers are the physically strongest of their tribes. As Bahgtru is loyal to Gruumsh, so must his followers be loyal to their chieftains. Loyalty is of the utmost import, and ensures that each tribe has exceptionally brutish warriors at their disposal, while leaving positions of leadership to other orcs better suited for such things.

Holy Symbol. Bahgtru's holy symbol is a broken thigh bone.

Roleplaying Bahgtru

The Leg Breaker is a simple deity. He rarely talks with his slow, coarse voice, mostly just growling or staring with intent. If he doesn't like someone or something, he doesn't proclaim it or put it up for discussion; he simply smashes it. He is savagery incarnate, capable of pinning an ancient dragon to the ground with one hand, never breaking a sweat.

Fighting Bahgtru

Bahgtru doesn't hold back. Concepts such as honor, fairness, or taking captives don't appeal to him. Once his anger flares, which it does quite easily, he doesn't stop his assault, regardless of the consequences.

Bahgtru's Traits

Ideal. "Nothing is gained from talk. The only true power is strength."

Bond. "True beauty is found in the aurochs. My war mount, Kazaht, is the most beautiful of them all."

Flaw. "There's no reason to think things through. If a problem can't be solved through brute force, you aren't trying hard enough."

Strength comes from numbers. And I am two or three, at least! I could defeat Barktrue even without Boo's help!

Optional: Epic Die Traits

If your group plays with the Epic Die, Bahgtru also has the additional traits noted below:

Epic Trait: Endless Strength. Bahgtru's Strength score increases by an amount equal to twice the Epic Die. Bahgtru's strength goes beyond the impossible.

Bahgtru's Names and Powers

Below you will find some quick facts about Bahgtru.

Names. Bahgtru is known as the Leg Breaker, The Strongest There Is, the Lord of Savagery, and the Son of Gruumsh.

Godly Senses. Using an action, Bahgtru can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his titles or name was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can't perceive from more than one plane at a time.

Portfolio Senses. Bahgtru can sense any time a bone is broken anywhere in Acheron or on the Material Plane. In addition, Bahgtru knows the exact strength score and other physical characteristics of any creature he sees, as well as their potential with ample training.

Bahgtru's Lair

Bahgtru claims the training grounds of the Iron Fortress in Nishrek as his realm. If encountered in his lair, Bahgtru has a challenge rating of 39 (370,000 XP).

Lair Actions

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

Great Stomp. Bahgtru stomps the ground, causing a violent tremor to shake the lair. Each creature on the ground other than Bahgtru must succeed on a DC 25 Strength or Dexterity saving throw (target's choice) or be knocked prone. In addition, each creature on the ground other than Bahgtru that is concentrating must succeed on a DC 25 Constitution saving throw or the creature's concentration is broken.

Heavy Encumbrance. The lair resonates with an enfeebling energy that gives all hostile creatures in Bahgtru's lair a feeling that all their possessions are wearing down hard on their bodies. Each affected creature must make a DC 30 Strength (Athletics) check. Until initiative count 20 on the next round, a creature that fails the check and is wearing or carrying something has its speed is reduced by 20 feet, and has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Pillar to Post. Bahgtru makes one weapon attack against a creature within range. In addition to suffering the attack's normal damage, the target must succeed on a DC 25 Strength saving throw or be sent careening toward a wall or pillar within 120 feet of Bahgtru. The spot where the target lands coalesces into a fist shape that is equal to the size of the target, which propels outward to strike the target (+25 to hit) as the target is about to strike it. The target is hurtled right back towards Bahgtru, who then automatically grapples the target. If the fist's attack roll misses, the target lands prone in an unoccupied space within 5 feet of the fist, taking 3 (1d6) bludgeoning damage for each 10 feet it traveled.

Bahgtru

Huge humanoid (lesser deity, orc), lawful evil

Armor Class 24
Hit Points 615 (30d20 + 300)
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
40 (+15)	19 (+4)	30 (+10)	9 (-1)	18 (+4)	18 (+4)

Saving Throws Str +25, Con +20, Wis +14, Cha +14
Skills Athletics +35, Intimidation +14
Damage Resistances all
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 60 ft., truesight 1 mile, passive Perception 14
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Aggressive. As a bonus action, Bahgtru can move up to his speed toward a hostile creature that he can see.

Fling. If Bahgtru has a creature grappled, he can use a bonus action to hurl the creature away. The creature is thrown up to 120 feet in direction of Bahgtru's choosing 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 33 Dexterity saving throw or take the same damage and be knocked prone.

Discorporation. When Bahgtru drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Nishrek within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Freedom of Movement. Bahgtru ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

God of Strength. Bahgtru's Strength score and the damage that he deals with attacks that use Strength can't be reduced by any means. In addition, Bahgtru has advantage on Strength checks and he always counts as a Gargantuan creature when determining his carrying capacity, regardless of his size.

Legendary Resistance (5/Day). If Bahgtru fails a saving throw, he can choose to succeed instead.

Lesser Deity. Bahgtru can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Bahgtru is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Innate Spellcasting (3/Day Each). Bahgtru can cast the *disintegrate*, *divine word*, *misty step*, *plane shift*, *teleport*, and *wish* spells, requiring no material components. His spellcasting ability is Charisma (spell save DC 22, +12 to hit with spell attacks).

Rampage. When Bahgtru reduces a creature to 0 hit points with a melee attack on his turn, he can take a bonus action to move up to half his speed and make a melee weapon attack.

Reckless. At the start of his turn, Bahgtru can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Siege Monster. Bahgtru deals double damage to objects and structures.

Standing Leap. Both Bahgtru's long jump and his high jump is up to 80 feet, with or without a running start.

Unarmored Defense. Bahgtru adds his Constitution modifier to his AC.

Unstoppable Force. Bahgtru can move through magical barriers, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiattack. Bahgtru makes three melee weapon attacks. If all three attacks hit the same creature, the creature is grappled (escape DC 33).

Unarmed Strike. *Melee Weapon Attack:* +25 to hit, reach 5 ft., one target. *Hit:* 41 (4d12 + 15) bludgeoning damage. If the target is a creature, it must succeed on a DC 33 Constitution saving throw or gain an internal injury. Whenever a creature injured in this manner attempts an action in combat, the creature must make a DC 20 Constitution saving throw. On a failed save, the creature loses its action and can't use reactions until the start of its next turn. The injury heals if the creature receives magical healing or if the creature spend ten days doing nothing but resting.

Change Shape. Bahgtru magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bahgtru's choice).

In a new form, Bahgtru retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Bahgtru magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Bahgtru can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bahgtru regains spent legendary actions at the start of his turn.

Attack. Bahgtru makes a melee attack.

Change Form. Bahgtru uses his Change Shape or Change Size action.

Misty Step. Bahgtru casts the *misty step* spell.

Move. Bahgtru moves up to his speed.

Avatars of Bahgtru

The use of avatars allows Bahgtru to ensure his doctrine of strength above all else reaches far and wide. Most commonly, he takes the appearance of an orc, seeking to punish those of his followers who haven't been loyal to their chieftain. This is a rare occurrence, however.

Avatar of Bahgtru Template

Bahgtru can create avatars in the form of orcs with a CR of 30 or lower. When Bahgtru creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes lawful evil.

Condition Immunities. The avatar can't be frightened and can't suffer from exhaustion.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows only Orc.

New Ability Score: Strength. The avatar has a Strength score of 30.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Dear Reader,

Please remember that true strength comes from your conviction and the bond between you and your friends. Well, unless you're partaking in an arm-wrestling contest.

E.A.

Orc Avatar of Bahgtru

Medium humanoid (orc, avatar), lawful evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Condition Immunities exhaustion, frightened
Senses truesight 120 ft, passive Perception 12
Languages all
Challenge 1/2 (100 XP)

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (1d12 + 10) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (1d6 + 10) piercing damage.

Strongest Orc

Bahgtru's limited creativity caused him to name his aspect "Strongest Orc," as is also evident by the fact that the 13-foot-tall aspect resembles his actual appearance. When he goes out in this aspect form, the first thing he usually does is find the biggest and scariest creature nearby and squeezes the life out of it with his bare hands. He prefers behirs but has been known to strangle dragons, giants, and rocs as well - the bigger, the better. He then furnishes makeshift gauntlets from the creature's skin, to which he fastens the creature's broken bones, making them both efficient weapons and a sign of his dominance.

Strongest Orc

Large humanoid (orc, avatar), lawful evil

Armor Class 20
Hit Points 210 (20d10 + 100)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	21 (+5)	9 (-1)	18 (+4)	18 (+4)

Skills Athletics +16, Intimidation +10
Damage Resistances all
Condition Immunities exhaustion, frightened
Senses blindsight 5 ft, truesight 120 ft., passive Perception 14
Languages Orc
Challenge 20 (25,000 XP)

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

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

God of Strength. The avatar's Strength score and the damage that it deals with attacks that use Strength can't be reduced by any means. In addition, the avatar has advantage on Strength checks and it counts as a Gargantuan creature when determining its carrying capacity.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

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

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

Standing Leap. Both the avatar's long jump and its high jump is up to 50 feet, with or without a running start.

Unarmored Defense. The avatar adds its Constitution modifier to its AC.

Actions

Multiattack. The avatar makes four unarmed strikes. If two attacks hit the same creature, the creature is grappled by one of the avatar's hands (escape DC 24). While grappling a creature in this manner, the avatar can make four unarmed strikes with its Multiattack action only if all attacks target the grappled creature; otherwise, it makes only two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or gain an internal injury. Whenever a creature injured in this manner attempts an action in combat, the creature must make a DC 15 Constitution saving throw. On a failed save, the creature loses its action and can't use reactions until the start of its next turn. The injury heals if the creature receives magical healing or if the creature spend ten days doing nothing but resting.

Gruumsh One-Eye, Orc God of Storms and War

Gruumsh rules the orc pantheon and sets the orcish agenda of ruthless war against goblinoids, elves, humans, and dwarves.

Immortal Nature. Gruumsh doesn't require air, food, drink, or sleep.

Gruumsh's Followers

Gruumsh's fury inspires zealous devotion in his children, who strive to gain his favor through plunder, destruction, and ceaseless war. Those who prove their ferocity in battle are visited in their dreams by the One-Eyed God himself, an intense mental ordeal that very few can withstand. Those who survive rise to become some of the mightiest warriors and inspiring leaders of orc warbands. All orcs swear fealty to Gruumsh, but his most favored are the orc eyes of Gruumsh, **orc war chiefs**, **orc stormhammers** (see chapter 16), and **Obould Many-Arrows** (see chapter 19).

Holy Symbol. Gruumsh's holy symbol is an unblinking eye.

Dear Reader,

While stubborn and hateful, Gruumsh One-Eye is also passionate and capable of love (unlike the loathsome Maglubiyet).

E.A.

Gruumsh's Names and Powers

Below you will find some quick facts about Gruumsh.

Names. Gruumsh is known as He Who Never Sleeps, He Who Watches, and the One-Eyed God.

Godly Senses. Using an action, Gruumsh can perceive anything within 20 miles of all orcs, objects and sites dedicated to the worship of an orc deity, or any location where one of the orc gods' titles or names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Gruumsh can sense anything that happens under stormy weather and/or on a battlefield, both in Acheron and on the Material Plane. Gruumsh can also sense anything that affects orc welfare 20 weeks before it happens, and is especially exhilarated when an orc skills an elf (such an orc might be awarded Inspiration, at your discretion).

Roleplaying Gruumsh

Gruumsh is driven by a vengeful rage; a product of generations of perceived discrimination against his kind by other races. He particularly loathes the elf god Corellon Larethian, whose arrow allegedly blinded the now One-Eyed God in an ancient battle. However, his main objective at the moment is the destruction of Maglubiyet, who vies with him for control of Avalas.

He Who Never Sleeps has no time to entertain conversation with those who don't swear fealty to him. Otherwise, he speaks only to vent his frustrations or to issue orders to members of his pantheon and his top generals, usually in an intense, hoarse voice that is accentuated by rumbles of thunder.

Fighting Gruumsh

It is not unheard of for Gruumsh to venture into the Battle Cube himself, laying waste to goblinoids and brawling with the goblinoid gods. He has fought many battles against Maglubiyet, all of which have ended in a stalemate. The One-Eyed God fights aggressively and fiercely, taking no prisoners and only retreating at the behest of his beloved Luthic, or Chosen Obould.

Gruumsh's Traits

Ideal. "An orc's honor is in loyalty to their kind and the destruction of all others."

Bond. "I have exceptional disdain and loathing for Corellon Larethian and Maglubiyet. Their destruction will quench the eons of suffering my kind has had to go through."

Flaw. "My zeal for revenge and war often leads me to making crass decisions."



Gruumsh

Huge humanoid (greater deity, orc), chaotic evil

Armor Class 26 (natural armor)
Hit Points 682 (35d20 + 315)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	28 (+9)	17 (+3)	21 (+5)	26 (+8)

Saving Throws Int +14, Wis +16, Cha +19
Skills Arcana +14, Athletics +21, Intimidation +30, Perception +16
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from magical attacks
Damage Immunities fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 60 ft., truesight 1 mile, passive Perception 26
Languages all, plane-wide telepathy
Challenge 42 (460,000 XP)

Aggressive. As a bonus action, Gruumsh can move up to his speed toward a hostile creature that he can see.

Aura of Conquest. If a creature is frightened of Gruumsh, its speed is reduced to 0 while within 60 feet of Gruumsh, and that creature takes 26 (4d12) psychic damage if it starts its turn there.

Discorporation. When Gruumsh drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Nishrek within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Epitome. Any advantage Gruumsh has can't be negated by disadvantage.

Freedom of Movement. Gruumsh ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Greater Deity. Gruumsh can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Gruumsh is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Gruumsh's Fury. Gruumsh deals an extra 22 (4d10) thunder damage when he hits with a weapon attack (included in the attack). The impact can be heard up to 300 feet away.

Legendary Resistance (5/Day). If Gruumsh fails a saving throw, he can choose to succeed instead.

Special Equipment. Gruumsh wields the Bloodspear, a magical +3 spear with immense reach. Gruumsh can't be disarmed of this weapon.

Spellcasting. Gruumsh is a 30th-level spellcaster. He has the *fire storm*, *ice storm*, *plane shift*, *teleport*, *sleet storm*, *storm of vengeance*, and *wish* spells prepared, as well as all divination spells. His spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). Gruumsh can cast spells without having to provide material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (1 slot).

Standing Leap. Gruumsh's long jump is up to 60 feet and his high jump is up to 50 feet, with or without a running start.

Unstoppable Force. Gruumsh can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiattack. Gruumsh uses his War Cry or Fog of War action. He then makes five weapon attacks in any combination.

Bloodspear. *Melee or Ranged Weapon Attack:* +24 to hit, reach 15 ft. or range 60/300 ft., one target. *Hit:* 31 (4d8 + 13) piercing damage plus 22 (4d10) thunder damage. Gruumsh gains temporary hit points equal to the piercing damage done.

If Gruumsh throws the Bloodspear, it reappears in his hand immediately after hitting or missing its target. If Gruumsh scores a critical hit, he rolls damage dice four times, instead of twice.

Unarmed Strike. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage plus 22 (4d10) thunder damage. If the target is a creature, it must succeed on a DC 29 Strength saving throw or be knocked prone.

War Cry. Gruumsh uses one of the following war cries:

Cry of Conquest. Gruumsh releases a thundering cry of domination. Each creature of Gruumsh's choice that is within 120 feet of him and aware of him must succeed on a DC 28 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gruumsh's Cry of Conquest for the next 24 hours.

Cry of Storms. Gruumsh emits a magical roar. Each creature of Gruumsh's choice that is within 120 feet of him must make a DC 28 Constitution saving throw. On a failed save, a creature takes 22 (4d10) lightning damage plus 22 (4d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Cry of War. Gruumsh yells a horrible phrase in Orc. Gruumsh and each orc of Gruumsh's choice that is within 120 feet of him and can hear him can add a d8 to its damage rolls until the start of Gruumsh's next turn. This effect ends for an orc if Gruumsh is reduced to 0 hit points or on a different plane of existence.

Fog of War (Recharge 6). Gruumsh magically creates a 30-foot-radius sphere of storm-filled, blue-white fog centered on a point within 120 feet of him. The fog spreads around corners. It lasts for 10 minutes or until a strong wind disperses the fog, ending the effect. The area is heavily obscured to all creatures other than Gruumsh.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a DC 28 Constitution saving throw. A creature takes 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

At the start of each of his turns, Gruumsh can move the fog up to 60 feet in a direction of his choosing.

Change Shape. Gruumsh magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Gruumsh's choice).

In a new form, Gruumsh retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Gruumsh magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Gruumsh can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gruumsh regains spent legendary actions at the start of his turn.

Attack. Gruumsh makes an attack with the Bloodspear.

Cast a Spell (Costs 3 Actions). Gruumsh casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Gruumsh casts a spell he can cast at will.

Change Form. Gruumsh uses his Change Shape or Change Size action.

Move. Gruumsh moves up to his speed.

Gruumsh's Lair

Gruumsh resides in The Hold, the highest point within the Iron Fortress in Nishrek. If encountered in his lair, Gruumsh has a challenge rating of 45 (565,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Gruumsh can take a lair action to cause one of the following effects:

Divine Armor of Gruumsh. Gruumsh becomes surrounded in a mystical force that seals any gaps in his armor. Until initiative count 20 on the next round, Gruumsh is immune to all damage from weapon attacks that are not critical hits. Gruumsh can't use this lair action two rounds in a row.

Murderous Tempest. The storms in the lair intensify, and the sound of rumbling thunder reaches excruciating levels. Until initiative count 20 on the next round, creatures of Gruumsh's choice within his lair are vulnerable to lightning and thunder damage, irrespective of any resistances and immunities they have.

Pantheon Supremacy. Gruumsh uses any lair action that another deity of the orc pantheon can use. Gruumsh can't use the same lair action from another orc deity two rounds in a row. Increase all applicable save DCs to 27 and attack bonuses to 19.

Require Fealty. One humanoid of Gruumsh's choice within the lair must make a DC 27 Wisdom saving throw. On a failed save, it must use its action on its next turn to pluck out one of its eyes. A creature immune to the charmed condition has advantage on the save, while elves and half-elves have disadvantage on the save. A creature with only one eye is not affected. Once the eye is plucked out, the creature has disadvantage on ranged attack rolls, as well as on Wisdom (Perception) checks relying on sight, unless the creature has blindsight or truesight.

Avatars of Gruumsh

The use of avatars allows Gruumsh to get almost anywhere, though he usually prefers to rely on his divination magic to observe.

Avatar of Gruumsh Template

Gruumsh can create avatars in the form of humanoids, elementals, or monstrosities with a CR of 30 or lower that aren't dwarves, goblinoids, or elves. When Gruumsh creates an avatar in another creature's image, it is missing one of its eyes but otherwise retains all its statistics except as noted below.

Alignment. The avatar's alignment changes to chaotic evil.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

Condition Immunities. The avatar can't be blinded, charmed, frightened, paralyzed, petrified, poisoned, or stunned, and can't suffer from exhaustion.

Damage Immunities. The avatar is immune to poison damage.

Senses. The avatar gains blindsight with a range of 5 feet and truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

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

New Trait: Gruumsh's Fury. The avatar deals an extra 5 (1d10) damage when it hits with a weapon attack (included in the attack).

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Trait: Unstoppable Force. The avatar can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Optional: Epic Die Traits

If your group plays with the Epic Die, Gruumsh also has the additional traits noted below:

Epic Trait: Endless War. The roll required for Gruumsh's Fog of War to recharge is lowered by a number equal to the Epic Die divided by two (minimum 1).

Epic Trait: Storm Aura. Whenever a creature touches Gruumsh or hits him with a melee attack while within 5 feet of him, the creature takes a number of d6s equal to twice the Epic Die as lightning damage.

War Chief Avatar of Gruumsh

Medium humanoid (orc, avatar), chaotic evil

Armor Class 16 (chain mail)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2
Skills Intimidation +5
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Damage Immunities poison
Senses blindsight 5 ft., truesight 120 ft., passive Perception 10
Languages all
Challenge 4 (1,100 XP)

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

Gruumsh's Fury. The avatar deals an extra 5 (1d10) thunder damage when he hits with a weapon attack (included in the attack).

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Unstoppable Force. The avatar can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiattack. The avatar makes two attacks with its greataxe or its spear.

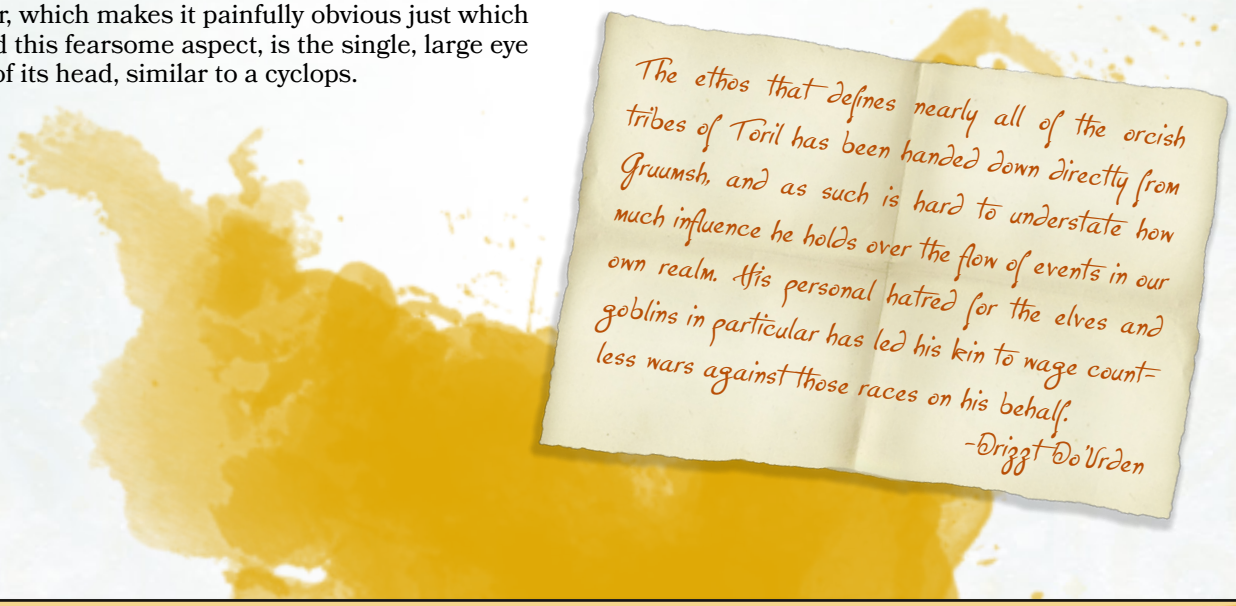
Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the avatar's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the avatar's next turn. The avatar can then make one attack as a bonus action.

One-Eye

Gruumsh's aspect is a brutishly large orc, grey-green in color and covered in thousands of scars. The most notable thing, however, which makes it painfully obvious just which deity is behind this fearsome aspect, is the single, large eye in the center of its head, similar to a cyclops.



One-Eye

Large humanoid (orc, avatar), chaotic evil

Armor Class 22 (natural armor)
Hit Points 299 (26d10 + 156)
Speed 50 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	22 (+6)	17 (+3)	21 (+5)	26 (+8)

Skills Arcana +11, Athletics +15, Intimidation +24, Perception +13
Damage Resistances acid, cold
Damage Immunities fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 5 ft., truesight 120 ft., passive Perception 23
Languages all
Challenge 27 (105,000 XP)

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

Aura of Conquest. If a creature is frightened of the avatar, the creature's speed is reduced to 0 while within 60 feet of the avatar, and the creature takes 26 (4d12) psychic damage if it starts its turn there.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Gruumsh's Fury. The avatar deals an extra 22 (4d10) thunder damage when it hits with a weapon attack (included in the attack). The impact can be heard up to 300 feet away.

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

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

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Standing Leap. Both the avatar's long jump and its high jump is up to 50 feet, with or without a running start.

Unstoppable Force. The avatar can move through creations of magical force, such as those created by the *forcecage* or *wall of force* spells, as if they were difficult terrain.

Actions

Multiattack. The avatar uses its War Cry. It then makes three weapon attacks in any combination.

Spear. *Melee or Ranged Weapon Attack:* +15 to hit, reach 10 ft. or range 60/150 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 22 (4d10) thunder damage. The avatar gains temporary hit points equal to the piercing damage done.

If the avatar throws the spear, it reappears in the avatar's hand immediately after hitting or missing its target. If the avatar scores a critical hit, it rolls damage dice four times, instead of twice.

Unarmed Strike. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 22 (4d10) thunder damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

War Cry. The avatar uses one of the following war cries:

Cry of Conquest. The avatar releases a thundering cry of domination. Each creature of the avatar's choice that is within 120 feet of it and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the avatar's Cry of Conquest for the next 24 hours.

Cry of Storms. The avatar emits a magical roar. Each creature of the avatar's choice that is within 120 feet of it must make a DC 24 Constitution saving throw. On a failed save, a creature takes 22 (4d10) lightning damage plus 22 (4d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Cry of War. The avatar yells a horrible phrase in Orcish. The avatar and each orc of its choice that is within 120 feet of it and can hear it can add a d6 to its damage rolls until the start of the avatar's next turn. This effect ends for an orc if the avatar is reduced to 0 hit points or on a different plane of existence.

Legendary Actions

The avatar can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Attack. The avatar makes a spear attack or an unarmed strike.

Move. The avatar moves up to its speed.

War-Storm Surge (Costs 2 Actions). A surge of divine energy is released from the avatar, forcing each creature affected by the avatar's Aura of Conquest to make a DC 24 Constitution saving throw. A creature takes 44 (8d10) thunder damage on a failed save, or half as much on a successful one.

Ilneval, Orc God of Strategy and Hordes

Ilneval provides strategic direction to Gruumsh's war efforts, ensuring that troops are well-equipped and backed-up throughout a battle. The War Maker and his clergy are also responsible for assessing the talents of orc warriors, and assigning them to their relevant battle regiments.

Immortal Nature. Ilneval doesn't require air, food, drink, or sleep.

Ilneval's Followers

Orcs with an affinity for strategic warfare are drawn to the worship of Ilneval. Examples include **orogs**, **orc blades of Ilneval** (see appendix A), and **orc legionnaires** (see chapter 16). Similar to the Gruumsh-Ilneval relationship, these battle captains typically serve as loyal lieutenants for the war chiefs and stormhammers of a tribe.

Holy Symbol. Ilneval's holy symbol is an upright blood-spattered sword.

Roleplaying Ilneval

Compared to Gruumsh, Ilneval takes a rather pragmatic approach to warfare, and is pleased by orcs who display an aptitude for strategy. The Horde Leader's tactical knowledge rivals that of any warlord in the multiverse, and he exudes a charisma that unites orcs and orc-kin under the banner of Gruumsh.

Because of Gruumsh's impatient temper, Ilneval is responsible for all diplomatic negotiations on behalf of Gruumsh, as well as the screening of all potential visitors to the One-Eyed God. His voice is stern and his words pragmatic. When negotiating with potential allies, the War Maker values the strength of soldiers over war machines and siege equipment. He is always on the lookout for non-orcs to infiltrate the goblinoid cube of Clangor and sabotage their inventions.

Ilneval's Names and Powers

Below you will find some quick facts about Ilneval.

Names. Ilneval is known as the Horde Leader, the War Maker, and the Lieutenant of Gruumsh.

Godly Senses. Using an action, Ilneval can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his titles or name was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can't perceive from more than one plane at a time.

Portfolio Senses. Ilneval can sense whenever battle plans are being drawn anywhere in Acheron or on the Material Plane. In addition, he knows when and where orcs congregate to form a warband, including their exact numbers, strategies, and goals.

Fighting Ilneval

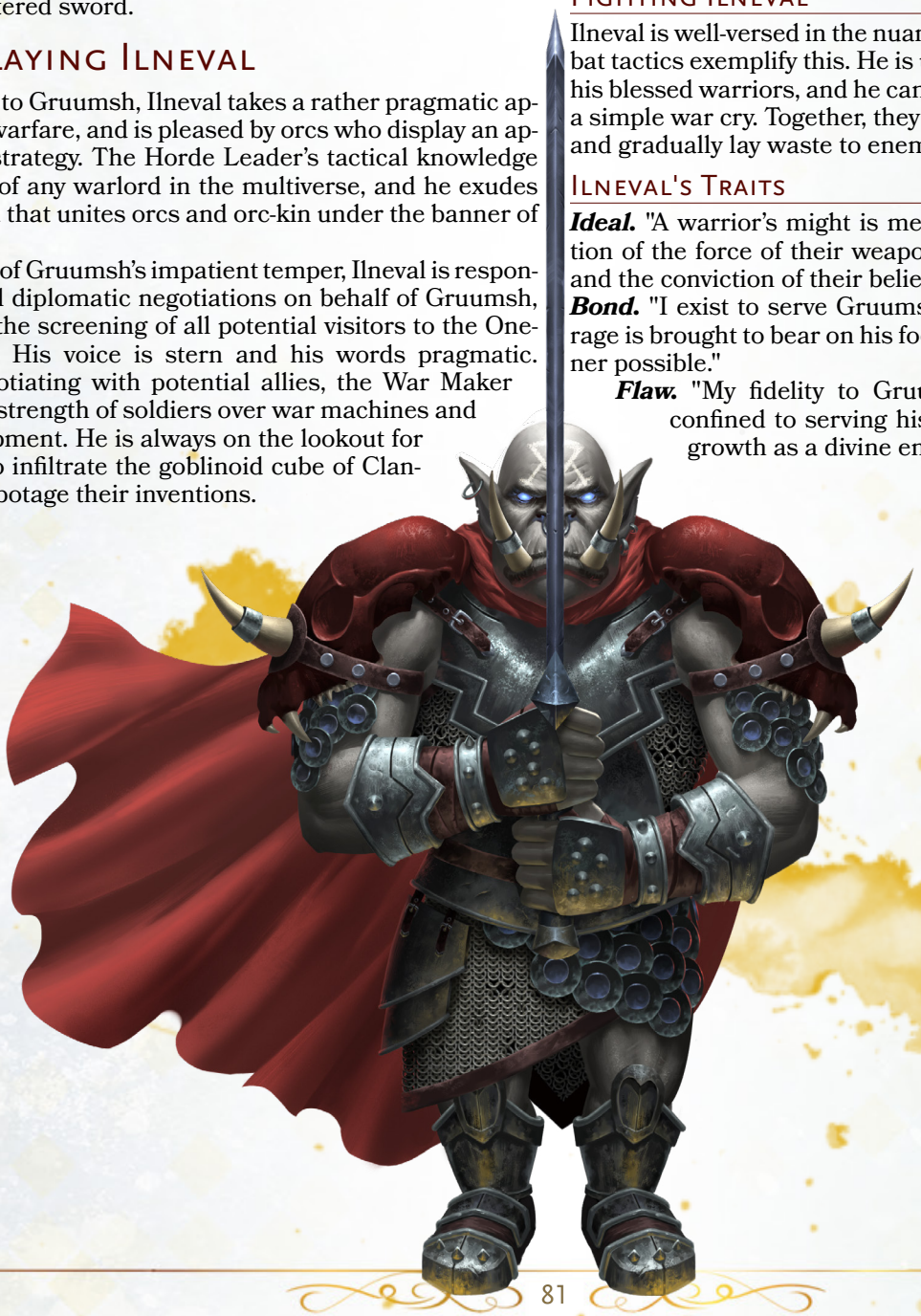
Ilneval is well-versed in the nuances of warfare and his combat tactics exemplify this. He is usually flanked by several of his blessed warriors, and he can always summon more with a simple war cry. Together, they pick apart the weakest foes and gradually lay waste to enemy ranks.

Ilneval's Traits

Ideal. "A warrior's might is measured through a combination of the force of their weapon, the clarity of their mind, and the conviction of their belief."

Bond. "I exist to serve Gruumsh and ensure that his fiery rage is brought to bear on his foes in the most efficient manner possible."

Flaw. "My fidelity to Gruumsh has kept my talents confined to serving his war efforts and stifled my growth as a divine entity."



Ilneval's Lair

Ilneval resides in the Barracks; an enormous, three-level facility that stretches for miles across Nishrek. If encountered in his lair, Ilneval has a challenge rating of 38 (340,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Ilneval can take a lair action to cause one of the following effects: he can't use the same effect more than two rounds in a row.

Battlefield Control. Ilneval targets each creature in his lair, attempting to re-arrange their positions to his advantage. Each unwilling target must make a DC 25 Charisma saving throw to resist this effect. On a failed save, the target is magically teleported up to 30 feet from its original position to an unoccupied space on the ground in the lair within 120 feet of Ilneval that he can see.

This lair action also summons an **orc legionnaire** (see chapter 16), which appears in an unoccupied space within 60 feet of Ilneval and acts on initiative count 20 of each round, following Ilneval's commands.

Bolstered by the Horde. Ilneval channels divine energy from the horde that protects his divine realm. Until initiative count 20 on the next round, any weapon attack made by Ilneval deals an extra die of damage equal to the number of allied creatures within 30 feet of him (maximum 6).

This lair action also summons 1d8 **orogs**, which appear in unoccupied spaces within 60 feet of Ilneval and act on initiative count 20 of each round, following Ilneval's commands.

Strategic Walls. Ilneval causes three walls to grow from solid surfaces at three different points within 120 feet of him that can see within his lair. Each wall can be made up of up to ten 10-foot-square panels of 1-foot-thick steel. Each panel must be contiguous with another panel. Regardless of its length, each wall is 1 foot thick.

If a wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall (Ilneval's choice).

The walls are objects that can be damaged and thus breached. They have an AC of 19 and 50 hit points per 10-foot-square section, and they are immune to nonmagical bludgeoning, piercing and slashing damage, as well as psychic and poison damage.

Ilneval can also choose to place built-in arrow slits along any side of a wall (maximum 1 for every 5 feet of its length). which are impassable for any creature larger than Tiny. If a space behind the arrow slit is unoccupied, Ilneval can conjure orc archers to stand behind them as part of the same lair action (they are armed with longbows instead of javelins: +3 to hit (range 150/600 ft.); 5 (1d8 + 1) piercing damage on a hit). The arrow slits provide three-quarters cover to any creature standing behind them that isn't taller than the wall itself.

If Ilneval takes this lair action again while some walls (or parts of them) still remain, he can dismiss any number of them and conjure additional ones. He can't have more than three walls from this lair action within his lair at the same time.

Suggested Spells for Ilneval

If you want a fun encounter, consider having Ilneval cast the following spells:

1st level: *command, compelled duel*
2nd level: *calm emotions, silence, zone of truth*
3rd level: *animate dead, bestow curse*
4th level: *control water, stone shape*
5th level: *contagion, planar binding* (e.g., an enslaved **unicorn**)
6th level: *blade barrier, create undead, move earth*
7th level: *plane shift* (targeting a hostile creature), *symbol* ("Discord" glyph)
8th level: *earthquake*
9th level: *gate* (e.g., an **adult white dragon** from the Material Plane, who reneges on its deal with the orcs and attacks Ilneval), *prismatic wall, wish*

If you want a very deadly encounter, consider having Ilneval cast the following spells, upcasting them as needed (including with his 10th, 11th, and 12th-level spell slots):

1st level: *armor of Agathys, command, shield, thunderous smite, wrathful smite*
2nd level: *hold person, searing smite, spiritual weapon*
3rd level: *blinding smite, counterspell, dispel magic, mass healing word, spirit guardians*
4th level: *banishment, death ward, guardian of faith, staggering smite*
5th level: *antilife shell, banishing smite, destructive wave, flame strike, planar binding* (e.g., an enslaved **planetar**)
6th level: *blade barrier, globe of invulnerability, harm*
7th level: *divine word, fire storm, plane shift, teleport*
8th level: *antimagic field, holy aura, mind blank*
9th level: *gate* (e.g., an **adult white dragon** from the Material Plane, allied with the orcs), *wish*

Dear Reader,

Know that I once met with Ilneval's aspect, Torazan. He stubbornly attempted to recruit me as a spy. Needless to say, he failed. If you ever find yourself in a similar situation, be mindful of not drawing his ire as you deny him - which you obviously will.

E.A.

Optional: Epic Die Traits
If your group plays with the Epic Die, Ilneval also has the additional trait noted below:

Epic Trait: War Maker. When Ilneval uses his War Cry action, he can choose more options simultaneously: 2 options when the Epic Die is a 3+, and all 3 options when the Epic Die is a 6.

Ilneval

Medium humanoid (lesser deity, orc), neutral evil

Armor Class 20 (Armor of Crimson Command)
Hit Points 525 (30d20 + 210)
Speed 50 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	18 (+4)	22 (+6)	21 (+5)

Saving Throws Con +17, Int +14, Wis +16
Skills Athletics +18, Perception +16, Persuasion +15
Damage Resistances bludgeoning, piercing, slashing from attacks that aren't from artifacts
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 30 ft., truesight 1 mile, passive Perception 25
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Aggressive. As a bonus action, Ilneval can move up to his speed toward a hostile creature that he can see.

Armor of Crimson Command. Any time Ilneval is targeted by a projectile, a bolt spell, or a ray spell, roll a d6. On a 4 to 6, Ilneval is unaffected.

Discorporation. When Ilneval drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to NIshrek within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Freedom of Movement. Ilneval ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Into the Fray. Ilneval adds 2d12 to his initiative rolls.

Lesser Deity. Ilneval can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Ilneval is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Ilneval fails a saving throw, he can choose to succeed instead.

Special Equipment. Ilneval wields Foe Smiter, a magical +4 vorpal longsword that deals three extra dice of damage when it hits (included in the attack) and automatically disintegrates a Large or smaller nonmagical object or a creation of magical force on a hit. If the target is a Huge or larger object or creation of force, the blade disintegrates a 10-foot-cube portion of it. Ilneval can't be disarmed of this weapon. He also wears the Armor of Crimson Command, a suit of +3 half plate with blood-red pauldrons that protects him from certain spells.

Spellcasting. Ilneval is a 30th-level spellcaster. He has the *contingency*, *teleport*, and *wish* spells prepared, as well as all cleric, paladin, and abjuration spells. His spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). Ilneval can cast spells without having to provide material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (4 slots), 5th level (4 slots), 6th level (4 slots), 7th level (3 slots), 8th level (3 slots), 9th level (2 slots), 10th level (1 slot), 11th level (1 slot), 12th level (1 slot).

Actions

Multiattack. Ilneval uses War Cry action and makes four attacks with Foe Smiter.

Foe Smiter. *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 30 (4d8 + 12) slashing damage, or 34 (4d10 + 12) slashing damage when used with two hands. This damage ignores resistance to slashing damage. If the target is a creature that has at least one head and the attack roll is a 20, Ilneval cuts off one of the target's heads. The target dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

War Cry. Ilneval uses one of the following war cries:

Cry of Advancement. Ilneval screams with the fury of a thousand whips. Each orc of Ilneval's choice that is within 120 feet of him and able to hear him can take an additional bonus action on its turn before the start of Ilneval's next turn.

Cry of Command. Ilneval commands his warriors to strike with a loud roar of determination. Each orc of Ilneval's choice that is within 120 feet of him and able hear him makes one weapon attack.

Cry of the War Maker. Ilneval releases a bellowing cry, and 1d6 +1 orc blades of Ilneval magically appear in unoccupied spaces within 60 feet of Ilneval. The orcs act on their own initiative, following Ilneval's commands.

Change Shape. Ilneval magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Ilneval's choice).

In a new form, Ilneval retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Ilneval magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Ilneval can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ilneval regains spent legendary actions at the start of his turn.

Attack. Ilneval makes an attack with Foe Smiter.

Cast a Spell (Costs 3 Actions). Ilneval casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Ilneval casts a spell he can cast at will.

Change Form. Ilneval uses his Change Shape or Change Size action.

Move. Ilneval moves up to his speed.

Avatars of Ilneval

The use of avatars allows Ilneval to ensure that orc tribes, far and wide, use a valid strategy and employ sound tactics.

Avatar of Ilneval Template

Ilneval can create avatars in the form of orcs with a CR of 30 or lower. When Ilneval creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes lawful evil.

Senses. The avatar gains blindsight with a range of 5 feet and truesight with a radius of 120 feet.

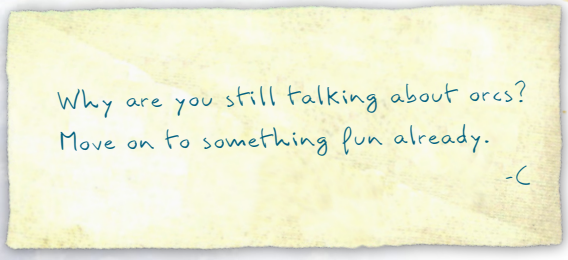
Languages. The avatar knows all languages.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

Condition Immunities. The avatar can't be charmed, frightened, or poisoned.

New Trait: Into the Fray. The avatar adds 1d12 to its initiative rolls.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.



Orog Avatar of Ilneval

Medium humanoid (orcish avatar), lawful evil

Armor Class 18 (plate)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2
Condition Immunities charmed, frightened, poisoned
Senses blindsight 5 ft., truesight 120 ft., passive Perception 10
Languages all
Challenge 2 (450 XP)

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

Into the Fray. The avatar adds 1d12 to its initiative rolls.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 5 (1d10) thunder damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 5 (1d10) thunder damage.

Torazan

Ilneval's aspect is an orog clad in crimson-colored chainmail, with blood occasionally seeping out from behind the chains, and a horned helmet of red-painted iron. If the avatar's gray skin is ever exposed, the enumerable scars that cover it would become evident. It wields a longsword, also blood-red in color.

Torazan

Medium humanoid (orc), lawful evil

Armor Class 22 (natural armor)
Hit Points 299 (26d10 + 156)
Speed 50 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	18 (+4)	22 (+6)	21 (+5)

Skills Athletics +12, Perception +12, Persuasion +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 5 ft., truesight 120 ft., passive Perception 22
Languages all
Challenge 20 (25,000 XP)

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

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Into the Fray. The avatar adds 2d12 to its initiative rolls.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar uses its War Cry action and makes four attacks with its blood-red longsword.

Blood-Red Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage when used with two hands. This damage ignores resistance to slashing damage.

War Cry. The avatar uses one of the following war cries:

Cry of Advancement. The avatar screams with the fury of a thousand whips. Each orc of the avatar's choice that is within 60 feet of it and able to hear it can take an additional bonus action on its turn before the start of the avatar's next turn.

Cry of Command. The avatar commands its warriors to strike with a loud roar of determination. Each orc of the avatar's choice that is within 30 feet of it and able to hear it can use its reaction to make one weapon attack.

Cry of the War Maker. Ilneval releases a bellowing cry, and 1d4 + 1 orc blades of Ilneval magically appear in unoccupied spaces within 30 feet of the avatar. The orcs act on their own initiative, following the avatar's commands.

Luthic, Orc Mother-Goddess of Fertility and Healing

Luthic is Gruumsh's wife and is responsible for uniting different tribes under one banner. She tempers the One-Eyed God's rage, and ensures that their zealous children don't recklessly run into their own slaughter in battle. Many scholars speculate that Luthic is the unsung backbone of the orc pantheon, without whom orc societies would become feudalistic and implode on themselves.

Immortal Nature. Luthic doesn't require air, food, drink, or sleep.

Luthic's Followers

Luthic's followers include **orc claws of Luthic** (see appendix A) and **orc brood sisters** (see chapter 16). While members of her clergy within a tribe are smaller in number compared to those of Gruumsh, Ilneval, and Bahgtru, their influence is pivotal to keeping the tribe together. Apart from nurturing young orcs and overseeing a warband's defenses and supplies, they also maintain (or enforce) diplomatic ties with the reclusive followers of Shargaas and disease-ridden acolytes of Yurtrus, ensuring that they don't branch away to fend for themselves.

Luthic also has an affinity for cave bears, and some are so infused with her power that they become **Luthicean bears** (see chapter 17).

Holy Symbol. Luthic's holy symbol is an Orcish rune meaning "cave entrance."

Luthic's Names and Powers

Below you will find some quick facts about Luthic.

Names. Luthic is known as the Cave Mother and the Blood Moon Witch.

Godly Senses. Using an action, Luthic can perceive anything within 20 miles of all orcs, objects and sites dedicated to the worship of an orc deity, or any location where one of the orc gods' titles or names was spoken in the last hour. She can perceive from any number of locations at once while remaining fully aware of her surroundings.

Portfolio Senses. Luthic can sense when any humanoid is born, procreates, or is close to death. She can similarly sense when any creature regains hit points, is cured of a disease or harmful condition, or is revived. In addition, Luthic can sense when orcs are building shelters and strongholds, and whenever they are crafting or gathering supplies.

Roleplaying Luthic

Although Luthic has a more long-term and cautious worldview than many other orc deities, she can be as vicious the One-Eyed God himself, if not more so. She is fiercely protective of her children, and tolerates no dissension in the orc ranks. She raises each orc to know and embrace their purpose within a tribe, and to fight boldly and cruelly.

The Cave Mother usually speaks with a harsh tone and acerbic wit, her words cutting through the ego of whoever she is addressing. If confronted by outsiders, Luthic is only tempted to parley if they profess themselves to the orc pantheon, have useful information on mutual enemies, or come to trade rare supplies. As one of the busiest entities in Nishrek, Luthic doesn't have time to entertain needlessly lengthy conversations from interplanar traders or rants about a recent battle. She is cutthroat, pragmatic, and forward-thinking.

Fighting Luthic

In battle, Luthic is always flanked by at least a handful of her followers. Together, they attempt to sap enemies of any source of healing and restorative magic. Spellcasters with healing spells are always the first target. The Cave Mother doesn't waste time taunting or bragging, and her tactics are calculated and lethal, striking fear into the hearts of her rivals. It is rumored that even the mighty Maglubiyet once retreated from her.

Luthic's Traits

Ideal. "Every orc must understand their position in the tribe and do their part to strengthen it over the course of their existence."

Bond. "Orcs are faced with ceaseless war, and it is my job to ensure that our enemies don't outstrip our population."

Flaw. Luthic has no flaw.



Luthic's Lair

Luthic dwells in the Mother Caves, a network of caverns beneath the Iron Fortress of Nishrek. If encountered in her lair, Luthic has a challenge rating of 42 (460,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Luthic can take a lair action to cause one of the following effects: she can't use the same effect more than two rounds in a row.

Bolt of Renewal. Orcs of Luthic's choice within the lair are automatically cured of any conditions or diseases affecting them. In addition, one of the orcs of her choice regains a spell slot of 5th level or lower. That creature can use its reaction to immediately cast a spell using the spell slot it regained from this lair action.

Censure Excess Life. Until initiative count 20 on the next round, hostile creatures in the lair can't conjure or summon

Optional: Epic Die Traits

If your group plays with the Epic Die, Luthic also has the additional trait noted below:

Epic Trait: Unbounded Divinity. The roll required for one of Luthic's Channel Divinity options to recharge is lowered by a number equal to the Epic Die divided by two.

Luthic

Large humanoid (lesser deity, orc), lawful evil

Armor Class 23 (natural armor)
Hit Points 742 (45d20 + 270)
Speed 50 ft., burrow 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	22 (+6)	20 (+5)	26 (+8)	22 (+6)

Saving Throws Int +16, Wis +19, Cha +17
Skills Acrobatics +17, Intimidation +17, Medicine +19, Perception +19
Damage Immunities fire, necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 30 ft., truesight 1 mile, passive Perception 29
Languages all, plane-wide telepathy
Challenge 40 (400,000 XP)

Aggressive. As a bonus action, Luthic can move up to her speed toward a hostile creature that she can see.

Aura of Healing. Luthic and orcs of her choice within 60 feet of her regain 50 hit points at the start of each of Luthic's turns.

Discorporation. When Luthic drops to 0 hit points or dies outside of her domain, her body is destroyed but her essence travels back to Nishrek within Avalas, the first layer of Acheron, and she is unable to take physical form for a time.

Earthen Soul. Luthic can burrow through nonmagical earth, stone, and metal. While doing so, she doesn't disturb the material she moves through.

Goddess of Healing. When Luthic would normally roll one or more dice to restore hit points with a spell, she instead uses the highest number possible for each die.

Lesser Deity. Luthic can't be surprised and has advantage on ability checks and saving throws, and she can't be affected or detected by spells of 6th level or lower unless she wishes to be. In addition, Luthic is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Luthic fails a saving throw, she can choose to succeed instead.

Spellcasting. Luthic is a 30th-level spellcaster. She has the *contingency*, *teleport*, and *wish* spells prepared, as well as all cleric, druid, and abjuration spells. Her spellcasting ability is Wisdom (spell save DC 25, +16 to hit with spell attacks). Luthic can cast spells without providing material components.

She has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (1 slot).

Actions

Multiattack. Luthic uses her Channel Divinity if she can and makes three claw attacks.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or take 9 (2d8) slashing damage at the start of each of its turns due to a gashing wound. Each time Luthic hits the wounded target with this attack, the damage dealt by the wound increases by 9 (2d8). The wound closes if the target is restored to its hit point maximum or receives magical healing from a 6th-level spell or higher.

Seismic Bolt. *Ranged Spell Attack:* +19 to hit, range 300 ft., one target. *Hit:* 90 (15d10 + 8) bludgeoning damage. This attack deals double damage to objects and structures. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked 60 feet back in a straight line, landing prone. If the creature is stopped before, such as by hitting a wall, it takes 1d6 bludgeoning damage for every 10 feet traveled prior to impact.

Channel Divinity. Luthic uses one of the following Channel Divinity options:

Birthing Ritual (Recharge 6). Luthic chooses one orc she can see within 60 feet of her that has a CR of 10 or less, causing 2d6 creatures of the same type and CR as the target to spring into existence in the nearest unoccupied spaces to the target. The newly created creatures act on Luthic's initiative, at the end of each of her turns.

Mother's Protection (Recharge 6). Luthic chooses any number of orcs within 60 feet of her that she can see. Until the start of her next turn, when a chosen orc is reduced to 0 hit points, roll a d6. On a roll of 4 or higher, the orc is reduced to 1 hit point instead.

Preserve Life (Recharge 6). Luthic evokes healing energies that restore up to 150 hit points. Luthic can choose any number of creatures within 30 feet of her that she can see, dividing those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This feature doesn't work on an undead or a construct.

Change Shape. Luthic magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. Any equipment she is wearing or carrying is absorbed or borne by the new form (Luthic's choice).

In a new form, Luthic retains all of her statistics and gains the features of the new form that she doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Luthic magically changes her size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. Her statistics remain the same. Any equipment she is wearing or carrying transforms with her.

Legendary Actions

Luthic can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Luthic regains spent legendary actions at the start of her turn.

Attack. Luthic makes a claw attack.

Cast a Spell (Costs 2 Actions). Luthic casts a spell she has prepared, expending a spell slot as normal.

Cast At-Will Spell. Luthic casts a spell she can cast at will.

Change Form. Luthic uses her Change Shape or Change Size action.

Earthen Might (Costs 2 Actions). Luthic uses her Seismic Bolt action.

Healing Touch (5/Day). Luthic touches a creature. The target magically regains 50 hit points and is freed from any curse, disease, poison, blindness, or deafness.

Teleport. Luthic magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.

other creatures by any means. Any conjured or summoned creatures of Luthic's choice that are already in the lair disappear until initiative count 20 on the next round, after which they reappear in the space they left, or the closest unoccupied space.

Conjure Orcs. Luthic magically conjures 1d10 orogs, 1d8 orc claws of Luthic (see appendix A), 1d4 orog reapers (see chapter 16), or two orc brood sisters (see chapter 16), which appear in unoccupied spaces within 60 feet of Luthic. They obey her commands and fight to the death, or until Luthic dismisses them as a bonus action.

Monopoly on Healing. Until initiative count 20 on the next round, whenever a creature in the lair uses a spell, item, or effect that restores hit points to another creature, Luthic can absorb the healing and cause herself or another creature of her choice to regain that amount of hit points instead.

Suggested Spells for Luthic

If you want a fun encounter, consider having Luthic cast the following spells:

1st level: *charm person, faerie fire, jump, thunderwave*
2nd level: *calm emotions, gust of wind, heat metal, silence, zone of truth*
3rd level: *conjure animals, plant growth, sleet storm, wind wall*
4th level: *conjure woodland beings, hallucinatory terrain, polymorph*
5th level: *awaken, reincarnate, planar binding, wall of stone*
6th level: *blade barrier, move earth*
7th level: *mirage arcane, reverse gravity*
8th level: *earthquake, feeblemind, tsunami*
9th level: *gate, prismatic wall, shapechange, wish*

If you want a very deadly encounter, consider having Luthic cast the following spells, upcasting them as needed (including with her 10th, 11th, and 12th-level spell slots):

1st level: *command, faerie fire, guiding bolt, healing word, inflict wounds, shield*
2nd level: *aid, hold person, spike growth, spiritual weapon*
3rd level: *dispel magic, mass healing word, magic circle, spirit guardians*
4th level: *banishment, death ward, guardian of faith, wall of fire*
5th level: *antilife shell, flame strike, greater restoration, planar binding, mass cure wounds*
6th level: *blade barrier, harm, heal, wall of thorns, word of recall*
7th level: *etherealness, fire storm, plane shift, teleport*
8th level: *animal shapes, antimagic field, feeblemind, holy aura*
9th level: *gate, foresight, mass heal, shapechange, wish*

Avatars of Luthic

The use of avatars allows Luthic to care for her children and ensure their survival wherever they are.

Avatar of Luthic Template

Luthic can create avatars in the form of orcs or clawed beasts with a CR of 30 or lower. When Luthic creates an avatar in another creature's image, it grows long, black claws from its forelimbs and never uses other weapons, but otherwise retains all its statistics except as noted below.

Alignment. The avatar's alignment changes lawful evil.
Condition Immunities. The avatar can't be charmed, frightened, or poisoned.
Damage Immunities. The avatar is immune to poison damage.
Senses. The avatar gains blindsight with a range of 5 feet and truesight with a radius of 120 feet.
Languages. The avatar knows all languages.
New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.
New Trait: Aggressive. As a bonus action, the avatar can move up to its speed toward a hostile creature that it can see.
New Trait: Aura of Healing. The avatar and orcs of its choice within 30 feet of it regain 5 hit points at the start of each of the avatar's turns.
New Trait: Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.
Modified Action: Claws. If the avatar is a beast, it adds an additional damage die to its claw attack. If the avatar is an orc, add a claw attack or use an **orc claw of Luthic** (see appendix A).

Cave Bear Avatar of Luthic

Large beast (avatar), lawful evil

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 5 ft., truesight 120 ft., passive Perception 11
Languages all
Challenge 2 (450 XP)

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

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit:9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

The Den Mother

Luthic's aspect is an enormous Luthicean bear, capable of toppling entire structures with its enormous, black claws. Rather than fur, however, this monstrous beast is made from the same rock-metal hybrid as the cubes of Acheron, allowing it to traverse the ground with ease and hurl mighty seismic blasts that demolish everything in their path. The Den Mother will unleash her full fury on anything that threatens her pack.



All the bears I know are fuzzy, cuddly, and growly, not made from metal and rock. That sounds a lot less cuddly and fuzzy. Maybe still growly though.

The Den Mother

Huge monstrosity (avatar), lawful evil

Armor Class 20 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	20 (+5)	26 (+8)	22 (+6)

Skills Athletics +14, Intimidation +13, Medicine +15, Perception +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 5 ft., truesight 120 ft., passive Perception 25
Languages all
Challenge 22 (41,000 XP)

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

Earthen Soul. The avatar can burrow through nonmagical earth, stone, and metal. While doing so, the avatar doesn't disturb the material it moves through.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

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

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar uses its Divine Roar. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 22). While grappled, the target is also restrained, and the avatar can't use this attack on another target.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) slashing damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or take 18 (4d8) slashing damage at the start of each of its turns due to a gushing wound. Each time the avatar hits the wounded target with this attack, the damage dealt by the wound increases by 18 (4d8). The wound closes if the target is restored to its hit point maximum or receives magical healing from a 6th-level spell or higher.

Seismic Bolt. *Ranged Spell Attack:* +15 to hit, range 300 ft., one target. *Hit:* 90 (15d10 + 8) bludgeoning damage. This attack deals double damage to objects and structures. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked 60 feet back in a straight line, landing prone. If the creature is stopped before, such as by hitting a wall, it takes 1d6 bludgeoning damage for every 10 feet traveled prior to impact.

Divine Roar. The avatar uses one of the following roars:

Birthing Roar (Recharges After a Short or Long Rest). The avatar chooses one orc it can see within 30 feet of it that has a CR of 5 or less, causing 2d4 creatures of the same type and CR as the target to spring into existence in the nearest unoccupied spaces to the target. The newly created creatures act on the avatar's initiative, at the end of each of its turns.

Preservative Roar (Recharges After a Short or Long Rest). The avatar evokes healing energies that restore up to 100 hit points. The avatar can choose any number of creatures within 30 feet of it that it can see, dividing those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This feature doesn't work on an undead or a construct.

Protective Roar (Recharges After a Short or Long Rest). The avatar chooses any number of orcs within 30 feet of it that it can see. Until the start of its next turn, when a chosen orc is reduced to 0 hit points, roll a d6. On a roll of 4 or higher, the orc is reduced to 1 hit point instead.

Shargaas, Orc God of Darkness and Stealth

Although Shargaas fulfills a dark but necessary role in orc society, he doesn't receive much gratitude from the rest of the orc deities. This reclusive deity spends most of his time in the caverns of the Night Below, emerging only occasionally to give humble face-time to Luthic and Gruumsh.

Immortal Nature. Shargaas doesn't require air, food, drink, or sleep.

Shargaas's Followers

Compared to the rest of the pantheon, Shargaas doesn't have many followers. While his **orc red fangs of Shargaas** (see appendix A) are pseudo-pariahs in a tribe, they are feared and respected for the duties they perform. Their most sacred task is the culling of a tribe's weak members, but they also carry out covert operations on a tribe's behalf, such as assassinations or thievery. The **orc darkwalkers** (see chapter 16) are Shargaas's mightiest followers, blessed with his darkness in the afterlife. They roam the dark tunnels of their patron's realm, the Night Below, apprehending the souls of the culled and delivering them to the Night Lord for consumption.

Holy Symbol. Shargaas's holy symbol is a red crescent moon with a skull between the moon's horns.

Roleplaying Shargaas

Shargaas speaks with a cold, coarse, and eerie voice that is followed by mysterious ghostly echoes, making it impossible to discern his location from his speech alone. He always remains unseen, keeping an air of mystery and suspense about himself. The Night Lord is clever and cunning, speaking in riddles and stalling until his followers can surround potential trespassers while he deduces their weaknesses.

Fighting Shargaas

The Stalker Below strikes suddenly and without warning, disappearing as soon as he has hit his mark. Staying true to his nature, Shargaas aims for whoever he deems to be the weakest. A victim begging for mercy only further endangers itself, as both begging and mercy are deemed signs of weakness. However, this dark deity is no fool and he knows when retreat is the only valid option. If such a retreat is necessary, Shargaas is likely to devour any of his followers who witnessed the act, for he can't risk word of his weak act spreading through orc ranks and further lowering his status. However, if he dispatches all of his enemies, he instead feasts on their broken bodies and absorbs their soul in the process. In either case, his dark hunger is sated.

Optional: Epic Die Traits

If your group plays with the Epic Die, Shargaas also has the additional trait noted below:

Epic Trait: Dark Echoes. When Shargaas uses his Dark Whisper action, he can choose more options simultaneously: 2 options when the Epic Die is a 3+, and all 3 options when the Epic Die is a 6.

Shargaas's Names and Powers

Below you will find some quick facts about Shargaas.

Names. Shargaas is known as the Night Lord, the Blade in the Darkness, and the Stalker Below.

Godly Senses. Using an action, Shargaas can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his titles or name was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can't perceive from more than one plane at a time.

Portfolio Senses. Shargaas can sense anything that happens in magical darkness in Acheron or on the Material Plane. In addition, when looking at a creature, he instinctively discerns its flaws and weaknesses.

Shargaas's Traits

Ideal. "Weakness is the most terrible disease of all and it must be vanquished."

Bond. "I am the darkness and the darkness is me. Here, in the unknown, I reign supreme."

Flaw. "If the broken body of a weakling lies before me, I am sometimes compelled to stop and taste their flesh, even in the midst of battle."



Shargaas's Lair

Shargaas dwells in the Night Below deep in the bowels of Nishrek. If encountered in his lair, Shargaas has a challenge rating of 38 (340,000 XP).

Lair Actions

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

Coldest Night. A deathly cold fills the Night Below. Each hostile creature in the lair must succeed on a DC 23 Constitution saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Cull the Weak. A hostile creature in the lair with the lowest Strength score must succeed on a DC 23 Constitution saving throw. On a failed save, the target drops to 0 hit points and is dying. If the target dies as a result of this effect and not revived within 1 minute, its soul is absorbed by Shargaas. A creature whose soul is absorbed by Shargaas can't be restored by any means short of a *wish* spell.

Lonely Night. Each hostile creature in the lair must make a DC 23 Wisdom saving throw. On a failed save, a target can't perceive any of its allies by any means, both magical and nonmagical, until initiative count 20 on the next round.

Shargaas

Medium humanoid (lesser deity, orc), neutral evil

Armor Class 18
Hit Points 330 (20d20 + 120)
Speed 50 ft., climb. 50 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	26 (+8)	23 (+6)	25 (+7)	25 (+7)	20 (+5)

Saving Throws Str +18, Dex +18, Int +17
Skills Athletics +18, Acrobatics +18, Perception +17, Stealth +28
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 27
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Discorporation. When Shargaas drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to the Night Below in Nishrek within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

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

Hand of Shargaas. Shargaas deals an extra 4 dice of damage when he hits a target with a weapon attack (included in his attacks).

Lesser Deity. Shargaas can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Shargaas is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Shargaas fails a saving throw, he can choose to succeed instead.

One with the Dark. While in darkness, Shargaas is invisible and can't be perceived by creatures further than 10 feet away from him.

Slayer. During his first turn, Shargaas has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Shargaas scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, Shargaas deals an extra 52 (15d6) damage when he 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 Shargaas that isn't incapacitated and Shargaas doesn't have disadvantage on the attack roll.

Special Equipment. Shargaas wields Nightblade, a magical +3 shortsword that deals additional cold damage and can slow opponents by freezing them.

Spellcasting. Shargaas is a 30th-level spellcaster. He knows all cantrips, has the *contingency*, *plane shift*, *teleport*, and *wish* spells prepared, as well as all illusion and enchantment spells. His spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). Shargaas can cast spells without having to provide verbal or material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (3 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slots), 11th level (1 slot), 12th level (1 slot).

Actions

Multiattack. Shargaas uses his Dark Whisper action and makes one attack with Nightblade.

Nightblade. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 28 (5d6 + 11) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw while in darkness, it becomes covered in a thin sheet of ice, halving its movement speed until it takes fire damage, or until it or another creature uses an action to brush off the ice.

Dark Whisper. Shargaas uses one of the following whispers:

Whisper of Dark Domination. Shargaas whispers sinister words that carry all of his divine power. Each creature of Shargaas' choice that is within 120 feet of him, able to hear him, and in darkness, must make a DC 23 Wisdom saving throw. On a failed save, a creature is blinded and deafened until the end of its next turn.

Whisper of Hatred. Shargaas whispers malevolent words, designed to destroy those he hates most. Each dwarf, gnome, and goblin that is within 120 feet of him, able to hear him, and in darkness, must make a DC 23 Wisdom saving throw. On a failed save, a creature takes 52 (8d12) psychic damage and drops prone. On a successful save, a creature takes half as much damage and doesn't drop prone.

Whisper of Paranoia. Shargaas whispers dark words, planting seeds of paranoia in others. Each creature of Shargaas' choice that is within 120 feet of him, able to hear him, and in darkness, must make a DC 23 Wisdom saving throw. On a failed save, a creature can't discern friend from foe and must only target or attack the creature closest to it on its next turn.

Change Shape. Shargaas magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Shargaas' choice).

In a new form, Shargaas retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Shargaas magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Shargaas can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shargaas regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Shargaas makes an attack with Nightblade.

Cast a Spell (Costs 3 Actions). Shargaas casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Shargaas casts a spell he can cast at will.

Change Form. Shargaas uses his Change Shape or Change Size action.

Hide. Shargaas takes the Hide action.

Move. Shargaas moves up to his speed.

Shadow Jaunt. Shargaas magically teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space that he can see. Both the space he is leaving and his destination must be in dim light or darkness.

Avatars of Shargaas

As he dislikes leaving his realm, Shargaas is fond of using avatars to spread his foul malevolence in the darkest crevices of the multiverse.

Avatar of Shargaas Template

Shargaas can create avatars in the form of orcs, bats, cloakers, and shadows with a CR of 30 or lower. When Shargaas creates an avatar in another creature's image, its skin and eyes are black and it is surrounded by icy-cold shadows, but otherwise retains all its statistics except as noted below.

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

Condition Immunities. The avatar can't be blinded, deafened, or frightened.

Senses. The avatar gains blindsight with a range of 5 feet and truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

Lost Trait: Multiattack. The avatar loses the Multiattack action if it has it.

New Trait: Hand of Shargaas. The avatar deals an extra 2 dice of damage when it hits a target with a weapon attack.

New Trait: One with the Dark. While in darkness, the avatar is invisible and can't be perceived by creatures further than 10 feet away from it.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Giant Bat Avatar of Shargaas

Large beast (avatar), neutral evil

Armor Class 13
Hit Points 22 (4d10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft., truesight 120 ft., passive Perception 11
Languages all
Challenge 1/4 (50 XP)

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Hand of Shargaas. The avatar deals an extra 2 dice of damage when it hits a target with a weapon attack (included in the attack).

One with the Dark. While in darkness, the avatar is invisible and can't be perceived by creatures further than 10 feet away from it.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 2) piercing damage.

Darkwing

Shargaas's aspect is a gaunt shadowy figure, resembling a cloaker with humanoid features. Its skin is completely black, making it incredibly difficult to discern its features. Its eyes are equally black, making them blend in and impossible to locate, though their dark gaze can be felt as it causes eerie shivers. Darkwing, as the aspect is called, shapes and solidifies the shadows to manifest the Staff of Shadows, a vantablack quarterstaff that blinds its victims, and Darkest Death, a vantablack dagger that strikes with deadly precision.

Darkwing

Medium aberration (avatar), neutral evil

Armor Class 18 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	21 (+5)	25 (+7)	25 (+7)	20 (+5)

Skills Athletics +8, Acrobatics +13, Perception +13, Stealth +19
Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 5 ft., truesight 120 ft., passive Perception 25
Languages all
Challenge 20 (25,000 XP)

Damage Transfer. While attached to a creature, the avatar takes only half the damage dealt to it (rounded down), and that creature takes the other half.

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

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Hand of Shargaas. The avatar deals an extra 2 dice of damage when it hits a target with a weapon attack (included in the attack).

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

One with the Dark. While in darkness, the avatar is invisible and can't be perceived by creatures further than 10 feet away from it.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Sneak Attack. Once per turn, the avatar deals an extra 35 (10d6) 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 avatar that isn't incapacitated and the avatar doesn't have disadvantage on the attack roll.

Actions

Multiattack. The avatar makes two attacks in any combination.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 21 (4d6 + 7) piercing damage, and if the target is Large or smaller, the avatar attaches to it and wraps its cloaker-like wings around it. While attached, the avatar can only attack this target, using only its Bite or Darkest Death, and it has advantage on the attack roll. The avatar can detach itself at any time (no action required). A creature, including the target, can take its action to detach the avatar by force by succeeding on a DC 21 Strength check.

Darkest Death. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 14 (3d4 + 7) necrotic damage. Once per turn, the avatar can reroll any number of Sneak Attack dice when attacking with this weapon.

Staff of Shadows. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a creature, it is surrounded by magical darkness out to a range of 10 feet. The darkness lasts for 1 minute and remains centered on the target, moving with it.

Yurtrus, Orc God of Death and Disease

Orcs know that their lives are likely to be short. From a young age, they are taught that death is not something to be feared, so long as one dies a "brave death." Their souls are ultimately forfeit to Yurtrus, who then decides if they are worth joining Gruumsh's hordes.

For those orcs fortunate enough to survive to old age, death by the Rotting One's white hands comes slowly but surely in the shape of diseases. These insidious maladies destroy bodies and spread throughout the land, symbolic of how the orc race as a whole spreads across the land and destroys everything in its path.

Immortal Nature. Yurtrus doesn't require air, food, drink, or sleep.

Yurtrus's Followers

Yurtrus's priests strive to mimic their malign deity in many ways. Collectively named the White Hands, these jealous shamans swear oaths of silence and cover their hands in white ash or wear pale, elf-skin gloves to honor their god. On the Material Plane, the Rotting One's cultists perform rituals on the bodies of orcs who died in a successful battle, ensuring that their souls are ferried to Acheron. Other orcs view the White Hands with a mix of respect and fear, and often give them a wide berth.

In Acheron, the servitors of Yurtrus guard his lair in Fleshslough, ensuring that reclusive Lord of Maggots is not disturbed. They also stay abreast of the cosmic matters of orc life and death, in collaboration with Luthic's followers.



The most prominent members of Yurtrus's clergy are **orc hands of Yurtrus** (see appendix A) and **orc rot-guards** (see chapter 16). However, his most "beloved" are his legions of **orc nurtured ones of Yurtrus** (see appendix A).

Holy Symbol. Yurtrus's holy symbol is a white hand, with the palm facing outward.

Roleplaying Yurtrus

Yurtrus lacks a mouth and thus never speaks physically. Instead, he communicates telepathically, using a voice belonging to a perished loved one of the recipient. Even then, he rarely speaks and if he does, he says only what needs to be said in as few words as possible. Furthermore, while listening to Yurtrus, one might find maggots crawling through their hair or under their clothing. The Rotting One rarely moves either, unless it is an absolute necessity. Instead, he sits, stands, or lies unflinching, not moving a single muscle, and never blinking - looking dead. Even once his body begins to shift, such as if he rises for a fight, he still looks dead; not like a zombie that is animated by some necromantic force and not like a vampire that wields a will of its own, but truly dead in every sense of the word. Watching the Lord of Maggots move is an eerie and disturbing sight to behold.

Fighting Yurtrus

Yurtrus is certain that death will find whoever he deems dead, but he is never in a hurry to achieve his goal. He prefers to let his diseases linger, spreading virulently from enemy to enemy, even as they deploy their magics to counteract his efforts. He knows that slowly but surely, his contamination will prevail. Creatures who are immune to Yurtrus's diseases are an affront to the Lord of Maggots. Such insolent do-gooders are doomed to receive a quick death battle.

Yurtrus's Traits

Ideal. "Death is inevitable."
Bond. "Pestilence brings death to old life and spawns new life in the process. Such is my divine purpose: the cycle of life and death."
Flaw. "I take my time with everything I do."

Yurtrus's Names and Powers

Below you will find some quick facts about Yurtrus.

Names. Yurtrus is known as White Hands, the Lord of Maggots, and the Rotting One.

Godly Senses. Using an action, Yurtrus can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his titles or name was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can't perceive from more than one plane at a time.

Portfolio Senses. Yurtrus can sense any disease in Acheron or on the Material Plane, including all creatures infected with disease. He discerns their location and their bodily fortitude. In addition, when looking at a creature, he instinctively knows if it is immune to disease, and if a creature is infected by a disease, Yurtrus knows its current and maximum hit points, as well as its Strength, Dexterity, and Constitution scores.

Optional: Epic Die Traits
If your group plays with the Epic Die, Yurtrus also has the additional trait noted below:

Epic Trait: Outbreak. When the Epic Die reaches 2, creatures can't benefit from immunity to the poisoned condition against Yurtrus's spells and effects. When the Epic Die reaches 4, creatures also can't benefit from immunity to disease against them. When the Epic Die reaches 6, any poison or disease inflicted by Yurtrus also can't be removed by any means while Yurtrus remains alive.

Yurtrus

Large humanoid (lesser deity, orc), neutral evil

Armor Class 22 (natural armor)
Hit Points 740 (40d20 + 320)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	23 (+6)	26 (+8)	16 (+3)	26 (+8)	18 (+4)

Saving Throws Str +19, Con +18, Wis +18
Skills Athletics +19, Medicine +18, Perception +18
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 28
Languages understands all but can't speak, plane-wide telepathy
Challenge 37 (315,000 XP)

Contamination Aura. Yurtrus can activate or deactivate this feature as a bonus action. When activating this feature, Yurtrus chooses one of the options below.

Crippling Pain. Each creature that starts its turn within 120 feet of Yurtrus must succeed on a DC 26 Constitution saving throw against disease or become incapacitated with excruciating pain for 1 minute. Any spell or effect that cures disease ends the effect.

Sneezing and Choking. Each creature that ends its turn within 120 feet of Yurtrus and needs to breathe must succeed on a DC 26 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. Any spell or effect that cures disease ends the effect.

System Shock. Each creature that starts its turn within 120 feet of Yurtrus and isn't immune to disease makes ability checks and attack rolls with disadvantage until the end of its turn.

Discorporation. When Yurtrus drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Fleshslough in Nishrek within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Lesser Deity. Yurtrus can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Yurtrus is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Yurtrus fails a saving throw, he can choose to succeed instead.

Spellcasting. Yurtrus is a 30th-level spellcaster. He knows all cantrips, has the *contingency*, *plane shift*, *teleport*, and *wish* spells prepared, as well as all cleric, druid, and necromancy spells. His spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). Yurtrus can cast spells without providing verbal or material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (3 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slots), 11th level (1 slot), 12th level (1 slot).

Actions

Multiaction. Yurtrus casts a spell and makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 53 (8d10 + 9) necrotic damage. If the target is a creature, it must make a DC 26 Constitution saving throw against disease. On a failed save, the target is affected by one of the following effects of Yurtrus's choice:

Corruption. The target takes 28 (8d6) necrotic damage and is poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turns, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points. Any effect that removes a disease also ends the poisoned condition.

Fever. The target takes 27 (6d8) necrotic damage and its hit point maximum is reduced by the same amount. Any effect that removes a disease can restore an affected creature's hit point maximum to normal.

Virulence. The target gains one level of exhaustion. When a creature gains its sixth level of exhaustion from this effect, it explodes in a puff of white smoke, and any creature within 10 feet of it must make a DC 26 Constitution saving throw, becoming randomly affected by either the Corruption, Fever, or Virulence effect of Yurtrus's Unarmed Strike on a failed save.

Change Shape. Yurtrus magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Yurtrus's choice).

In a new form, Yurtrus retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Yurtrus magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Deathly Omen. When Yurtrus takes damage from a creature within 60 feet of him that he can see, he targets the creature with necromantic energies. The target must make a Constitution saving throw. Elves have disadvantage on the saving throw. On a failed save, it takes 22 (4d10) necrotic damage and becomes covered by dozens of maggots. On a successful save, it takes half as much damage and isn't covered by maggots. While covered in maggots, the target takes an additional 1d10 necrotic damage whenever it takes damage. The maggots remain until a creature uses an action to brush them off.

Legendary Actions

Yurtrus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yurtrus regains spent legendary actions at the start of his turn.

Attack. Yurtrus makes an unarmed strike.

Cast a Spell (Costs 2 Actions). Yurtrus casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Yurtrus casts a spell he can cast at will.

Change Form. Yurtrus uses his Change Shape or Change Size action.

Move. Yurtrus moves up to his speed.

Spawn. Yurtrus conjures forth 1d4 **swarms of rot grubs** which each appear in a 5-foot square adjacent to Yurtrus that doesn't already contain a swarm of rot grubs. The swarms act on their own initiative and are guided by Yurtrus' divine will.

Yurtrus's Lair

Yurtrus resides in the Caverns of Rotting Death in the plateau of Fleshslough. If encountered in his lair, Yurtrus has a challenge rating of 38 (340,000 XP).

Lair Actions

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

Overdose of Divinity. Each creature in Yurtrus's lair that is resistant or immune to poison or disease must make a DC 26 Constitution saving throw. On a failed save, the target is stunned until initiative count 20 on the next round.

Pus Bath. Yurtrus causes a 10-foot-square area of ground within the lair disappear. Each creature on the ground when it disappeared must succeed on a DC 26 Dexterity saving throw or fall 10 feet into a 20-foot-deep pool of pus. On a successful save, a target moves to the closest unoccupied space on the ground next to the disappeared ground. Any creature that starts its turn in the pus must succeed on a DC 26 Constitution saving throw or suffer the effects of the *contagion* spell (as if they had failed all three saving throws).

Withering Glob. Yurtrus causes a tangled mass of rot to blast onto a humanoid within 60 feet of him that he can see in his lair. The target must make a DC 26 Constitution saving throw or take 66 (12d10) necrotic damage and age 2d10 x 10 years. On a successful save, the creature takes half as much damage and ages half as much. The aging effect can't be reversed by any means short of a *wish* spell.

If a creature dies due to the damage or aging effect from this lair action, Yurtrus absorbs its soul, and the creature can't be revived by any means unless Yurtrus is slain.

Avatars of Yurtrus

As he dislikes leaving his realm, Shargaas is fond of using avatars to spread his foul malevolence in the darkest crevices of the multiverse.

Avatar of Yurtrus Template

Yurtrus can create avatars in the form of humanoids, aberrations, oozes, and corporeal undead (resembling dead orcs) with a CR of 30 or lower. When Yurtrus creates an avatar in another creature's image, its skin and eyes are white, it lacks a mouth, and it is covered in blisters, sores, and pustules, but otherwise retains all its statistics except as noted below.

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

Condition Immunities. The avatar can't be poisoned and is immune to disease.

Damage Immunities. The avatar is immune to poison damage.

Senses. The avatar gains blindsight with a range of 5 feet and truesight with a radius of 120 feet.

Languages. The avatar knows all languages but can't speak. The avatar gains telepathy out to a radius of 60 feet.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Deteriorating Strikes. The avatar adds 1d6 poison damage to its melee weapon attacks.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Trait: System Shock Aura. The avatar can activate or deactivate this feature as a bonus action. While active, each creature that starts its turn within 30 feet of the avatar and isn't immune to disease makes ability checks and attack rolls with disadvantage until the end of its turn.



Ochre Jelly Avatar of Yurtrus

Large ooze (avatar), neutral evil

Armor Class 8
Hit Points 45 (6d10 + 12)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	66 (-2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances acid
Damage Immunities lightning, poison, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft., truesight 120 ft., passive Perception 10
Languages understands all languages but can't speak, telepathy 60 ft.
Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Deteriorating Strikes. The avatar adds 1d6 poison damage to its melee weapon attacks (included in the attack).

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

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

System Shock Aura. The avatar can activate or deactivate this feature as a bonus action. While active, each creature that starts its turn within 30 feet of the avatar and isn't immune to disease makes ability checks and attack rolls with disadvantage until the end of its turn.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage plus 3 (1d6) poison damage.

Reactions

Split. When the avatar is subjected to lightning or slashing damage while Medium or larger, it splits into two separate, smaller copies of itself if it has at least 10 hit points. Each new avatar has hit points equal to half the original avatar's, rounded down. New avatars are one size smaller than the original avatar.

The Maggot King

Yurtrus's aspect resembles an enormous white maggot hybrid, with oozing skin and a horrible maw. To stand in its presence is to feel life withering away, which the followers of Yurtrus see as a great blessing.

That's what I like to see, fewer orcs and more giant maggots!
How delightfully unexpected.
-C



The Maggot King

Huge aberration (avatar), neutral evil

Armor Class 16 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	16 (+3)	26 (+8)	18 (+4)

Saving Throws Str +13, Con +12, Wis +14
Skills Athletics +13, Medicine +14, Perception +14
Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 30 ft., tremorsense 60 ft., truesight 120 ft., passive Perception 24
Languages all
Challenge 20 (25,000 XP)

Contamination Aura. The avatar can activate or deactivate this feature as a bonus action. When activating this feature, the avatar chooses one of the options below.

Crippling Pain. Each creature that starts its turn within 60 feet of the avatar must succeed on a DC 20 Constitution saving throw against disease or become incapacitated with excruciating pain for 1 minute. Any spell or effect that cures disease ends the effect.

Sneezing and Choking. Each creature that ends its turn within 60 feet of the avatar and needs to breathe must succeed on a DC 20 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. Any spell or effect that cures disease ends the effect.

System Shock. Each creature that starts its turn within 60 feet of the avatar and isn't immune to disease makes ability checks and attack rolls with disadvantage until the end of its turn.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Maggot Aura. At the end of each of the avatar's turns, a swarm of rot grubs appears in each adjacent 5-foot square that doesn't already contain a **swarm of rot grubs**. The swarms act at the end of each of the avatar's turns, right after they would appear.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar makes two bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 25 (4d8 + 7) piercing damage plus 33 (6d10) necrotic damage. The avatar regains lost hit points equal to the necrotic damage done.

Chapter 9: The Goblinoid Pantheon

The goblinoid pantheon is a strictly autocratic affair. Ruled over by Maglubiyet the Mighty One, the other deities are kept in line with the threat of destruction at the hands of Maglubiyet's axe. This enforced hierarchy has led to an organized military structure, as well as covert political scheming.

Dear Reader,

While the goblinoid pantheon is a cosmic force of reckoning, it is quite fragile. I've found that dedication and conviction are far greater motivators than fear; a lesson Maglubiyet will no doubt learn one day.

E.A.



Maglubiyet. Maglubiyet, also known as the Mighty One, is the tyrannical god of war and conquest who rules over the goblinoid pantheon. All the goblinoid races are united under Maglubiyet's mighty axe, and he drives them to form hosts and make war against their humanoid neighbors. The other gods in the pantheon bow to Maglubiyet, truly broken by his might. Many of the goblinoid gods have been killed by the Mighty One in his conquests, and those that were spared take care not to meet the same fate. A prime example are the bugbear gods, the brothers Hruggek and Grankhul, and their counterpart Skiggaret. Maglubiyet grew tired of Skiggaret's scaremongering nuisance and slaughtered the deity, embedding their heart in his headsman's axe, Godspite. The other bugbear deities understandably fell in line. Maglubiyet teaches that all other gods are either false or pay homage to him, convincing his followers that he is the true master of a pantheon of slaves.

When goblinoids and their war beasts die, their souls are collected by Maglubiyet to join the eternal armies in Acheron to fight endlessly against their most notable foes, the orcs. This Army of Immortals is seemingly innumerable, and is constantly restocked by new souls from the Material Plane. Goblins and bugbears fear this fate, but hobgoblins aspire to it.

Khurgorbaeyag. The only goblin deity to survive Maglubiyet's conquering wrath is Khurgorbaeyag. The fear he holds of the Mighty One has twisted him into a cruel taskmaster known as the Overseer, who turns goblins from sniveling cowards into vicious slavers and punishers with his yellow-and-red striped leather whip.

Khurgorbaeyag is the rival of Nomog-Geaya, for the hobgoblin god views Khurgorbaeyag and his goblins as pathetic inferiors who deserve to be treated like expendable pawns. This constant grating brings the two deities to heads frequently - a conflict that is sometimes resolved by Maglubiyet himself. The Mighty One trusts Khurgorbaeyag more than Nomog-Geaya, but understands that both could threaten his power if one is overtly favored over the other, so he lets them stay distracted in their passive-aggressive feud.

Khurgorbaeyag's greatest ally in the pantheon is Bargrivyek, who punishes goblinoids that step out of line, including hobgoblins that show excessive cruelty toward goblins.

Hruggek. Hruggek is one of the two remaining bugbear deities, who are brothers. He is the manifestation of strength and bravery in the bugbears, and is truly fearsome to behold. He is famous for severing the heads of his enemies and mounting them on spikes in his lair, a tradition that bugbears practice in his honor.

Hruggek gets on poorly with most of the other deities in the goblinoid pantheon. More than any other subrace, the bugbears are pressed into service by Maglubiyet, and this oppression displeases their gods. Hruggek dislikes Bargrivyek as the hobgoblin deity promotes cooperation between the subraces, which Hruggek believes could threaten his children. He also has a grudge against Nomog-Geaya for some ancient slight, and tries to turn Maglubiyet against the hobgoblins at any opportunity.

Grankhul. Grankhul is the cunning younger brother of Hruggek, and his opposite in terms of skills. Grankhul is said to have gifted the bugbears with the power of stealth and sneakiness, but in return he sapped their energy, so that he might stay awake eternally. Whether this myth is true or not is unclear, but there's no doubt of the lethargy that bugbears display for most of their lives. These goblinoids are brutal ambushers and make for devastating shock troops, but they rarely act unless motivated by hunger or greed.

Unlike his older brother, Grankhul takes a back seat in the pantheon of goblinoid gods, removed from the politics of Clangor, perhaps out of fear of the murderous Maglubiyet. He is rarely seen on the Material Plane, but is frequently encountered in Acheron, skulking through the tunnels inside the cubes, where he trains bugbears in the art of ambush tactics.

Grankhul has a serious temper, and those who displease him are either blinded or killed outright. This short fuse sometimes gets him in trouble with the other deities, and were it not for the protection of Hruggek, he may already have been destroyed.

Nomog-Geaya. Nomog-Geaya is the head of the hobgoblins, and is frequently honoured by the subrace. One of the most hawkish deities in the multiverse, he is responsible for bestowing boons of military success upon the hobgoblins, and directing their war efforts in Acheron and on the Material Plane. The General's lust for battle keeps him mostly satisfied to work under Maglubiyet, who provides ample opportunities for warfare. However, he would leap at any opportunity to free himself from Maglubiyet's iron grasp without facing the Mighty One's axe.

Despite being in his best interest to build camaraderie with the other gods, Nomog-Geaya has several rivalries and clashes within the goblinoid pantheon. He sees Bargrivyek as a weakling and coward who values organization before conquest. The General is also the leading rival of Khurgorbaeyag, who matches his sadistic cruelty and tyrannical tendencies, and views the goblin god as a pretender, and not worthy of Maglubiyet's time. Even while desiring the Mighty One's attention, he vies with him for power. Nomog-Geaya has no love lost for Hruggek either, for he views bugbears as nothing more than underhanded brutes that require too much effort to keep motivated.

Bargrivyek. Hobgoblin god of unity, duty, and discipline, Bargrivyek is second in command to Nomog-Geaya over the hobgoblins. He shows more foresight than the other goblinoid deities, and always aims to unite the subraces under a single banner on the Material Plane. He teaches that conflict between the subraces is doomed to lead to eternal failure, which would be disastrous for Maglubiyet and the entire pantheon. The Great Trucemaker understands that warfare and conquest must be paired with a disciplined and flourishing domestic life in order for goblinoids to remain peacefully united. Aside from glory on the battlefield, he is equally pleased when a goblinoid unearths a useful resource (such as a powerful artifact or new spell), or writes an inspiring ballad to motivate the rest of the host.

Bargrivyek can be found in the White Reformatory in Acheron. This prison is intended to punish goblinoids who step out of line, and to extract information from prisoners of war. Despite this emphasis on torture, Bargrivyek is not sadistic, and takes no pleasure from it. Bargrivyek also collaborates with the devils of the Nine Hells at times, especially with tetrabrachius devils, to assist in the workings of the White Reformatory, or to obtain infernal war machines for the battle against the orcs.

Bargrivyek, Hobgoblin God of Discipline, Duty, and Unity

Boasting a high, domed forehead, a calm, collected expression, and a white-tipped flail, Bargrivyek is one of the pioneers of hobgoblin culture. Despite being primarily associated with hobgoblins, Bargrivyek's message of unity, and his universal punishment for those who disobey, means he's more of a generalist than any other goblinoid deity.

Immortal Nature. Bargrivyek doesn't require air, food, drink, or sleep.

Bargrivyek's Followers

Although Bargrivyek is less frequently worshipped than Nomog-Geaya, his principles resonate strongly in the minds of hobgoblins. His priests, the **hobgoblin peacekeepers** (see chapter 16) are respected regardless of their rank or banner status. They mediate disputes between members of a host and also provide martial support on the battlefield. Bargrivyek himself typically speaks through them in tongues and omens, cautioning against the abandonment of his ideals.

Goblin war camps tend to have at least one small makeshift temple of Bargrivyek, usually around the outer fringes.

Holy Symbol. Bargrivyek's holy symbol is a white-tipped flail.



Roleplaying Bargrivyek

Bargrivyek is content with his inferior status to Maglubiyet, and has no ambitions of ever usurping him. This has earned him some favor from the Mighty One, who knows that Bargrivyek is the only member of the pantheon that enthusiastically serves him.

The Great Trucemaker is also a spokesperson for Maglubiyet. If a diplomatic ambassador wants to negotiate with the goblinoids of Acheron, they are directed to the Peaceable Lands, where Bargrivyek and his peacekeepers are happy to talk business. Frequent non-goblinoid visitors include warlords from the Nine Hells, elite duergar traders from Thuldanin, and adventurers. Bargrivyek is particularly fond of war machines, and he always keeps his end of any deal. Those who go above and beyond to prove themselves valuable to the goblinoid cause are handsomely rewarded as well.

While Bargrvyek may seem quite accommodating and borderline pacifistic, his temperament can flip at the slightest insult. He is especially angered by insults to Maglubiyet, or anything that would turn goblins against one another. Non-goblinoids who irk Bargrivyek are often marked for destruction, while misbehaving goblinoids are brought to the White Reformatory for a grueling rehabilitation.

Fighting Bargrivyek

In a fight, Bargrivyek aims to swarm his foes with legions of his elite troops. His powers bolster those who fight by his side, and when an intelligent enemy is on its last legs, he tries to incapacitate them and bring them back to the White Reformatory for questioning.

Bargrivyek's Traits

Ideal. "Together, we are as unbreakable as a bundle of sticks that would individually easily be snapped. Work as hard in building society as you do in the battlefield. In both, uphold honor above all; suffer nor give insult, and reward glorious action."

Bond. "I am beholden to Maglubiyet, who was the first to truly unite us. Before him, goblinoids were a fragmented species. Now, we are stronger than ever."

Flaw. "My ideals have led others in the pantheon to regard me as weak."

Bargrivyek's Names and Powers

Below you will find some quick facts about Bargrivyek.

Names. Bargrivyek is known as the Peacemaker, the Great Trucemaker, and He-Who-Brings-Together.

Godly Senses. Using an action, Bargrivyek can perceive anything within 20 miles of all goblinoids, objects and sites dedicated to the worship of a goblinoid deity, or any location where one of the goblinoid gods' titles or names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Bargrivyek sense any act involving cooperation or gaining/losing territory in Acheron and the Material Plane. When looking at a creature, he can also discern if it has ever deserted or refused to follow the orders of a superior.

Bargrivyek's Lair

Bargrivyek's lair is the White Reformatory, the great prison of the Peaceable Lands in Clangor. If encountered in his lair, Bargrivyek has a challenge rating of 38 (340,000 XP).

Lair Actions

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

Conjure Goblinoids. Bargrivyek conjures forth up to 10 goblinoids with a combined challenge rating no higher than 20. The creatures magically appear in unoccupied spaces within 300 feet of Bargrivyek and follow Bargrivyek's commands until they are destroyed or Bargrivyek dismisses them as a bonus action.

Rebuke the Ill-Disciplined. Bargrivyek's lair becomes permeated with a form of punitive divine energy designed to thwart ill-disciplined combat. Until initiative count 20 on the next round, creatures hostile to Bargrivyek can't benefit from the *haste* spell or use any of the following class features: Rage, Bardic Inspiration, Wild Shape, and Sneak Attack. For the duration, any creature that uses any of the aforementioned features takes 27 (5d10) psychic damage and the use of the ability is wasted. If an ongoing effect (such as Wild Shape) is already in use when Bargrivyek takes this lair action, its beneficiary takes 27 (5d10) psychic damage, and its effect is suppressed for the duration.

Unifying Formation. Hobgoblins of Bargrivyek's choice in his lair move up to their speed without provoking opportunity attacks.

Optional: Epic Die Traits

If your group plays with the Epic Die, Bargrivyek also has the additional trait noted below:

Epic Trait: Aura Master. When the Epic Die is 3, Bargrivyek can have two of his auras active simultaneously. When the Epic Die is 6, he can have all three active simultaneously.

Bargrivyek

Large humanoid (lesser deity, goblinoid), lawful evil

Armor Class 21 (natural armor)
Hit Points 726 (44d20 + 264)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Int +15, Wis +16, Cha +15
Skills Intimidation +15, Perception +16, Persuasion +15
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 26
Languages all, plane-wide telepathy
Challenge 36 (290,000 XP)

Auras. Bargrivyek can activate or deactivate one of his auras as a bonus action. The effect of an aura ends early if Bargrivyek actives a different aura.

Aura of Discipline. Goblinoids of Bargrivyek's choice within 60 feet of him gain immunity to the charmed and frightened conditions. If a creature is already charmed or frightened when entering the area, Bargrivyek can suppress the effect while the creature remains in the area. In addition, affected creatures also make Intelligence, Wisdom, and Charisma saving throws with advantage.

Aura of Duty. Hobgoblins of Bargrivyek's choice within 60 feet of him can use their Martial Advantage or Arcane Advantage trait twice each turn, rather than only once.

Aura of Unity. Goblinoids of Bargrivyek's choice within 60 feet of him gain a +2 bonus to AC while within 5 feet of an ally that isn't incapacitated.

Discorporation. When Bargrivyek drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Divine Advantage. Once per turn, Bargrivyek can deal an extra 52 (8d12) damage to a creature he hits with an attack if that creature is within 5 feet of an ally of Bargrivyek that isn't incapacitated.

Innate Spellcasting. Bargrivyek's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *fireball, fly, lightning bolt, ice storm*

3/day each: *divine word, plane shift, teleport, wish*

Legendary Resistance (5/Day). If Bargrivyek fails a saving throw, he can choose to succeed instead.

Lesser Deity. Bargrivyek can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Bargrivyek is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

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

Maglubiyet's Dominance. When Bargrivyek hits a creature other than Maglubiyet with an attack, the target's speed becomes 0 until the end of its next turn.

Peacekeeper's Halo. Bargrivyek can cause a magical halo of star-like motes of white light to appear behind his head (no action required). While the halo remains, it sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Using a bonus action, Bargrivyek can send one of the motes streaking toward one creature or object within 120 feet of him. Each mote hits automatically, unless the target is protected by a shield spell. On a hit, a target takes 26 (4d12) radiant damage and can't take reactions until the start of its next turn.

Special Equipment. Bargrivyek wields Pacifier, a magical +3 white-tipped flail. Bargrivyek can't be disarmed of this weapon.

Actions

Multiattack. Bargrivyek makes three attacks with Pacifier. If all three attacks hit the same creature, the target is stunned until the end of Bargrivyek's next turn.

Pacifier. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage plus 22 (4d10) psychic damage.

Change Shape. Bargrivyek magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bargrivyek's choice).

In a new form, Bargrivyek retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Bargrivyek magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Bargrivyek can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bargrivyek regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Bargrivyek makes a weapon attack.

Cast Innate Spell (Costs 2 Actions). Bargrivyek casts an innate spell.

Change Form. Bargrivyek uses his Change Shape or Change Size action.

Reprimand. Bargrivyek sends a mote flying from his Peacekeeper's Halo trait.

Move. Bargrivyek moves up to his speed.

Avatars of Bargrivyek

The use of avatars allows Bargrivyek to keep goblinoids united throughout the planes.

Avatar of Bargrivyek Template

Bargrivyek can create avatars in the form of goblinoids with a CR of 30 or lower, except gorebrutes. When Bargrivyek creates an avatar in another creature's image, it wears blue and white clothing, and always carries a stern expression, but otherwise retains all its statistics except as noted below.

Alignment. The avatar's alignment changes to lawful evil.
Condition Immunities. The avatar can't be charmed or frightened.
Senses. The avatar gains truesight with a radius of 120 feet.
Languages. The avatar knows all languages.
New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.
New Trait: Aura of Unity. Goblinoids of the avatar's choice within 30 feet of it gain a +2 bonus to AC while within 5 feet of an ally that isn't incapacitated.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Hobgoblin Captain Avatar of Bargrivyek

Medium humanoid (goblinoid, avatar), lawful evil

Armor Class 17 (half plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 10
Languages all
Challenge 3 (700 XP)

Aura of Unity. Goblinoids of the avatar's choice within 30 feet of it gain a +2 bonus to AC while within 5 feet of an ally that isn't incapacitated.

Martial Advantage. Once per turn, the avatar can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the avatar that isn't incapacitated.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar makes two greatsword attacks.

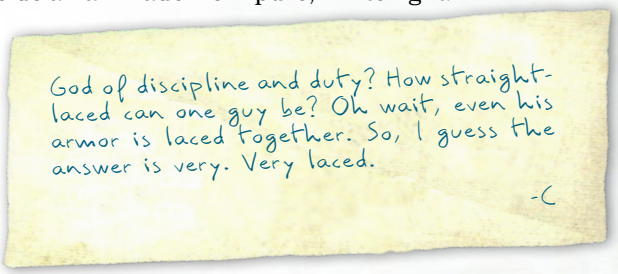
Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the avatar can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the avatar. A creature can benefit from only one Leadership die at a time. This effect ends if the avatar is incapacitated.

The Unifier

Bargrivyek's aspect is a goblinoid amalgamation with the body of a goblin and the face of a hobgoblin, and is the size of a bugbear. It is always dressed in whites and blues and wields a flail made from pure, white light.



The Unifier

Medium humanoid (goblinoid, avatar), lawful evil

Armor Class 19 (natural armor)
Hit Points 378 (36d8 + 216)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Con +11, Int +11, Wis +12, Cha +11
Skills Intimidation +11, Perception +12, Persuasion +11
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 22
Languages all
Challenge 20 (25,000 XP)

Auras. The avatar can activate or deactivate one of its auras as a bonus action. The effect of an aura ends early if the avatar activates a different aura.

Aura of Discipline. Goblinoids of the avatar's choice within 60 feet of it gain immunity to the charmed and frightened conditions. If a creature is already charmed or frightened when entering the area, the avatar can suppress the effect while the creature remains in the area. In addition, affected creatures also make Wisdom and Charisma saving throws with advantage.

Aura of Duty. Hobgoblins of the avatar's choice within 60 feet of it can use their Martial Advantage or Arcane Advantage trait twice each turn, rather than only once.

Aura of Unity. Goblinoids of the avatar's choice within 60 feet of it gain a +2 bonus to AC while within 5 feet of an ally that isn't incapacitated.

Divine Advantage. Once per turn, the avatar can deal an extra 26 (4d12) damage to a creature it hits with an attack if that creature is within 5 feet of an ally of the avatar that isn't incapacitated.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

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

Actions

Multiattack. The avatar makes three attacks. If all three attacks hit the same target, the target is stunned until the end of the avatar's next turn.

Flail of Light. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) radiant damage plus 22 (4d10) psychic damage.

Mote of Light. *Ranged Spell Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 26 (4d12) radiant damage. If the target is a creature, it can't take reactions until the start of its next turn.

Grankhul, Bugbear God of Stealth and Surprise

Cunning Grankhul doesn't care for much besides bugbears, most of all his brother, Hruggek. He isn't interested in warfare and large-scale battles, understanding full well that bugbears are too few in number to survive through such means. Instead, they should rely on cunning and guile, ambushing their enemies using guerrilla tactics, prospering by keeping others down through attrition. However, he understands that he must stay loyal to Maglubiyet, lest there be dire consequences for all bugbear kind - a notion neither he nor his elder brother, whom Grankhul is loyal to first and foremost, can endure. Grankhul never needs rest, never blinks, and never lets his guard down. He is the Ever-Alert, always prowling, stalking, watching.

Immortal Nature. Grankhul doesn't require air, food, drink, or sleep.

Grankhul's Followers

Grankhul blesses bugbears with speed, stealth, and cunning, and he is pleased with those who excel in these talents. Chief among his favored are **bugbear death strikers** (see chapter 16).

If Grankhul is angered by one of his followers, such as when they repeatedly blunder into combat without using their wits and stealth, he either blinds them or simply strikes them dead.

Holy Symbol. The bugbear deities don't require formal priests or shamans, and as such they don't have designated holy symbols. Carvings that pay homage to Grankhul usually depict ever-open eyes against dark backgrounds. Alternatively, bugbears decorate their lairs with severed heads of their enemies, cutting away or stitching open their eyelids. These ever-watching eyes are symbolic of the sleepless Grankhul. If Grankhul is pleased with a bugbear clan, these carvings or heads often send signals of approaching enemies (similar to the *alarm* spell).

Roleplaying Grankhul

Regardless of how many creatures are looking at Grankhul and how far apart they stand, the sinister eyes of the Ever-Alert always seem to look straight at them, following their movements perfectly and patiently. Unless hidden, he always keeps moving, sometimes using his arms as if walking on four legs, and assesses a situation with pure logic. He speaks with a sharp, growling voice filled with disdain and hate. He is quick to anger, however, breaking into rage-filled fits with little or no provocation.

Fighting Grankhul

In combat, Grankhul is a cunning and tactful opponent, even though his anger makes him unable to retreat unless commanded by Hruggek. He favors hit-and-run tactics, relying on his deviousness and sudden strikes to kill and maim his foes. The Swift Silencer's first targets are usually spellcasters, whose incantations he is well equipped to silence.

Grankhul's Traits

Ideal. "If you can't see your enemy, you never know when death will come. If you can see your enemy, strike at the most opportune moment."
Bond. "I watch over my elder brother, Hruggek. So long as he follows Maglubiyet, so shall I."
Flaw. "If things don't go my way, my anger grows uncontrollably."



Grankhul's Names and Powers

Below you will find some quick facts about Grankhul.
Names. Grankhul is known as Cunning Grankhul, the Ever-Alert, and the Swift Silencer.
Godly Senses. Using an action, Grankhul can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can only perceive from one plane at a time.
Portfolio Senses. Grankhul can sense any time a creature in Acheron or on the Material Plane hides or is struck by an unseen attacker. Similarly, he always senses when his brother, Hruggek, is in danger.

Grankhul's Lair

Grankhul resides in the underground caverns of Palpitatia, an otherwise barren cube face of Clangor. If encountered in his lair, Grankhul has a challenge rating of 36 (290,000 XP).

Lair Actions

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

Barrage of Bones. Grankhul targets up to five bone fragments in his lair, causing them to fly out to strike up to five creatures of his choice that he can see within his lair (+14 to hit). A target takes 33 (6d10) magical piercing damage on a hit.

Blessings of Concealment. Until initiative count 20 on the next round, bugbears of Grankhul's choice within his lair are invisible to all hostile creatures.

Optional: Epic Die Traits

If your group plays with the Epic Die, Grankhul also has the additional traits noted below:

Epic Trait: Divine Reach. The range of Grankhul's Aura of Silence increases by a number of feet equal to 5 x the Epic Die.

Double Surprise. Each hostile creature of Grankhul's choice within the lair must make a DC 22 Wisdom saving throw. On a failed save, a creature magically forgets that it is in a fight and is considered to be surprised until the next initiative count 20.

Ssshh. Grankhul casts the *silence* spell, which spreads to encompass the entire lair and lasts until initiative count 20 on the next round. Grankhul doesn't need to provide any components for this casting of the spell.

Grankhul

Large humanoid (lesser deity, goblinoid), chaotic evil

Armor Class 21 (+3 studded leather)
Hit Points 542 (35d20 + 175)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	20 (+5)	19 (+4)	18 (+4)	18 (+4)

Skills Intimidation +14, Stealth +16, Survival +14, Perception +24
Damage Immunities poison; bludgeoning, piercing, and slashing from non-magical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 60 ft., truesight 1 mile, passive Perception 34
Languages all, plane-wide telepathy
Challenge 35 (265,000 XP)

Aura of Silence. Grankhul can activate or deactivate this feature as a bonus action. While active, no sound can be created within or pass through a 30-foot-radius sphere centered on Grankhul. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Devious Action. On each of his turns, Grankhul can use a bonus action to take two of the following actions: Dash, Disengage, or Hide.

Discorporation. When Grankhul drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Innate Spellcasting (3/Day). Grankhul can cast the *alarm*, *divine word*, *plane shift*, *teleport*, and *wish* spells, without providing verbal or material components. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks).

Legendary Resistance (5/Day). If Grankhul fails a saving throw, he can choose to succeed instead.

Lesser Deity. Grankhul can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Grankhul is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Maglubiyet's Dominance. When Grankhul hits a creature other than Maglubiyet with an attack, the creature's speed becomes 0 until the end of its next turn.

Sneak Attack (1/Turn). Grankhul deals an extra 35 (10d6) damage when he hit s 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 Grankhul that isn't incapacitated.

Special Equipment. Grankhul wields Silentstroke, a magical +4 morningstar that robs its victim of the ability to speak. Grankhul can't be disarmed of this weapon.

Surprise Attack. If Grankhul surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 70 (20d6) damage from the attack.

Actions

Multiattack. Grankhul uses his Force Garrote of Grankhul. He then makes three attacks.

Silentstroke. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 36 (6d8 + 9) piercing damage. If the target is a creature, it must succeed on a DC 23 Wisdom saving throw or be unable to speak until the end of its next turn. The attack disintegrates any part of a creation of magical force within 10 feet Grankhul, such as those created by the shield or wall of force spells.

Force Garrote of Grankhul. Grankhul targets a creature he can see within 60 feet of him. The target takes 11 (2d10) force damage and must make a DC 22 Strength saving throw. On a failed save, the target is grappled (escape DC 23) by a magical, spectral garrote summon by Grankhul. Until this grapple ends, the target is restrained, unable to speak, and takes 11 (2d10) force damage at the start of each of its turns. The garrote disappears if the target dies or is freed.

Invisibility. Grankhul magically turns invisible until he attacks, casts a spell, uses his Force Garrote of Grankhul, or until its concentration ends (as if concentrating on a spell). Any equipment Grankhul wears or carries is invisible with him.

Change Shape. Grankhul magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Grankhul's choice).

In a new form, Grankhul retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Grankhul magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Uncanny Dodge. Grankhul halves the damage he takes, when an attacker that he can see hits him with an attack.

Legendary Actions

Grankhul can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Grankhul regains spent legendary actions at the start of his turn.

Attack. Grankhul makes a weapon attack.

Change Form. Grankhul uses his Change Shape or Change Size action.

Tactical Maneuver. Grankhul uses his Invisibility action and moves up to his speed.

Avatars of Grankhul

The use of avatars allows Grankhul to surveil anywhere.

Avatar of Grankhul Template

Grankhul can create avatars in the form of bugbears with a CR of 30 or lower. When Grankhul creates an avatar in another creature's image, it has feline eyes and black fur, but otherwise retains all its statistics except as noted below.

Condition Immunities. The avatar can't be frightened or unconscious.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages, and has telepathy out to 120 feet.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Aura of Silence. The avatar can activate or deactivate this feature as a bonus action. While active, no sound can be created within or pass through a 10-foot-radius sphere centered on the avatar. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Bugbear Avatar of Grankhul

Medium humanoid (goblinoid, avatar), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Stealth +6, Survival +2
Condition Immunities frightened, unconscious
Senses truesight 120 ft., passive Perception 10
Languages all, telepathy 120 ft.
Challenge 1 (200 XP)

Aura of Silence. The avatar can activate or deactivate this feature as a bonus action. While active, no sound can be created within or pass through a 10-foot-radius sphere centered on the avatar. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

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

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

The Furtive One

Grankhul's aspect is a lean, black-furred bugbear with bulging, yellow, feline eyes. It wears shadowy armor that blends with the environment, and wields a morningstar created entirely from solidified darkness.

The Furtive One

Medium humanoid (goblinoid, avatar), chaotic evil

Armor Class 18 (natural armor)
Hit Points 285 (30d8 + 150)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	19 (+4)	18 (+4)	18 (+4)

Skills Intimidation +10, Stealth +17, Survival +10, Perception +16
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Aura of Silence. The avatar can activate or deactivate this feature as a bonus action. While active, no sound can be created within or pass through a 20-foot-radius sphere centered on the avatar. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Devious Action. On each of its turns, the avatar can use a bonus action to take two of the following actions: Dash, Disengage, or Hide.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Sneak Attack (1/Turn). The avatar deals an extra 21 (6d6) 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 avatar that isn't incapacitated.

Surprise Attack. If the avatar surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 49 (14d6) damage from the attack.

Actions

Multiattack. The avatar uses its Force Garrote of Grankhul. It then makes three attacks.

Umbral Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 31 (6d8 + 4) cold damage. If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or be restrained by shadowy tendrils until the end of the avatar's next turn.

Force Garrote of Grankhul. The avatar targets a creature it can see within 30 feet of it. The target takes 11 (2d10) force damage and must make a DC 18 Strength saving throw. On a failed save, the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, unable to speak, and takes 11 (2d10) force damage at the start of each of its turns.

Invisibility. The avatar magically turns invisible until it attacks or uses its Force Garrote of Grankhul, or until its concentration is broken (as if concentrating on a spell). Any equipment the avatar wears or carries is invisible with it.

Reactions

Uncanny Dodge. The avatar halves the damage it takes from an attack that would hit it. The avatar must be able to see the attacker.

Hruggek, Bugbear God of Combat and Violence

Hruggek is perhaps the most reluctant member of the goblinoid pantheon, for he despises the hobgoblin gods as well as Maglubiyet, to whom Hruggek swore fealty out of necessity. He seeks the prosperity of bugbear kind, and wants to free his brother and himself from under Maglubiyet's heel. However, he knows that this is impossible while the Mighty One wields the power of Skiggaret, the slain bugbear god of fear.

Hruggek's Followers

Hruggek encourages bugbears to be physically dominant and ruthlessly violent in combat, and those who excel in these simple tenets earn his favor. Such paragons of brutality include **bugbear destroyers** and **bugbear slaughter-grunts** (see chapter 16).

If Hruggek is angered by one of his followers, such as when they repeatedly cower from a fight or show mercy to opponents, he expresses this with a mighty bolt of lightning.

Holy Symbol. The bugbear deities don't require formal priests or shamans, and as such they don't have designated holy symbols. Homage to Hruggek usually involves a morningstar or a collection of severed heads with lidless eyes and open mouths. These heads are mounted on spikes or hung from cords around a bugbear's den. The mightier the opponent, the more valuable the head.



Roleplaying Hruggek

Hruggek's disposition is quite mercurial. His voice can range from the deep and calming voice of an elder giant to a booming roar that echoes with thunder, depending on what he wants to achieve. Hruggek believes himself to be the only force capable of ensuring a future for bugbear kind, and as such he feels he must wait patiently for the right moment to oppose Maglubiyet.

The Headhunter always tries to maneuver others into situations that are beneficial to him, making deals, or using whatever means he deems will help him achieve his goals. He understands that he can't risk openly opposing Maglubiyet without certainty of the tyrant's demise. If Hruggek is able to converse privately with powerful adventurers, he drops subtle hints that he would pay handsomely if the heart of Skiggaret retrieved from Maglubiyet. However he doesn't always keep his promises.

Fighting Hruggek

Hruggek knows when he's beat and when he can't be beat. Against stronger opponents, Hruggek puts his survival over everything else, and will either flee, swear fealty, or do whatever else is necessary to survive. Against weaker opponents, Hruggek is a bully who batters away with ferocity until he can claim the heads from their broken bodies (unless it is beneficial to him to show mercy).

Hruggek's Traits

Ideal. "Bugbears are a mighty race that deserve a glorious future."

Bond. "I care deeply for my younger brother, Grankhul, whose fits of anger often cause me troubles."

Flaw. "I must maintain this charade of loyalty towards Maglubiyet and the remaining goblinoid pantheon."

Hruggek's Names and Powers

Below you will find some quick facts about Hruggek.

Names. Hruggek is known as the Headhunter, the Intractable,the Thug-God, the Impaler, and the Master of Bugbears.

Godly Senses. Using an action, Hruggek can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can only perceive from one plane at a time.

Portfolio Senses. Hruggek can sense any time a bugbear spills blood, both when it occurs and when violence is being planned, regardless of planar boundaries. When looking at a bugbear, he can sense any act of violence it has ever committed, and when looking at another creature, he can sense any act of violence it has ever committed against a bugbear. By the same token, he always senses when his brother, Grankhul, is in danger. In addition, Hruggek can sense all severed heads in Acheron and on the Material Plane, and he can hear, see, and talk through them.

Hruggek's Lair

Hruggek's dwells in the tunnels beneath the surface of Hruggekholok, an otherwise desolate cube face of Clangor. If encountered in his lair, Hruggek has a challenge rating of 37 (315,000 XP).

Lair Actions

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

Enraged Strikes. Hruggek channels enters a primal state of violent rage. Until initiative count 20 on the next round, whenever Hruggek hits a creature with a melee weapon attack, the target sustains a lingering injury (see the "Lingeries Injuries" table in chapter 9 of the Dungeon Master's Guide).

Tempt Into Violence. Hruggek glares at a creature of his choice within his lair, compelling it to draw blood. An unwilling target must succeed on a DC 25 Wisdom saving throw against this magic or be compelled to immediately make one melee weapon attack with advantage against a creature of Hruggek's choice within range. If another creature is not within range, the target attacks itself. Creatures with immunity to the charmed condition have advantage on the saving throw.

Wake Up! Hruggek lets out a terrifying yell, rousing his minions to action. Bugbears of his choice within his lair are cured of the following conditions: charmed, frightened, paralyzed, poisoned, stunned, or unconscious. Until initiative count 20 on the next round, they also gain immunity to those conditions.

Optional: Epic Die Traits

If your group plays with the Epic Die, Hruggek also has the additional trait noted below:

Epic Trait: Sovereign Storm. Whenever the Epic Die is turned to an odd number, Hruggek's initiative increases by 5. Whenever the Epic Die is turned to an even number, the number of times per turn Hruggek can use his Thunderblast trait increases by 1.

Hruggek

Large humanoid (lesser deity, goblinoid), chaotic evil

Armor Class 20 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	16 (+3)	19 (+4)	20 (+5)

Skills Athletics +16, Deception +15, Intimidation +15 Perception +14, Survival +14
Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 24
Languages all, plane-wide telepathy
Challenge 36 (290,000 XP)

Discorporation. When Hruggek drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Innate Spellcasting (3/Day). Hruggek can cast the *divine word*, *plane shift*, *teleport*, and *wish* spells, without providing material components. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks).

Legendary Resistance (5/Day). If Hruggek fails a saving throw, he can choose to succeed instead.

Lesser Deity. Hruggek can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Hruggek is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Maglubiyet's Dominance. When Hruggek hits a creature other than Maglubiyet with an attack, the creature's speed becomes 0 until the end of its next turn.

Reckless. At the start of his turn, Hruggek can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Special Equipment. Hruggek wields Thunderstroke, a magical +4 morningstar that can release powerful thunderblasts. Hruggek can't be disarmed of this weapon.

Thunderblast (1/Turn). Hruggek deals an additional 18 (4d8) thunder damage with Thunderstroke. When he does so, the target must succeed on a DC 24 Strength saving throw or be hurled 20 feet backwards in a straight line, landing prone.

Actions

Multiattack. Hruggek uses his Clenched Fist of Hruggek. He then makes three attacks.

Thunderstroke. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 46 (8d8 + 10) piercing damage. The attack disintegrates any part of a creation of magical force within 10 feet of Hruggek, such as those created by the shield or wall of force spells.

Javelin of Lightning. *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 18 (4d8) lightning damage. *Hit or Miss:* Each creature between Hruggek and the target must make a DC 24 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a successful one. The javelin is made entirely from lightning and disappears after it hits or misses its target.

Clenched Fist of Hruggek. Hruggek targets a creature he can see within 60 feet of him. The target takes 18 (4d8) lightning damage and must succeed on a DC 23 Constitution saving throw or be stunned until the end of its next turn.

Change Shape. Hruggek magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Hruggek's choice).

In a new form, Hruggek retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Hruggek magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Hruggek can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hruggek regains spent legendary actions at the start of his turn.

Attack. Hruggek makes a weapon attack.

Change Form. Hruggek uses his Change Shape or Change Size action.

Clenched Fist (Costs 2 Actions). Hruggek uses his Clenched Fist of Hruggek.

Move. Hruggek moves up to his speed.

Avatars of Hruggek

The use of avatars enables Hruggek to gather allies to help him with his schemes of emancipation - and to wreak havoc throughout the planes.

Avatar of Hruggek Template

Hruggek can create avatars in the form of bugbears with a CR of 30 or lower. When Hruggek creates an avatar in another creature's image, it has a hulkish physique, and has great fangs and clawed digits, but otherwise retains all its statistics except as noted below.

Armor. The avatar wears no armor.
Hit Points. The avatar's hit points increases by 5 hit dice.
Damage Resistances. The avatar is resistant to lightning and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
Condition Immunities. The avatar can't be charmed, frightened, paralyzed, poisoned, stunned, or unconscious.
Senses. The avatar gains truesight with a radius of 120 feet.
Languages. The avatar knows all languages.
New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Bugbear Chief Avatar of Hruggek

Medium humanoid (goblinoid, avatar), chaotic evil

Armor Class 12
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 10
Languages all
Challenge 3 (700 XP)

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

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

Actions

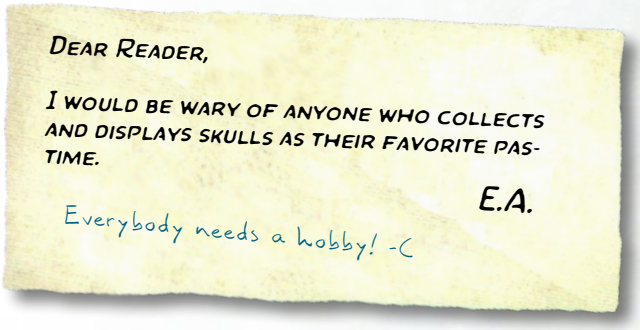
Multiattack. The avatar makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

The Decapitator

Hruggek's aspect is a monstrously muscle-bound bugbear, wearing only a kilt and a belt, where it hangs the severed heads of its slain enemies. It carries a greataxe-morningstar amalgamation with large axe-blades where a morningstar's spikes would be.



The Decapitator

Medium humanoid (goblinoid, avatar), chaotic evil

Armor Class 13
Hit Points 340 (40d8 + 160)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	16 (+3)	19 (+4)	20 (+5)

Skills Athletics +11, Intimidation +11, Perception +10, Survival +10
Damage Immunities lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 20
Languages all
Challenge 20 (25,000 XP)

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

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

Thunderblast (1/Turn). The avatar deals an additional 18 (4d8) thunder damage with its Bladed Morningstar. When it does so, the target must succeed on a DC 19 Strength saving throw or be hurled 20 feet backwards in a straight line, landing prone.

Actions

Multiattack. The avatar uses its Clenched Fist of Hruggek. It then makes three attacks.

Bladed Morningstar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) slashing damage. If a creature is reduced to 0 hit points with this attack, its head is severed from its body, and the avatar can pick up the head and mount it on a hook on its belt as a bonus action. While a head is mounted in this manner, it screams in agony and the creature the head belongs to can't be resurrected by any means.

Javelin of Lightning. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 18 (4d8) lightning damage. *Hit or Miss:* Each creature between the avatar and the target must make a DC 19 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a successful one. The javelin is made entirely from lightning and disappears after it hits or misses its target.

Khurgorbaeyag, Goblin God of Oppression and Slavery

Goblins on the Material Plane know that they can be subjugated by larger races like hobgoblins, and that their souls are forfeit to Maglubiyet. As a result, they are driven to oppress and enslave other creatures when they get an opportunity. This behaviour is emblematic of one of their only remaining gods: Khurgorbaeyag.

Immortal Nature. Khurgorbaeyag doesn't require air, food, drink, or sleep.

Khurgorbaeyag's Names and Powers

Below you will find some quick facts about Khurgorbaeyag.

Names. Khurgorbaeyag is known as the Overseer, the Overseer of All, the Enslaver, and the Lord of Goblins.

Godly Senses. Using an action, Khurgorbaeyag can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can only perceive from one plane at a time.

Portfolio Senses. Khurgorbaeyag senses all goblins regardless of planar boundaries. He can also sense anytime a creature is enslaved and anytime a whip is cracked in Acheron or on the Material Plane. When looking at a creature, he can also discern who owns it or who it owns.

Khurgorbaeyag's Followers

Khurgorbaeyag is a jealous god who protects his power fiercely. Rarely is his divine power shared with his followers, and when it is, the result is a particularly cruel goblin known as a **goblin oppressor** (see chapter 16), who is capable of dominating their kin. He teaches goblins that their lessers should be "instructed" on how to behave through ritual lashings. To help motivate them, the Overseer frequently sends messages to his followers via frightening omens, such as the sound of a cracking whip or jangling chains. In some cases, he might even animate chains and ropes, or cause a glowing cage to drop down on foes or those who displease him. Weaker goblins who are hopeless at enslaving humanoids often train to become notorious **goblin wild riders**, enacting their tyrannical tendencies on wolves and vorgs instead (see chapter 16).

When he his displeased, Khurgorbaeyag's worshipers are struck with bouts of severe depression, which can last for weeks. Goblins who survive this ordeal wield their whip with renewed zeal and seek out more creatures to enslave.

Holy Symbol. Khurgorbaeyag's holy symbol is a yellow-and-red striped leather whip.

Roleplaying Khurgorbaeyag

Khurgorbaeyag's voice is shrill and hateful. He speaks hastily, often cracking his whip mid sentence, and he yells more than he talks. His movements are jagged and erratic, almost seeming like he's possessed by some unseen force. His piercing, red eyes dot around as if constantly searching for something.

Optional: Epic Die Traits

If your group plays with the Epic Die, Khurgorbaeyag also has the additional trait noted below:

Epic Trait: Cruel Uncertainty. When the Epic Die is odd, creatures have disadvantage on saving throws against Khurgorbaeyag's spells and effects. When the Epic Die is even, Khurgorbaeyag can cast a spell as part of his Multiattack action.

Fighting Khurgorbaeyag

The goblin deity is less interested in killing his enemies than he is in subjugating them. To him it doesn't matter what race his slaves are; all should bow before the Overseer. With his capricious gaze, Khurgorbaeyag quickly discerns the greatest threat and uses his copper cube to disable them while binding the rest with divine force. In between he cracks his whip, Slavedriver, and screams for his subjects to come and assist him. Once an opposing force has been dealt with, they are forced into slavery, sent to Thuldanin to work in mines, clean and scrape for the goblin hordes in Clangor, or are simply jailed in the White Reformary under Bargrivyek's watch.

Khurgorbaeyag's Traits

Ideal. "Order must be maintained by any means necessary."
Bond. "Crack the whip! Goblins must make slaves of their lessers and force them to perform menial tasks that are beneath them."
Flaw. "I am displeased with how the hobgoblins treat us as their lessers. In time, they will learn the truth."



Khurgorbaeyag's Lair

Khurgorbaeyag's lair is the sacred site of Grashmog on Clangor. If he is encountered in his lair, Khurgorbaeyag has a challenge rating of 37 (315,000 XP).

Lair Actions

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

Conjure Goblins. Khurgorbaeyag conjures one set of creatures, choosing from the options below. The creatures magically appear in unoccupied spaces within 300 feet of Khurgorbaeyag and follow his commands until they are destroyed or Khurgorbaeyag dismisses them as a bonus action:

- 1d20 **goblins** and 1 **goblin boss**. If the goblin boss dies, one of the ordinary goblins gains the statistics and equipment of a goblin boss;
- 1d10 **goblin vandal-shamans** (see chapter 16);
- 1d6 **goblin oppressors** (see chapter 16).

Enslave. One creature of Khurgorbaeyag's choice within the lair must succeed on a DC 23 Wisdom saving throw or suffer the effects of the *geas* spell until initiative count 20 on the next round.

Oppressive Glares. Until initiative count 20 on the next around, all solid surfaces in the lair form scornful-looking eye shapes, which glare at hostile creatures with disdain. It is impossible to avoid noticing this glare without closing one's eyes. During this time, a creature that can see an eye must make a DC 23 Wisdom saving throw, with advantage if it is immune to the frightened condition. On a failed save, the target is paralyzed until it takes damage, or until initiative count 20 on the next round. If the save fails by 5 or more, the creature is paralyzed for 1 minute.

A creature can close its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls until the start of its next turn. If the creature opens its eyes in the meantime, it must immediately make the saving throw.

Khurgorbaeyag

Medium humanoid (lesser deity, goblinoid), neutral evil

Armor Class 24 (Rubrum)
Hit Points 660 (40d20 + 240)
Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +17, Wis +14, Cha +15
Skills Intimidation +15, Perception +14, Stealth +17
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 24
Languages all, plane-wide telepathy
Challenge 36 (290,000 XP)

Booyahg (3/Day Each). Khurgorbaeyag can cast the *animate objects*, *divine word*, *dominate monster*, *dominate person*, *mass suggestion*, *plane shift*, *suggestion*, *teleport*, and *wish* spells. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks).

Discorporation. When Khurgorbaeyag drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Legendary Resistance (5/Day). If Khurgorbaeyag fails a saving throw, he can choose to succeed instead.

Lesser Deity. Khurgorbaeyag can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Khurgorbaeyag is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Maglubiyet's Dominance. When Khurgorbaeyag hits a creature other than Maglubiyet with an attack, the creature's speed becomes 0 until the end of its next turn.

Nimble Escape. Khurgorbaeyag can take the Disengage or Hide action as a bonus action on each of its turns.

Force Bonds. Using a bonus action, Khurgorbaeyag targets a creature he can see within 120 feet of him. A tangled mass of ropes made from magical force appears in the target's space and begins to tighten. The target must succeed on a DC 23 Dexterity saving throw or become restrained and fall prone. A creature restrained by the ropes can use an action to make a DC 23 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the ropes. The ropes can be destroyed with a *disintegrate* or *wish* spell, but other spells, including dispel magic, have no effect. Khurgorbaeyag can cause the ropes to disappear (no action required).

Special Equipment. Khurgorbaeyag wields Slavedriver, a magical +3 whip with immense reach and the ability to force its victims into action. He wears Rubrum, a magical +3 scale mail that doesn't hamper Khurgorbaeyag's movement in any way. He also carries Khurgorbaeyag's Copper Cube, a magical object of Khurgorbaeyag's own creation that can cage almost any creature.

Actions

Multiattack. Khurgorbaeyag makes three melee attacks.

Slavedriver. *Melee Weapon Attack:* +20 to hit, reach 300 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 21 (6d6) piercing damage. If the target is a creature, it must succeed on a DC 23 Wisdom saving throw or be affected by the *command* spell. If a target fails its saving throw, Khurgorbaeyag immediately gives the command telepathically (no action required).

Change Shape. Khurgorbaeyag magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Khurgorbaeyag's choice).

In a new form, Khurgorbaeyag retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Khurgorbaeyag magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Oppressive Retaliation. When Khurgorbaeyag is hit by an attack, he uses his Force Bonds trait against the attacker. The attacker has disadvantage on the saving throw.

Legendary Actions

Khurgorbaeyag can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Khurgorbaeyag regains spent legendary actions at the start of his turn.

Attack. Khurgorbaeyag makes a weapon attack.

Change Form. Khurgorbaeyag uses his Change Shape or Change Size action.

Khurgorbaeyag's Copper Cube (Costs 3 Actions, Recharges after a Short or Long Rest). Khurgorbaeyag hurls his copper cube at a space that he can see within 120 feet of him. The cube then transforms into a cage of divine force. This cage replicates the effect of a *forcecage* spell, except that a creature caught inside can't leave by magical means, and spells and effects that normally harm objects of magical force can't harm it unless created by a deity. The cage remains for 1 minute, after which time it transforms back into a copper cube and magically reappears on Khurgorbaeyag's person.

Move. Khurgorbaeyag moves up to his speed.

Avatars of Khurgorbaeyag

The use of avatars allows Khurgorbaeyag to figuratively and literally crack the whip wherever creatures are ripe for enslavement.

Avatar of Hruggek Template

Khurgorbaeyag can create avatars in the form of goblins or dinosaurs with a CR of 30 or lower. When Khurgorbaeyag creates an avatar in another creature's image, it has piercing red eyes that dot around hastily, often screaming rather than talking, but otherwise retains all its statistics except as noted below.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

Condition Immunities. The avatar can't be charmed or frightened.

New Trait: Booyahg (At-Will). The avatar can cast the thaumaturgy cantrip without providing any components. Its spellcasting ability is Charisma.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

The Gorgosaurus

Khurgorbaeyag's aspect is resembles a tyrannosaurus rex, but leaner and slightly smaller, with vicious spikes around its eyes. It is adept at blending in with jungle environments but its scales glow red and yellow when it roars. This aspect is worshipped widely by the Batiri goblins of Chult, who only know the Overseer in this form.



Goblin Boss Avatar of Khurgorbaeyag

Small humanoid (goblinoid, avatar), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

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

Skills Stealth +6
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 10
Languages all
Challenge 1 (200 XP)

Booyahg (At-Will). The avatar can cast the *thaumaturgy* cantrip. Its spellcasting ability is Charisma.

Nimble Escape. The avatar can take the Disengage or Hide action as a bonus action on each of its turns.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar makes two attacks with its scimitar. The second attack has disadvantage.

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

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.

Reactions

Redirect Attack. When a creature the avatar can see targets it with an attack, the avatar chooses another goblin within 5 feet of it. The goblin and the avatar swap places, and the chosen goblin becomes the target instead.

The Gorgosaurus

Huge monstrosity (goblinoid, avatar), neutral evil

Armor Class 19 (natural armor)
Hit Points 460 (40d12 + 200)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	20 (+5)	19 (+4)	20 (+5)

Skills Intimidation +10, Perception +10, Stealth +7
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 60 ft.
Challenge 20 (25,000 XP)

Booyahg (3/Day). The avatar can cast the *dominate person* spell without providing somatic components. Its spellcasting ability is Charisma (spell save DC 19).

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Magic Weapons. Khurgorbaeyag's weapon attacks are magical.

Actions

Multiattack. The avatar makes three attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Wisdom saving throw or be affected by the *command* spell. If a target fails its saving throw, the avatar immediately gives the command telepathically (no action required).

Maglubiyet, Goblinoid God of Rulership and War

Maglubiyet is the pinnacle of the goblinoid pantheon. Having subjugated a handful of deities from his conquests, each type of goblinoid is united under his banner, be it through fear or zealotry. The High Chieftain's sights are now set on vanquishing Gruumsh and claiming rulership over the orc pantheon as well. He commands the spirit legions of bugbears, goblins, and hobgoblins from his fiery throne in Clangor, and ensures that his lieutenant deities keep their heads bowed and work to further his agenda.

Immortal Nature. Maglubiyet doesn't require air, food, drink, or sleep.

Maglubiyet's Followers

All goblinoids who have been raised in a war host pledge allegiance to Maglubiyet, either willingly or unwillingly. Those who display exceptional aptitude for cruel subjugation and die bravely in the name of the Mighty One earn his highest blessing and are reborn in Acheron as **gorebrutes** (see chapter 16).

Holy Symbol. Maglubiyet's holy symbol is a bloody headsman's axe.

Roleplaying Maglubiyet

Maglubiyet's lust for tyranny and conquest is unrivaled in the multiverse. He seeks the destruction of all pantheons and the subjugation of weaker deities. His ambitions can't be swayed or reasoned against by any means short of destroying him.

The High Chieftain's voice is deep and thunderously loud, and his words crisp and oppressive. He oozes a form of charisma that makes the cowardly and the wicked want to serve him. He has lived with such a high esteem for so long that if he is confronted by someone who doesn't grovel before him, he promptly lashes out against them. However, Maglubiyet understands that his narcissism could cost the goblinoids valuable allies, such as the archdevils of the Nine Hells. As a result, he orders Bargrivyek to handle all diplomatic communication on his behalf.

Fighting Maglubiyet

Luring the Mighty One into a fight truly takes warriors of immense power - he would only leave his lair to confront a greater deity, or if his lieutenant deities have been slain. Maglubiyet's battlefield tactics are a manifestation of is conquering will; with one swing of his mighty axe he locks his enemy in place and then ruthlessly hacks away at them, until they either accept their subjugation or are ground to dust.

Maglubiyet's Traits

Ideal. "All so-called "gods" must know their role and bow before me. The multiverse is mine to rule and mine alone."
Bond. "I adorn my axe with the heart of the mightiest foe I have slain. Gruumsh, you're next!" "
Flaw. "I am paranoid and destroy those who I deem a threat without a second thought."

Maglubiyet's Names and Powers

Below you will find some quick facts about Maglubiyet.

Names. Maglubiyet is known as the Battle Lord, the Mighty One, Fiery-Eyes, and the High Chieftain.

Godly Senses. Using an action, Maglubiyet can perceive anything within 20 miles of all goblinoids, objects and sites dedicated to the worship of a goblinoid deity, or any location where one of the goblinoid gods' titles or names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Maglubiyet can sense anything that happens on any battlefield. When looking at a creature, he can sense what hierarchies it belongs to, including who commands the creature and who the creature commands. Maglubiyet learns the names and titles of any creature in such a hierarchy, but he doesn't learn anything else about them. Maglubiyet can also sense anything that affects goblinoid welfare 20 weeks before it happens.

Maglubiyet's Lair

Maglubiyet dwells in a cavern at the bottom of a waterfall fed by the River Lorfang of Shetring, a cube face of Clangor. If encountered in his lair, Maglubiyet has a challenge rating of 45 (565,000 XP).

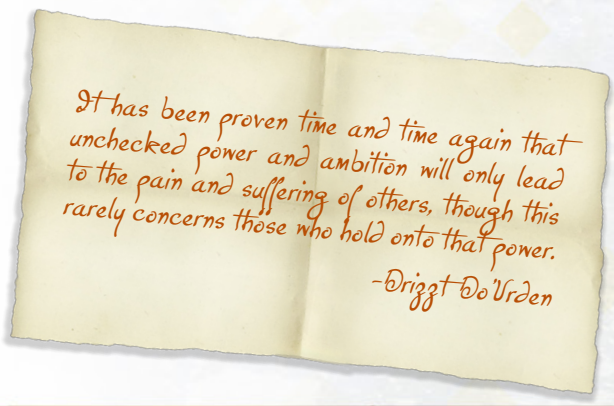
Lair Actions

On initiative count 20 (losing initiative ties), Maglubiyet can take a lair action to cause one of the following effects:

Contemptuous Taunt. Maglubiyet utters a remark of otherworldly scorn, attempting to sap the confidence of his foes with his oppressive voice. Any hostile creature in the lair that can hear Maglubiyet must make a DC 27 Wisdom saving throw. On a failed save, the creature's Charisma score is reduced to 1 until initiative count 20 on the next round. Constructs and undead are immune to this effect, as are any creatures with an Intelligence score of 4 or lower. On a successful save, a creature is immune to the effects of this lair action for 24 hours.

Dominate. One creature of Maglubiyet's choice in the lair becomes affected by the *dominate monster* spell, without making a saving throw. Maglubiyet doesn't need to concentrate on this effect.

Pantheon Supremacy. Maglubiyet uses any lair action belonging to one of the other goblinoid deities in Acheron. Maglubiyet can't use the same lair action from another goblinoid deity two rounds in a row. Increase all applicable save DCs to 27 and attack bonuses to 19.



Dear Reader,

There's a reason I have declined open invitations to rule cities...being a figurehead means more people seeking your death. Of course, fear is natural and often beneficial. However, the Mighty One is completely void of such emotions. He exists only to rule and crush those beneath his heel.
It is only rational to loathe an entity as spiteful as Maglubiyet.

E.A.



Maglubiyet

Huge humanoid (greater deity, goblinoid), lawful evil

Armor Class 20 (natural armor)
Hit Points 1,320 (80d20 + 480)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	22 (+6)	22 (+6)	23 (+6)	27 (+8)

Saving Throws Str +17, Dex +15, Con +17, Int +17, Wis +17, Cha +19
Skills Athletics +17, History +17, Intimidation +30, Perception +17, Religion +17, Stealth +15
Damage Resistances radiant; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 27
Languages all, plane-wide telepathy
Challenge 42 (460,000 XP)

Animosity. Maglubiyet's animosity grows as he sustains injuries, making him an ever-increasing threat in battle. The effects described below are cumulative and become active when Maglubiyet's hit points have been reduced below a certain threshold.

Below 990 Hit Points. Maglubiyet scores a critical hit with his Godspite on a roll of 19-20.

Below 660 Hit Points. Maglubiyet's Executioner's Block action recharges on a roll of 5-6.

Below 330 Hit Points. Maglubiyet gains 50 temporary hit points at the end of each of his turns and he makes three melee weapon attacks as part of his Multiattack, rather than two.

Death Throes. If Maglubiyet is reduced to 0 hit points, he explodes, and each creature within 30 feet of him must make a DC 25 Dexterity saving throw, taking 105 (30d6) radiant damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys Maglubiyet's weapons.

Discorporation. When Maglubiyet drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Dominance. When Maglubiyet hits a creature with an attack, the creature's speed becomes 0 until the end of its next turn. In addition, creatures provoke opportunity attacks from Maglubiyet even if they take the Disengage action before leaving his reach.

Epitome. Any advantage Maglubiyet has can't be negated by disadvantage.

Fire Aura. Maglubiyet can activate or deactivate this feature as a bonus action. While active, Maglubiyet's eyes are ignited with flame and at the start of each of the Maglubiyet's turns, each creature within 5 feet of him takes 21 (6d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Maglubiyet or hits him with a melee attack while within 5 feet of him takes 21 (6d6) fire damage.

Greater Deity. Maglubiyet can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Maglubiyet is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Maglubiyet fails a saving throw, he can choose to succeed instead.

Nimble Escape. Maglubiyet can take the Disengage or Hide action as a bonus action on each of his turns.

Special Equipment. Maglubiyet wields Godspite, a magical +4 greataxe that has the heart of Skiggaret suspended within and always deals maximum damage and has a chance of severing limbs. Maglubiyet can't be disarmed of this weapon.

Spellcasting. Maglubiyet is a 30th-level spellcaster. He has the *contingency*, *fireball*, *meteor swarm*, *plane shift*, *teleport*, *wall of fire*, and *wish* spells prepared, as well as all cleric, paladin, and warlock spells that don't restore hit points. His spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks), and he can cast spells without providing material components.

Maglubiyet has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (1 slot).

Actions

Multiattack. Maglubiyet uses his All-Consuming Fire or his Executioner's Block if he can. He then makes two melee weapon attacks.

Godspite. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 50 slashing damage. If the attack roll is a critical hit, the target takes an extra 21 slashing damage and Maglubiyet rolls another d20 if the target is a creature. On a roll of 11-19, Maglubiyet can make an additional melee weapon attack against the same target as part of the same action. On a roll of 20, Maglubiyet lops off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, Maglubiyet lops off a portion of its body instead.

All-Consuming Fire. Maglubiyet points a finger, magically creating fire in a 60-foot cone. The fire burns through creations of magical force. Each creature in that area must make a DC 27 Dexterity saving throw, taking 70 (20d6) radiant damage on a failed save, or half as much damage on a successful one. If this damage reduces a target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of cinders. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

The fire also disintegrates any part of a nonmagical object or a creation of magical force that it touches.

Executioner's Block (Recharge 6). Maglubiyet targets a creature that he can see within 30 feet of him. The target must succeed on a DC 27 Wisdom saving throw against this magic or be knocked prone and become bound by spectral chains, its head resting on a spectral executioner's block. While bound in this manner, the target is restrained, and if Maglubiyet deals 50 slashing damage or more to the target, its head is severed from its body and the target dies.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. A *dispel magic* or *freedom of movement* spell also frees the target.

Change Size. Maglubiyet magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Redirect Attack. When a creature Maglubiyet can see targets him with an attack, Maglubiyet chooses another creature of similar size within 5 feet of him. Maglubiyet and the chosen creature swap places, and the chosen creature becomes the target instead.

Legendary Actions

Maglubiyet can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Maglubiyet regains spent legendary actions at the start of his turn.

All-Consuming Fire (Costs 3 Actions). Maglubiyet uses his All-Consuming Fire.

Attack (Costs 2 Actions). Maglubiyet makes a melee weapon attack.

Cast a Spell (Costs 3 Actions). Maglubiyet casts a spell he has prepared, expending a spell slot as normal.

Cast At-Will Spell. Maglubiyet casts a spell he can cast at will.

Change Size. Maglubiyet uses his Change Size action.

Move. Maglubiyet moves up to his speed.

Recharge Executioner's Block (Costs 4 Actions). Maglubiyet recharges his Executioner's Block action.

Heart of Skiggaret (Costs 3 Actions). Maglubiyet channels his divinity through the heart of Skiggaret that is contained within Godspite. Ominous whispers fill the air as 1d4 + 1 **specters of Skiggaret** appear in unoccupied spaces of Maglubiyet's choice within 120 feet of him. In addition, each creature of Maglubiyet's choice within 120 feet of him must make a DC 25 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the condition for itself on a successful save.

Optional: Epic Die Traits

If your group plays with the Epic Die, Maglubiyet also has the additional traits noted below:

Epic Trait: Rule the Weak. Each time the Epic Die changes, Maglubiyet can chooses a hostile creature he can see with the lowest current hit points. The creature must make a DC 27 Wisdom saving throw or become marked. A marked creature suffers the effects of the *slow* spell until it next finishes a long rest. The effect can't be removed by any other means.

Epic Trait: Unbounded Cruelty. The roll required for Maglubiyet's Executioner's Block action to recharge is lowered by a number equal to the Epic Die divided by two (minimum 1).



Suggested Spells for Maglubiyet

If you want a fun encounter, consider having Maglubiyet cast the following spells:

1st level: *arms of Hadar, command, compelled duel*
2nd level: *calm emotions, silence, suggestion, zone of truth*
3rd level: *animate dead, bestow curse, hunger of Hadar*
4th level: *control water, hallucinatory terrain, stone shape*
5th level: *contagion, planar binding* (e.g., an enslaved **unicorn**)
6th level: *create undead, eyebite, move earth*
7th level: *plane shift* (targeting a hostile creature), *symbol* ("Discord" glyph)
8th level: *earthquake, feeblemind*
9th level: *gate* (e.g., an **ice devil** from the Stygia, who discovers a loophole its deal with the goblinoids and attacks Maglubiyet), *wish*

If you want a very deadly encounter, consider having Maglubiyet cast the following spells, upcasting them as needed (including with his 10th, 11th, and 12th-level spell slots):

1st level: *armor of Agathys, command, hellish rebuke, hex, thunderous smite, wrathful smite*
2nd level: *hold person, mirror image, searing smite, spiritual weapon*
3rd level: *blinding smite, counterspell, dimension door, dispel magic, fear, spirit guardians*
4th level: *banishment, death ward, guardian of faith, staggering smite*
5th level: *antilife shell, banishing smite, destructive wave, flame strike, planar binding* (e.g., an enslaved **planetar**)
6th level: *blade barrier, harm, mass suggestion*
7th level: *divine word, fire storm, finger of death, forcecage, teleport*
8th level: *antimagic field, holy aura, power word stun*
9th level: *true polymorph, wish*

Avatars of Maglubiyet

Maglubiyet rarely sees a need to send an essence of himself to the Material Plane, for he already has plenty of followers, and knows he will get even more if he keeps his attention focused on subjugating pantheons. In dire circumstances, such as when a large goblinoid host undergoes turmoil in leadership or a secular insurgency, the Mighty One dispatches a **gorebrute** (see chapter 16) to solve the problem.

I see the blade gleaming, lub dub, lub dub.
It cuts through the screaming, lub dub, lub dub.
I hear the heart thrumming, lub dub, lub dub.
Godspite is coming, lub dub, lub dub.

-C

Nomog-Geaya, Hobgoblin God of Authority and War

A cold, calculating, and sadistic deity, Nomog-Geaya is frequently honored by hobgoblins and one of only two hobgoblin deities spared by Maglubiyet's conquests. His command over the concept of warfare itself and his skill with both strategy and tactics is unmatched.

Immortal Nature. Nomog-Geaya doesn't require air, food, drink, or sleep.

Nomog-Geaya's Followers

Nomog-Geaya's priests oversee martial training and devise the strategies of warfare for goblinoid hosts. The most tyrannical hobgoblin warlords receive Nomog-Geaya's ultimate blessing, becoming ***hobgoblin myrmidons*** (see chapter 16). Some of them maintain small shrines built in his honor, but all are ultimately subservient to Maglubiyet.

On the Material Plane, the Torturer's fanatic worshippers sometimes fail to contain their autocratic tendencies and frequently bully, if not outright kill bugbears and goblins that displease them. While cruel tyranny is the name of the game in goblinoid society, Maglubiyet is never pleased with those who kill their own. When these hobgoblins die, the Mighty One orders that their spirits be rehabilitated in Bargrivyek's White Reformatory before they can join his Army of Immortals, much to Nomog-Geaya's dismay.

Holy Symbol. Nomog-Geaya's holy symbol is a crossed longsword and handaxe.

Nomog-Geaya's Names and Powers

Below you will find some quick facts about Nomog-Geaya.

Names. Nomog-Geaya is known as the General, the Torturer, and the Master of Hobgoblins.

Godly Senses. Using an action, Nomog-Geaya can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but can only perceive from one plane at a time.

Portfolio Senses. Nomog-Geaya can sense any act involving bravery or cowardice in Acheron or on the Material Plane. When looking at a creature, he can also discern a creature's Charisma score and whether it has ever committed an act of bravery or cowardice.

Roleplaying Nomog-Geaya

Nomog-Geaya rarely speaks, preferring mostly to communicate with a sinister glare, as though he expects the fool he is addressing to know what he means. When he does speak, his voice is deep and calm, and his words are carefully chosen and never flowery. Legends say that this cold-blooded, cutthroat deity has never uttered a positive or uplifting phrase in his existence; when he must do so in front of Maglubiyet, he merely bends the knee and bows his head in submission.



What good is bloodshed if you can't smile and cackle while doing it?

-C

Fighting Nomog-Geaya

Those who dare challenge Nomog-Geaya are marked for destruction. Nomog-Geaya fights to kill, and always on his own terms. His axe brands his enemies with painful symbols and handicaps them, leaving them feeble in front of the Torturer as he brings his flaming sword down upon them.

Nomog-Geaya's Traits

Ideal. "To be authoritative means to be respected; disrespect my authority and feel my wrath. Don't speak lengthily but put action behind your words."
Bond. "All hobgoblins must be courageous in battle. Hide your weaknesses and show no mercy."
Flaw. "I have few genuine allies in my own pantheon, and that might work against me."

Optional: Epic Die Traits

If your group plays with the Epic Die, Nomog-Geaya also has the additional trait noted below:

Epic Trait: Divine Authority. The die granted by Nomog-Geaya's Aura of Authority increases as the Epic Die changes, to a d10 when the Epic Die reaches 2, to a d12 when the Epic Die reaches 4, and to a d20 when the Epic Die reaches 6.

Nomog-Geaya's Lair

Nomog-Geaya's lair is the Hold of Torturous Cries, located in Grimhold on Clangor. If encountered in his lair, Nomog-Geaya has a challenge rating of 38 (340,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Nomog-Geaya can take a lair action to cause one of the following effects: he can't use the same effect two rounds in a row.

Battlefield Control. Nomog-Geaya targets each creature in his lair, attempting to re-arrange their positions to his advantage. Each unwilling target must make a DC 25 Charisma saving throw to resist this effect. On a failed save, the target is magically teleported up to 30 feet from its original position to an unoccupied space on the ground in the lair within 120 feet of Nomog-Geaya that he can see.

Conjure Hobgoblins. Nomog-Geaya summons 1d4 **hobgoblin warlords** or two **hobgoblin myrmidons**, which appear in unoccupied spaces within 30 feet of him. The hobgoblins act on initiative count 20 of each round.

Divine Authority. Nomog-Geaya casts the *command* spell on each creature of his choice in his lair (save DC 25). He needn't see each one, but must be aware that an individual is in the lair to target that creature. Creatures who succeed on the save are deemed to have "failed to follow a direct order" and take 27 (5d10) psychic damage.

Strategic Walls. Nomog-Geaya causes three walls to grow from solid surfaces at three different points within 120 feet of him that can see within his lair. Each wall can be made up of up to ten 10-foot-square panels of 1-foot-thick steel. Each panel must be contiguous with another panel. Regardless of its length, each wall is 1 foot thick.

If a wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall (Nomog-Geaya's choice).

The walls are objects that can be damaged and thus breached. They have an AC of 19 and 50 hit points per 10-foot-square section, and they are immune to nonmagical bludgeoning, piercing and slashing damage, as well as psychic and poison damage.

Nomog-Geaya can also choose to place built-in arrow slits along any side of a wall (maximum 1 for every 5 feet of its length). which are impassable for any creature larger than Tiny. If a space behind the arrow slit is unoccupied, Nomog-Geaya can conjure **hobgoblins** to stand behind them as part of the same lair action (they are armed with longbows only). The arrow slits provide three-quarters cover to any creature standing behind them that isn't taller than the wall itself.

Nomog-Geaya

Large humanoid (lesser deity, goblinoid), lawful evil

Armor Class 21 (Zirh), 24 against ranged attacks
Hit Points 980 (56d20 + 392)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	21 (+5)	20 (+5)	24 (+7)

Saving Throws Int +15, Wis +15, Cha +17
Skills Intimidation +17, Perception +15, Persuasion +17
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 25
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Aura of Authority. Whenever a nonhostile creature that Nomog-Geaya can see within 60 feet of him makes an attack roll or a saving throw, the creature can add a d8 to its roll. This effect ends if Nomog-Geaya is incapacitated.

Discorporation. When Nomog-Geaya drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to Clangor within Avalas, the first layer of Acheron, and he is unable to take physical form for a time.

Divine Advantage. Once per turn, Nomog-Geaya can deal an extra 52 (8d12) damage to a creature he hits with an attack if that creature is within 5 feet of an ally of Nomog-Geaya that isn't incapacitated.

Innate Spellcasting (3/Day). Nomog-Geaya can cast the *divine word*, *plane shift*, *teleport*, and *wish* spells, requiring no material components. His spellcasting ability is Charisma (spell save DC 25; +17 to hit with spell attacks).

Legendary Resistance (5/Day). If Nomog-Geaya fails a saving throw, he can choose to succeed instead.

Lesser Deity. Nomog-Geaya can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Nomog-Geaya is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Maglubiyet's Dominance. When Nomog-Geaya hits a creature other than Maglubiyet with an attack, the creature's speed becomes 0 until the end of its next turn.

Special Equipment. Nomog-Geaya wields Yetki, a magical +3 longsword with the capabilities of a flame tongue, and Azaltma, a magical +3 handaxe that brands its victims with painful symbols. Nomog-Geaya can't be disarmed of these weapons. He also wears Zirh, a magical +3 plate armor that grants an additional +3 bonus to AC against ranged attacks.

Actions

Multiattack. Nomog-Geaya makes three melee attacks.

Yetki. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage or 21 (2d10 + 10) slashing damage if used with two hands, plus 28 (8d6) fire damage.

Azaltma. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or be affected by the *slow* spell 1 minute. If a creature fails this saving throw by 10 or more, it is instead incapacitated with pain 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 successful save. Undead and constructs automatically succeed on the save.

Change Shape. Nomog-Geaya magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Nomog-Geaya's choice).

In a new form, Nomog-Geaya retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Nomog-Geaya magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Nomog-Geaya can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nomog-Geaya regains spent legendary actions at the start of his turn.

Attack. Nomog-Geaya makes a weapon attack.

Change Form. Nomog-Geaya uses his Change Shape or Change Size action.

Move. Nomog-Geaya moves up to his speed.

Ranged Azaltma Attack. Nomog-Geaya throws Azaltma, which passes unhindered through creations of force. After hitting or missing a target, Nomog-Geaya can choose to recall Azaltma to his hand, or magically teleport to Azaltma, catching it.

Avatars of Nomog-Geaya

The use of avatars enables Nomog-Geaya to spread his sadistic influence and keep the hobgoblin race in a tight grip.

Avatar of Nomog-Geaya Template

Nomog-Geaya can create avatars in the form of hobgoblins with a CR of 30 or lower. When Nomog-Geaya creates an avatar in another creature's image, it always wears red and black armor and has shark-like teeth, but otherwise retains all its statistics except as noted below.

Condition Immunities. The avatar can't be charmed or frightened.

Senses. The avatar gains truesight with a radius of 120 feet. Languages. The avatar knows all languages.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Aura of Authority. Whenever a nonhostile creature that the avatar can see within 30 feet of it makes an attack roll or a saving throw, the creature can add a d4 to its roll. This effect ends if the avatar is incapacitated (if the creature had the Leadership action, this trait replaces it).

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

The Tactician

Nomog-Geaya's aspect resembles his true self: a muscular hobgoblin with shark-like teeth, clad in red and black armor, and wielding both sword and handaxe.

While the leader of an army may be considered the head of the snake, there is usually a much more clever strategist whispering in that leader's ear. Killing this strategist will effectively blind the snake, and is often much easier to do than cutting the head clean off.

-Drizzt Do'Urden

Hobgoblin Warlord Avatar of Nomog-Geaya

Medium humanoid (goblinoid, avatar), lawful evil

Armor Class 20 (plate, shield)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 10
Languages all
Challenge 6 (2,300 XP)

Aura of Authority. Whenever a nonhostile creature that the avatar can see within 30 feet of it makes an attack roll or a saving throw, the creature can add a d4 to its roll. This effect ends if the avatar is incapacitated.

Martial Advantage. Once per turn, the avatar can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the avatar that isn't incapacitated.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Multiattack. The avatar makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10+ 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Parry. The avatar adds 3 to its AC against one melee attack that would hit it. To do so, the avatar must see the attacker and be wielding a melee weapon.

The Tactician

Medium humanoid (goblinoid, avatar), lawful evil

Armor Class 19 (natural armor)
Hit Points 378 (36d8 + 216)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	21 (+5)	20 (+5)	24 (+7)

Saving Throws Con +12, Int +11, Wis +11, Cha +13
Skills Intimidation +13, Perception +11, Persuasion +13
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all
Challenge 20 (25,000 XP)

Aura of Authority. Whenever a nonhostile creature that the avatar can see within 30 feet of it makes an attack roll or a saving throw, the creature can add a d6 to its roll. This effect ends if the avatar is incapacitated.

Divine Advantage. Once per turn, the avatar can deal an extra 26 (4d12) damage to a creature it hits with an attack if that creature is within 5 feet of an ally of the avatar that isn't incapacitated.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

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

Actions

Multiattack. The avatar makes three attacks. If all three attacks hit the same target, the target is stunned until the end of the avatar's next turn.

Blazing Broadsword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) slashing damage plus 21 (6d6) fire damage.

Agonizing Hand-Axe. *Melee or Ranged Weapon Attack:* +18 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 26 (4d12) slashing damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be affected by the *slow* spell until the end of its next turn. If thrown, the axe returns to the avatar's hand immediately after hitting or missing its target.

Chapter 10: The Duergar and Gnome Pantheons

Acheron is also home to the two most well known duergar gods, as well as the vicious Urdlen. They dwell in the second layer of Thuldanin with a strange mutual understanding.

The duergar pantheon is quite unique in that all its members were once mortals. Their apotheosis occurred during the rebellion against the duergar's mind flayer overlords. The only member of the gnome pantheon in Acheron is an outcast from the Golden Hills.

Deep Duerra. The duergar god of conquest and psionics is revered by all gray dwarf communities throughout the Material Plane. The legends around the origins of the duergar focus heavily on the influence of their deities Deep Duerra and Laduguer, who supposedly underwent apotheosis from the ranks of the dwarves during their rebellion against the enslaving mind flayers. Duerra is said to have stolen the secret of psionics from the illithids, and infused it within her own people to help them escape the clutches of the alien menace. Fittingly, priests of Duerra organize holy crusades against mind flayer colonies found throughout the Underdark, and against the surface dwarves who they believe are inferior.

Duerra is Laduguer's daughter and lieutenant, but she does have some considerable disagreements with him. In her mind, he is too hung up on past grudges, driven by ancient slights and enminities, rather than looking to the future for the betterment of all duergar. She would fight him for supremacy over the duergar if she wasn't sure that it would fracture the race and leave them ripe for foreign invaders.

Duerra's only true enemy is Ilsensine, the illithid god of magic and mental domination. While the Queen of the Invisible Art wishes to conquer everyone and everything, her ultimate goal is to destroy illithids and their foul deities once and for all. She has no desire to hold any particular land or people, but wants simply to conquer and move on. Ever forward, expanding duergar reach across all the planes and beyond.

Laduguer. Laduguer is another primary player in the liberation of the gray dwarves from their illithid masters. The myth says that Laduguer made a pact with Asmodeus himself, after traveling through the Nine Hells, to gain a spark of divinity that would allow the duergar to effectively rebel against their illithid slavers. Laduguer was able to overcome the trials, tribulations, and treacheries of the Nine Hells thanks to his staunch personality; he was driven at all times by insatiable greed, unmatchable lust for battle, and unbreakable will. In return for the divinity bestowed upon him, Laduguer agreed to fight alongside Asmodeus against the drow and the demons of the Abyss. The spirit legions of Acheron are sometimes deployed to these ends, though most of the battle occurs on the Material Plane.

Urdlen. Urdlen is a lesser-known Gnomish deity of who personifies greed and bloodlust. He is not worshipped by gnomes (except perhaps deranged death-cults) but is notorious as a bogeyman, and an example of moral failure. The myth states that Urdlen was approached by another gnome god for help, but refused out of selfishness, and was expelled from the Golden Hills after his refusal caused trouble for the deity in need. After his expulsion, Urdlen underwent a hideous transformation into a mole-like monstrosity with iron teeth and claws. He has no association with other deities, and simply exists to hoard and kill.

Urdlen can be found with the duergar deities in Acheron, but doesn't interact much with either of them. His presence is tolerated by the duergar only because the gnomes are and duergar work well together, and because his presence inspires bloodlust in the gnomes who follow him.



Deep Duerra, Duergar God of Conquest and Psionics

Duerra's psionic powers are unmatched, and she liberally bestows these among those who worship her. The duergar have refined and internalized these powers to become powerful assassins, expert engineers, and brutal slavers. When duergar die in battle, their souls are claimed by Duerra to live in Acheron with her, where they form an eternal army intent on expanding duergar influence.

Immortal Nature. Duerra doesn't require air, food, drink, or sleep.

Duerra's Followers

The gray dwarves who pledge themselves to the Queen of the Invisible Art specialize in mental training and psionics. The most prominent members of her clergy are the **duergar norothor**, but she also imparts her blessings upon **duergar ardukes**, **duergar deep adepts**, and **duergar doom knights** (see chapter 16 for statistics).

Apart from duergar, duerra is also served by **banelar nagas** (see chapter 16), who share her love of conquest and expansionism. More recently, she has acquired the devotion of **githyankis** who also seek the eradication of illithids and admire her tactics.

Holy Symbol. Duerra's holy symbol is a mind flayer skull.



Duerra's Names and Powers

Below you will find some quick facts about Duerra.

Names. Duerra is known as the Axe Princess of Conquest and the Queen of the Invisible Art.

Godly Senses. Using an action, Duerra can perceive anything within 20 miles of her worshipers, objects and sites dedicated to her worship, or any location where one of her names was spoken in the last hour. She can perceive from any number of locations at once while remaining fully aware of her surroundings, but can't perceive from more than one plane at a time.

Portfolio Senses. Duerra can sense whenever psionics are used in Acheron or on the Material Plane. She also senses the name and location of whoever uses psionics but she doesn't learn anything beyond that. When looking at a creature, she instinctively discerns its personality traits, ideals, bonds, and flaws, as well as its Intelligence score, hit point maximum, and what territories, if any, it has claimed through conquest.

Roleplaying Duerra

It is clear that Duerra is a warrior above all else. She wears heavy armor and wields an enormous axe called Mindshatter, forged in and around the skull of a powerful ulitharid she slew using nothing but her mind. When she speaks, her hard and bombastic voice echoes in the minds of those who hear it. Her demeanor is arrogant and pompous, never asking but always telling. If she isn't treated as utmost royalty, her anger quickly flares to unimaginable heights. She perceives magic to be far inferior to her psionics and she has little respect for its users - after all, any weak, cowardly, and undeserving fool can learn magic.

Fighting Duerra

Duerra doesn't fight fair. She doesn't care about "invented" concepts such as honor. She only cares about destroying her enemies, utterly and completely. She enjoys toying with and playing tricks on her enemies, using her psionics against spellcasters and her axe on martial opponents only to switch it around once they think they've figured her out. The Axe Princess of Conquest believes that victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win.

Duerra's Traits

Ideal. "All warfare is based on deception. Hence, when we are able to attack, we must seem unable; when using our forces, we must appear inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make them believe we are near."

Bond. "Regardless of where the illithids hide, we duergar will find, conquer, and destroy them all. Every last one."

Flaw. "I am preoccupied with looking ahead, so much so that I sometimes overlook what's happening close by."

Rule Tip: Psionics and Magic
A spell is psionic if the feature or trait used to cast the spell is defined as psionic. Some monsters, for example, have the Spellcasting trait while others have the Spellcasting (Psionics) variation. The former is regular magic while the latter is psionics.

Optional: Epic Die Traits
If your group plays with the Epic Die, Duerra also has the additional trait noted below:

Epic Trait: Divine Regeneration. At the start of each of her turns, Duerra regains lost hit points equal to 10 x the Epic Die.

Deep Duerra

Large humanoid (lesser deity, dwarf), lawful evil

Armor Class 19 (everbright-crafted +3 chain mail), 22 against magical attacks
Hit Points 455 (26d20 + 182)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	24 (+7)	27 (+8)	20 (+5)	23 (+6)

Saving Throws Int +18, Wis +15
Skills Arcana +18, Intimidation +16, Insight +15, Investigation +18, Perception +15, Survival +15
Damage Resistances force; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 25
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Discorporation. When Duerra's psionic form drops to 0 hit points or dies outside of her domain, her body is destroyed but her essence travels back to The Invisible Hall of Hammergrim within Thuldanin, the second layer of Acheron, and she is unable to take physical form for a time.

Innate Spellcasting (Psionics). Duerra's innate spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Duerra can innately cast the following spells, requiring no components:

At will: *blur, command, crown of madness, detect thoughts, Duerra's mind-shattering*, greater invisibility (self only), mage hand (the hand is invisible), misty step, nondetection, passwall, phantasmal killer, plane shift, shield, stone shape*

3/day each: *Bigby's hand, disintegrate, dominate monster, Duerra's cerebral daze*, telekinesis*

2/day each: *feeblemind, Odeon's blank slate*, power word stun*

1/day each: *antimagic field, power word kill, wish*

* See chapter 13

Legendary Resistance (5/Day). If Duerra fails a saving throw, she can choose to succeed instead.

Lesser Deity. Duerra can't be surprised and has advantage on ability checks and saving throws, and she can't be affected or detected by spells of 6th level or lower unless she wishes to be. In addition, Duerra is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Mind Blank Aura. Each friendly creature of Duerra's choice within 30 feet of her is affected by the mind blank spell.

Psionic Detection. Duerra can sense the presence and location of any creature within 300 feet of her that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell. In addition, she can sense and identify any psionic spell or effect within 300 feet of her.

Psionic Form. When Duerra is reduced to 0 hit points or dies while not in psionic form, she regains half her hit point maximum and transforms into a psionic form along with her equipment. In this form, Duerra gains resistance to all damage she isn't already immune or resistant to, and she can move through other creatures and objects as if they were difficult terrain, but she takes 5 (1d10) force damage if she ends her turn inside an object. Her statistics otherwise remain the same. Duerra transforms back into her normal form after 1 hour, regaining all lost hit points.

Psionic Supremacy. Duerra automatically succeeds on saving throws against enchantment spells, spells that deal psychic damage, and psionics.

Special Equipment. Duerra wields Mindshatter, a magical +3 greataxe that allows Duerra to channel her mind-affecting psionics through it, and magical +3 chainmail crafted from the finest everbright. Duerra can't be disarmed of Mindshatter.

Actions

Multiaction. Duerra casts two spells. She can replace one casting with an attack with Mindshatter.

Mindshatter (Non-Psionic Form Only). *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage plus psychic damage equal to twice the target's Intelligence score. Duerra gains temporary hit points equal to the psychic damage done and the target must make a DC 26 Intelligence saving throw. On a failed save, the target's Intelligence score is reduced by 1d4 until it next finishes a long rest. The target dies if this reduces its Intelligence to 0.

Mindshatter (Psionic Form Only). *Melee Weapon Attack:* +21 to hit, reach 5 ft., one creature. *Hit:* the target takes psychic damage equal to four times its Intelligence score. Duerra gains temporary hit points equal to the damage done and the target must make a DC 26 Intelligence saving throw. On a failed save, the target is stunned until the end of its next turn and its Intelligence score is reduced by 1d4 until it next finishes a long rest. On a successful save, the target's Intelligence score is reduced by 1. The target dies if this reduces its Intelligence to 0.

Change Shape. Duerra magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. Any equipment she is wearing or carrying is absorbed or borne by the new form (Duerra's choice).

In a new form, Duerra retains all of her statistics and gains the features of the new form that she doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Duerra magically changes her size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. Her statistics remain the same. Any equipment she is wearing or carrying transforms with her.

Reactions

Deflect Psionics. Duerra chooses a new target for a psionic spell or effect that she senses with her Psionic Detection trait.

Legendary Actions

Duerra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Duerra regains spent legendary actions at the start of her turn.

Attack. Duerra makes a melee weapon attack.

Cast a Spell (Costs 2 Actions). Duerra casts a spell.

Cast At-Will Spell. Duerra casts a spell she can cast at will.

Change Form. Duerra uses her Change Shape or Change Size action.

Move. Duerra moves up to her speed.

Duerra's Lair

Duerra dwells in the Invisible Hall within Hammergrim, found at the very core of the Gray Cube on the layer of Thuldanin. If encountered in her lair, Duerra has a challenge rating of 39 (370,000 XP).

Lair Actions

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

Directional Relativity. Duerra casts the *reverse gravity* spell, using intelligence as her spellcasting ability (save DC 26). She can manipulate this spell more than normal, allowing her to orient the area in any direction, and creatures and objects fall toward the end of the area.

Divide and Conquer. Duerra casts the *wall of force* spell twice, using intelligence as her spellcasting ability (save DC 26). Duerra doesn't need to concentrate on the spells, which last until initiative count 20 on the next round.

Fluid Reality. Duerra fills her lair with her psionic might, changing the very laws that govern reality. All creatures lift a few inches from the ground and can no longer benefit from any movement speed. Instead, a creature can move by simply thinking about moving. On each of its turns, a creature can move a number of feet equal to 3 x its Intelligence score. Duerra can move 81 feet in this manner.

Repel the True Enemy. Duerra channels her psionic energy to censure illithids. Each aberration of her choice within the lair must make a DC 26 Charisma saving throw against this magic. On a failed save, the target is banished to a plane of Duerra's choice. On a successful save, the target is not banished, but can't use any ability which forces another creature to make a saving throw until the next initiative count 20.

Zealous Reinforcements. Duerra taps into the duergar spirit legions in Hammergrim and conjures one set of duergar from the options below. The creatures magically appear in unoccupied spaces within 300 feet of Duerra and follow her telepathic commands. They remain until Duerra uses this lair action again, or until she dismisses them as a bonus action.

- Eight regular **duergar**, or
- Four duergar of CR 6 or lower, or
- Two duergar of CR 10 or lower, or
- One duergar of CR 15 or lower.

Avatars of Duerra

While Deep Duerra uses avatars to spearhead duergar conquests throughout the planes, she most often uses them to hunt and destroy illithids.

Avatar of Deep Duerra Template

Duerra can create avatars in the form of duergar with a CR of 30 or lower. When Duerra creates an avatar in another creature's image, it has a translucent, white crown floating above its head, but otherwise retains all its statistics except as noted below.

Damage Immunities. The avatar is immune to poison and psychic damage.

Condition Immunities. The avatar can't be charmed, frightened, paralyzed, or poisoned.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages and gains telepathy with a range of 120 feet.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Innate Spellcasting (At Will; Psionics). The avatar's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
3/day each: *misty step, stone shape*
1/day: *passwall*

New Trait: Magic Resistance. The avatar has advantage on saving throws against spells and other magical effects.

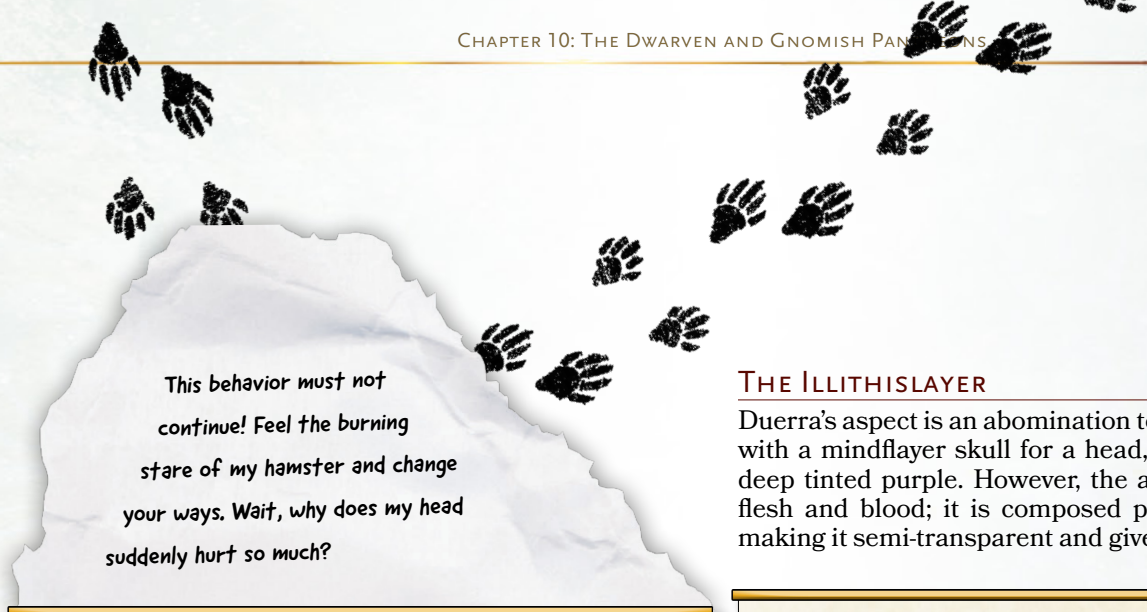
New Trait: Mental Protection. The avatar is permanently under the effects of a *mind blank* spell.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Trait: Psionic Detection. The avatar can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell. In addition, it can sense and identify any psionic spell or effect within 300 feet of it.

Lost Trait: Sunlight Sensitivity. The avatar loses the Sunlight Sensitivity trait if it has it.





Duergar Avatar of Deep Duerra

Medium humanoid (dwarf, avatar), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

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

Damage Immunities poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 10
Languages all, telepathy 120 ft.
Challenge 1 (200 XP)

Innate Spellcasting (At Will; Psionics). The avatar's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand (the hand is invisible)*

3/day each: *misty step, stone shape*

1/day: *passwall*

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

Mental Protection. The avatar is permanently under the effects of a *mind blank* spell.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Psionic Detection. The avatar can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell. In addition, it can sense and identify any psionic spell or effect within 300 feet of it.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the avatar magically increases in size, along with anything it is wearing or carrying. While enlarged, the avatar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the avatar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The avatar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the avatar wears or carries is invisible with it.

The Illithislayer

Duerra's aspect is an abomination to behold: a duergar body with a mindflayer skull for a head, its eyes glowing with a deep tinted purple. However, the aspect is not made from flesh and blood; it is composed purely of psionic energy, making it semi-transparent and give off a subtle, white glow.

The Illithislayer

Medium monstrosity (avatar), lawful evil

Armor Class 18 (natural armor)
Hit Points 285 (30d8 + 150)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	21 (+5)	27 (+8)	20 (+5)	23 (+6)

Saving Throws Int +14, Wis +11
Skills Arcana +14, Intimidation +12, Insight +11, Investigation +14, Perception +11, Survival +11
Damage Resistances all
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Innate Spellcasting (At Will; Psionics). The avatar's innate spellcasting ability is Intelligence (save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand (the hand is invisible)*

3/day each: *misty step, passwall, stone shape*

1/day: Bigby's hand, disintegrate, dominate monster, power word stun

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

Mental Protection. The avatar is affected by the *mind blank* spell.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Psionic Detection. The avatar can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell. In addition, it can sense and identify any psionic spell or effect within 300 feet of it.

Psionic Form. The avatar can move through other creatures and objects as if they were difficult terrain, but it takes 5 (1d10) force damage if it ends her turn inside an object.

Actions

Multiattack. The avatar makes three attacks with its psionic axe.

Psionic Axe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* the target takes psychic damage equal to three times its Intelligence score and must succeed on a DC 22 Intelligence saving throw or become stunned until the end of its next turn.

Laduguer, Duergar God of Magic and Slavery

Laduguer is both a deity and a hero to his people. The Taskmaster teaches the duergar that strict obedience to superiors, dedication to one's craft, and endless toil are necessary to achieve security, wealth, and power. Adversity is Laduguer's forge, and the harsh trials through which the duergar must pass are his hammer blows.

Immortal Nature. Laduguer doesn't require air, food, drink, or sleep.

Laduguer's Followers

Almost every gray dwarf pays homage to Laduguer in some capacity, for his worship doesn't require traditional ceremonies or temples. Instead, the Taskmaster values the plundering of temples belonging to other dwarf deities, especially Moradin, as well as the acquisition of slaves. See chapter 16 for lore on several duergar variants and how each is uniquely blessed by the Exile. Among his ever-toiling servants, one warrior emerged to earn the highest esteem in Laduguer's eyes: **Morndin Gloomstorm** (see chapter 19).

Holy Symbol. Laduguer's holy symbol is a broken arrow.



Optional: Epic Die Traits

If your group plays with the Epic Die, Laduguer also has the additional trait noted below:

Epic Trait: Protective Annulment. Characters can't benefit from bonuses granted by the Epic Die or magic items against Laduguer's spells and effects.

Roleplaying Laduguer

Laduguer is unflinching, his resolve unbreakable. To stand in his presence is to feel malleable like an iron ingot in a heated forge, his menacing gaze weighing heavily on one's shoulders. His voice is deep and dark, like a cavernous rumbling, each word hitting like the blow of a hammer. He doesn't mince words either, and is always direct and on point.

Fighting Laduguer

Laduguer wields Grimhammer with ruthless efficiency and works the Weave with near unmatched might, combining both to utterly annihilate his enemies. He will never retreat or surrender, fighting with everything he has from start to finish.

Laduguer's Traits

Ideal. "Our pockets are never full. Our fight is never done. Our resolve is never shaken. Endure all and become stronger than adamantine."

Bond. "Nothing is ever easy, nor should it be. Suffer pain stoically and remain aloof, for to show or even feel emotion is to demonstrate weakness. Those who are weak are undeserving and will suffer an appropriate fate."

Flaw. "I am driven by hate toward Moradin and the Morndinsamman for having exiled me."

Laduguer's Names and Powers

Below you will find some quick facts about Laduguer.

Names. Laduguer is known as the Exile, the Gray Protector, the Harsh, the Master of Crafts, the Slave Driver, and the Taskmaster.

Godly Senses. Using an action, Laduguer can perceive anything within 20 miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings, but he can only perceive from one plane at a time.

Portfolio Senses. Laduguer can sense whenever magic is used in Acheron or on the Material Plane. He also senses the name and location of whoever uses magic, as well as for what purpose, but he doesn't learn anything beyond that. When looking at a creature, he instinctively discerns what spell slots it has access to and has used already, as well as what spells it knows. He also discerns how much adversity it has met in life, as well as any skills it might be proficient in that have to do with crafting.

Dear Reader,

The Taskmaster has gone through more than his fair share of hardships and earned every bit of divinity he has. That being said, he's a fascist who can only envy Mystra.

E.A.

Laduguer

Large humanoid (lesser deity, dwarf), lawful evil

Armor Class 22 (natural armor), 32 against ranged weapon attacks that aren't blessed by Moradin, dwarven god of creation
Hit Points 787 (45d20 + 315)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	25 (+7)	26 (+8)	20 (+5)	26 (+8)

Saving Throws Int +18, Wis +15, Cha +18
Skills Arcana +28, Intimidation +15, Perception +15, Survival +15
Damage Resistances force; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities poison; bludgeoning, piercing, and slashing from non-magical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 25
Languages all, plane-wide telepathy
Challenge 38 (340,000 XP)

Arcane Domination (Arcane Form Only). Whenever a creature within 30 feet of Laduguer expends a spell slot, Laduguer can force it to roll a d6. On a roll of 5 or 6, the spell slot is expended without creating its intended effect.

Arcane Form. At the start of each of Laduguer's turns in combat, if he is in arcane form, he returns to his normal form, and if he is in his normal form, he changes into his arcane form.

In his arcane form, Laduguer gains resistance to all damage, he can't regain hit points, can't take legendary actions, and he can move through other creatures and objects as if they were difficult terrain, but he takes 5 (1d10) force damage if he ends his turn inside an object.

Arcane Supremacy (Arcane Form Only). Creatures have disadvantage on the first saving throw made against each of Laduguer's spells.

Army Arcana. When Laduguer casts a spell that causes damage or that forces other creatures to make a saving throw, he can choose himself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Discorporation. When Laduguer dies outside of his domain, his body is destroyed but his essence travels back to Throne of the Exile in Hammergrim within Thuldanin, the second layer of Acheron, and he is unable to take physical form for a time.

Innate Spellcasting (Psionics, Non-Arcane Form Only). Laduguer's innate spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Laduguer can innately cast the following spells, requiring no components:

At will: *blur, command, crown of madness, detect thoughts, greater invisibility (self only), mage hand (the hand is invisible), misty step, nondetection (self only), phantasmal killer, plane shift, shield*

3/day each: *Bigby's hand, disintegrate, dominate monster, telekinesis*

1/day each: *power word kill*

Legendary Resistance (5/Day). If Laduguer fails a saving throw, he can choose to succeed instead.

Lesser Deity. Laduguer can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Laduguer is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Protection From Animated Minerals. Laduguer is immune to damage from constructs and elementals that are made from clay, earth, metal, or stone, such as earth elementals, galeb duhr, or an artificer's iron defender.

Special Equipment. Laduguer wields Grimhammer, a magical +3 warhammer that allows Laduguer to channel his arcane magic through it, and Bolt Breaker, a magical shield that gives Laduguer a +10 bonus to AC against ranged weapon attacks, and causes any ammunition that fails to hit him to break (ranged weapons blessed by Moradin are unaffected). Laduguer can't be disarmed of either of these.

Spellcasting. Laduguer is a 30th-level spellcaster. He has all sorcerer, warlock, and wizard spells prepared. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). He can cast these spells without providing any material components.

He has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (4 slots), 8th level (4 slots), 9th level (3 slots), 10th level (2 slots), 11th level (2 slots), 12th level (2 slots).

Actions

Multiaction. Laduguer casts a spell. He then makes two melee attacks. While in arcane form, he instead casts two spells and makes one melee attack.

Grimhammer (Non-Arcane Form Only). *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 11) bludgeoning damage, or 27 (3d10 + 11) bludgeoning damage if held with two hands. If the attack hits a creature, the target is also affected by one of the following effects of Laduguer's choice:

Arcane Overload. The target must make a DC 26 Charisma saving throw, losing its highest level spell slot on a failed save, or its lowest level spell slot on a successful one. The target takes force damage equal to three times the level of the lost spell slot.

Arcane Shock. The target must make a DC 26 Constitution saving throw. On a failed save, the target takes 28 (8d6) force damage and loses concentration if it was concentrating on a spell or effect. On a successful save, the target takes half as much damage and doesn't lose concentration.

Of Thuldanin. The target must succeed on a DC 26 Constitution saving throw or be restrained as it begins to turn into the stone-metal hybrid the cubes of Thuldanin are made of. 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 the *greater restoration* spell or other magic.

Arcane Grimhammer (Arcane Form Only). *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 77 (12d10 + 11) force damage. If the target is a creature affected by one or more beneficial spells, one of those effects ends at random.

Change Shape (Non-Arcane Form Only). Laduguer magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Laduguer's choice).

In a new form, Laduguer retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Laduguer magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions (Non-Arcane Form only)

Laduguer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Laduguer regains spent legendary actions at the start of his turn.

Attack. Laduguer makes a melee weapon attack.

Cast a Spell (Costs 2 Actions). Laduguer casts a spell.

Cast At-Will Spell. Laduguer casts a spell he can cast at will.

Change Form. Laduguer uses his Change Shape or Change Size action.

Move. Laduguer moves up to his speed.

Laduguer's Lair

Laduguer dwells in the Throne of the Exile, accessible through a cavern within Hammergrim, located in Thuldanin. If encountered in his lair, Laduguer has a challenge rating of 40 (400,000 XP).

Lair Actions

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

Challenge of Ruthless Efficiency. Laduguer mockingly challenges his enemies to battle to their full potential. Until initiative count 20 on the next round, whenever a creature hostile to Laduguer rolls dice for damage and does not roll half of a die's maximum value (such as a 4 or higher on a d6), the creature takes 11 (2d10) psychic damage. This damage applies for each damage die that rolls below half of its maximum value for an attack, ability, or spell (for example, a sorcerer casting *fireball* takes 2d10 psychic damage for each d6 result that is less than 4 for this casting of the spell).

Drain Enchantment. Laduguer targets one creature in the lair that he can see. The target must succeed on a DC 26 Charisma saving throw or suffer from the effects of an *antimagic field* spell. Laduguer doesn't need to concentrate on this casting of the spell, which lasts until initiative count 20 on the next round.

Summon Allies. Laduguer taps into the duergar spirit legions in Hammergrim or reaches his mind out to the Nine Hells, conjuring one set of duergar or devils from the options below. The creatures magically appear in unoccupied spaces within 300 feet of Laduguer and follow his commands. They remain until Laduguer uses this lair action again, or until he dismisses them as a bonus action.

- Eight duergar or devils of CR 2 or lower, or
- Four duergar or devils of CR 6 or lower, or
- Two duergar or devils of CR 10 or lower, or
- One duergar or devil of CR 15 or lower.



Avatars of Laduguer

Laduguer mostly uses his avatars to ensure the duergar people are always experiencing hardship, gradually forging them into a stronger race with each passing generation.

Avatar of Laduguer Template

Laduguer can create avatars in the form of duergar with a CR of 30 or lower. When Laduguer creates an avatar in another creature's image, its eyes always glow with arcane energies, but otherwise retains all its statistics except as noted below.

Damage Resistance. The avatar is resistant to force damage

Damage Immunities. The avatar is immune to poison damage.

Condition Immunities. The avatar can't be charmed, frightened, paralyzed, or poisoned.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages and gains telepathy with a range of 120 feet.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Arcane Overload. If the avatar hits a target that has spell slots with a weapon attack, it takes extra force damage equal to the level of its highest remaining spell slot.

Suggested Spells for Laduguer

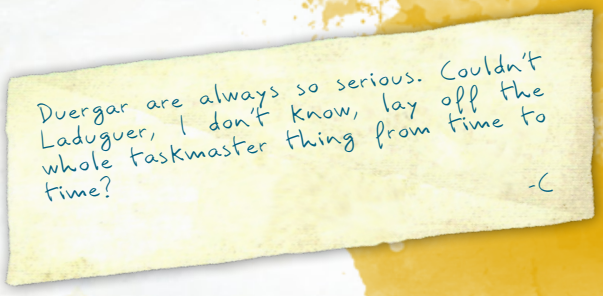
If you want a fun encounter, consider having Laduguer cast the following spells:

1st level: *fog cloud, hellish rebuke, Tasha's hideous laughter, thunderwave*
2nd level: *crown of madness, darkness, gust of wind*
3rd level: *counterspell, fireball, sleet storm*
4th level: *confusion, dimension door, fabricate, phantasmal killer*
5th level: *Bigby's hand, dominate person, mislead, wall of stone*
6th level: *arcane gate, disintegrate, mass suggestion*
7th level: *project image, prismatic spray*
8th level: *earthquake, feeblemind, incendiary cloud*
9th level: *power word kill, prismatic wall, weird*

If you want a very deadly encounter, consider having Laduguer cast the following spells, upcasting them as needed (including with his 10th, 11th, and 12th level spell slots):

1st level: *armor of Agathys, grease, magic missile, shield, Tasha's hideous laughter*
2nd level: *mirror image, misty step, shatter, web*
3rd level: *counterspell, dispel magic, fireball, magic circle, slow*
4th level: *dimension door, fabricate, fire shield, wall of fire*
5th level: *animate objects, dominate person, wall of force*
6th level: *chain lightning, disintegrate, globe of invulnerability, mass suggestion*
7th level: *delayed blast fireball, firestorm, forcecage, plane shift, simulacrum, teleport*
8th level: *antimagic field, demiplane, dominate monster, feeblemind, maze*
9th level: *gate, meteor swarm, time stop, wish*

New Trait: Magic Resistance. The avatar has advantage on saving throws against spells and other magical effects.
New Trait: Magic Weapons. The avatar's weapon attacks are magical.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.
Lost Trait: Sunlight Sensitivity. The avatar loses the Sunlight Sensitivity trait if it has it.



Duergar Avatar of Laduguer

Medium humanoid (dwarf, avatar), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

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

Damage Resistances force
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 10
Languages all, telepathy 120 ft.
Challenge 1 (200 XP)

Arcane Overload. If the avatar hits a target that has spell slots with a weapon attack, it takes extra force damage equal to the level of its highest remaining spell slot.

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

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the avatar magically increases in size, along with anything it is wearing or carrying. While enlarged, the avatar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the avatar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The avatar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the avatar wears or carries is invisible with it.

The Toil-Bringer

Laduguer's aspect is an enormous duergar clad in heavy plate armor. It wields an immense warhammer shaped from raw magic and held together by the avatar's adamantine will.

The Toil-Bringer

Huge humanoid (dwarf, avatar), lawful evil

Armor Class 18 (plate)
Hit Points 287 (23d12 + 138)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	26 (+8)	20 (+5)	26 (+8)

Saving Throws Con +12, Int +14, Wis +11, Cha +14
Skills Arcana +14, Intimidation +14, Perception +11, Persuasion +14
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Arcane Overload. If the avatar hits a target that has spell slots with a weapon attack, it takes extra force damage equal to the level of its highest remaining spell slot.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Spellcasting. The avatar is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The avatar has the following wizard spells prepared, and can cast them without providing material components:

- Cantrips (at will): *mage hand (the hand is invisible), ray of frost, shocking grasp*
- 1st level (4 slots): *detect magic, identify, magic missile, shield*
- 2nd level (3 slots): *detect thoughts, enlarge/reduce, hold person, invisibility, mirror image*
- 3rd level (3 slots): *counterspell, dispel magic, fireball*
- 4th level (3 slots): *dimension door, stone shape*
- 5th level (2 slots): *dominate person, passwall, wall of force*
- 6th level (1 slots): *disintegrate, globe of invulnerability*
- 7th level (1 slot): *plane shift*

Actions

Multiattack. The avatar makes two attacks.

Arcane Hammer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 50 (8d10 + 6) force damage, and the target loses concentration if it was concentrating on a spell or effect.

Urdlen, Gnomish God of Greed and Murder

Though most gnomes are good and kind hearted, many have within them a slumbering darkness that must be kept at bay. In the gnomish pantheon this is represented by Urdlen; a destructive and murderous deity, as blind as the values it embodies. The closest thing Urdlen comes to having allies are Laduguer and Deep Duerra, though it has no true loyalties to them. For now, it simply uses their alliance for added protection.. Its ultimate goal, however, is to destroy everything and everyone, and hoard the remaining ashes to rule them in solitude. This alliance of convenience simply means that it'll destroy the two duergar deities last.

Immortal Nature. Urdlen doesn't require air, food, drink, or sleep.



Urdlen's Names and Powers

Below you will find some quick facts about Urdlen.

Names. Urdlen is known as the Crawler Below and the Glutton.

Godly Senses. Using an action, Urdlen can smell and identify anything within 20 miles of its worshipers, objects and sites dedicated to its worship, or any location where one of its names was spoken in the last hour. It can perceive from any number of locations at once while remaining fully aware of its surroundings, but it can only perceive from one plane at a time.

Portfolio Senses. Urdlen can smell and identify anything an evil gnome or weremole can smell. It knows whenever an act of avarice or murder is committed anywhere in Acheron or on the Material Plane. When smelling a creature, it instinctively discerns how much wealth the creature has accumulated and the location of that wealth.

Urdlen's Followers

On the Material Plane, Urdlen's worshippers are often reclusive, bloodthirsty, and greedy gnomes with secret societies that work to undermine and destroy the clergies of all other gnome gods. They spend most of their time plotting to steal or desecrate holy objects and sites, and to spread murderous mayhem in organized societies. This genocidal behaviour is only magnified in Acheron. See "Gnomes" in chapter 16 for more detail.

Holy Symbol. Urdlen's holy symbol is a white clawed mole emerging from the ground.

Roleplaying Urdlen

Urdlen is likely the least talkative deity in the multiverse. Its massive body is deceptively fast - a fact it doesn't reveal until it's victim is already caught. The massive, adamantine-like claws at the end of its horribly desaturated limbs cut small trenches into the ground, nearly giving off no sound - a testament to their sharpness. Its star-shaped nose wiggles slightly as Urdlen quickly discerns its environment, perceiving much more and faster than most others.

Fighting Urdlen

Urdlen has no regard for anything or anyone, wishing simply to end all life. The abominable mole-creature will only slow down its unstoppable destruction to turn any gnomes in its vicinity into **weremoles** (see chapter 16), a transformation which ensures they will ally with it and sow discord in its name.

Urdlen's Traits

Ideal. "All life must be crushed without regard."

Bond. "Weremoles are my agents made in my image. They shall scurry over the world, tearing it apart piece by piece. Then, when only they are left and they have fulfilled their purpose, I'll destroy them and have the world to myself."

Flaw. "I love shiny things. They are all mine!"

Urdlen's Lair

The entrance to Urdlen's realm is located at the end of a vast network of tunnels inside of Hammergrim. If encountered in his lair, Urdlen has a challenge rating of 38 (340,000 XP).

Lair Actions

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

Mole Hills. Urdlen causes up to six mole hills to burst from places on the ground that it can see within the lair. Each mole hill is shaped like a cube, which can be up to 3 feet on a side. Each mole hill is full of dust, rock, rubble, and other debris, requiring at least 1 minute to clear by hand.

If a mole hill is created in the same space as another creature, it must succeed on a DC 25 Dexterity saving throw or get buried. While buried in this manner, the target is also restrained, and a creature completely submerged in a mole-hill can't breathe. A restrained creature can use its action to make a DC 20 Strength check and spend half its movement to break free.

Beneath each mole hill is a **weremole** (see chapter 16). If a creature is buried next to it, it attacks that creature from underneath. Otherwise, it emerges from its mole hill ready to attack the first hostile creature it sees.

Murder! Death! Kill! Any creature in the lair that has not done damage to another creature in the previous round becomes stunned until the end of its next turn.

White Mole Infestation. Urdlen targets a humanoid that it can see, causing 2d8 tiny, white moles to appear on and attack to the target. Each mole has the statistics of a **stirge** (blindsight 5 ft, no darkvision, no flying speed), and their turn effectively becomes initiative count 20 of each round.

Urdlen

Huge monstrosity (lesser deity, gnome), chaotic evil

Armor Class 25 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 50 ft., burrow 50 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	25 (+7)	24 (+7)	22 (+6)	21 (+5)	25 (+7)

Saving Throws Str +16, Wis +15, Cha +17
Skills Perception +15, Stealth +17, Survival +15
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 1 mile, passive Perception 25
Languages all, plane-wide telepathy
Challenge 37 (315,000 XP)

Aura of Blood. Urdlen can activate or deactivate this feature as a bonus action. While active, if a hostile creature within 60 feet of Urdlen casts a spell, the creature takes necrotic damage equal to five times the spell's level and its hit point maximum is reduced by the same amount.

Blood Frenzy. Urdlen has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blood Shield. When a creature that doesn't have all its hit points damages Urdlen with an attack, roll a d6. On a roll of 4 or higher, Urdlen takes half damage from the attack.

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

Discorporation. When Urdlen's arcane form drops to 0 hit points or dies outside of its domain, its body is destroyed but its essence travels back to the Blood Tunnels of Hammergrim within Thuldanin, the second layer of Acheron, and it is unable to take physical form for a time.

Earth Glide. Urdlen can burrow through nonmagical, unworked earth and stone. While doing so, Urdlen doesn't disturb the material it moves through.

Innate Spellcasting. Urdlen's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). Urdlen can innately cast the following spells, requiring no material components:

At will: *compulsion, crown of madness, dimension door, enlarge/reduce, greater invisibility, nondetection, slow, staggering smite, wrathful smite*

3/day each: *banishing smite, destructive wave, divine word, finger of death, forbiddance, globe of invulnerability, mislead, plane shift, wall of force, word of recall*

1/day each: *forcecage, power word kill, teleport, wish*

Legendary Resistance (5/Day). If Urdlen fails a saving throw, it can choose to succeed instead.

Lesser Deity. Urdlen can't be surprised and has advantage on ability checks and saving throws, and it can't be affected or detected by spells of 6th level or lower unless it wishes to be. In addition, Urdlen is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Treasure Sense. Urdlen can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 120 feet of it.

Actions

Multiaction. Urdlen casts a spell or makes a bite attack. It then makes two melee attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 7) piercing damage plus 22 (4d10) necrotic damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or become poisoned for 1 minute. While poisoned in this manner, the creature is also paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (4d10) necrotic damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or take 22 (4d10) necrotic damage at the start of each of its turns due to a festering wound. Each time Urdlen hits the wounded target with this attack, the damage dealt by the wound increases by 22 (4d10). Any creature can take an action to stanch the wound with a successful DC 25 Wisdom (Medicine) check. The wound also closes if the target receives magical healing from a 7th-level spell or higher.

Change Shape. Urdlen magically polymorphs into a gnome or monstrosity that has a challenge rating equal to or less than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form (Urdlen's choice).

In a new form, Urdlen retains all of its statistics and gains the features of the new form that it doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Urdlen magically changes its size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. Its statistics remain the same. Any equipment it is wearing or carrying transforms with it.

Legendary Actions

Urdlen can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Urdlen regains spent legendary actions at the start of its turn.

Attack (Costs 2 Actions). Urdlen makes a bite or claw attack.

Cast a Spell (Costs 3 Actions). Urdlen casts a spell.

Cast At-Will Spell (Costs 2 Actions). Urdlen casts a spell he can cast at will.

Change Form. Urdlen uses his Change Shape or Change Size action.

Corrupt the Children (Costs 3 Actions). Urdlen causes his abominable corruption to fill the air. Each gnome within 120 feet of Urdlen not already affected by weremole lycanthropy must make a DC 25 Constitution saving throw. On a failed save, a gnome falls into a trance and becomes paralyzed for 1 minute. During that time, a gnome begins to mutate until it wakes up as a weremole when the paralyzed condition ends. As a weremole, a gnome treats Urdlen with reverence and obeys its every command.

Move. Urdlen moves up to his speed.

Avatars of Urdlen

Urdlen constantly creates new avatars so that they may go out into the world and sow misery and destruction. Often, these avatars are mistaken for simpler creatures that have simply grown psychotic.

Avatar of Urdlen Template

Urdlen can create avatars in the form of gnomes and bipedal monstrosities with a CR of 30 or lower. When Urdlen creates an avatar in another creature's image, its skin looks bleached and it is lacking eyes, but otherwise retains all its statistics except as noted below.

Alignment. The avatar's alignment is chaotic evil.

Speed. The avatar gains a burrow speed equal to its walking speed.

Damage Immunities. The avatar can't be charmed, frightened, paralyzed, or poisoned.

Condition Immunities. The avatar can't be charmed, frightened, or paralyzed.

Senses. The avatar gains blindsight with a radius of 120 feet but is blind beyond that radius.

Languages. The avatar knows all languages.

New Ability Scores: Intelligence, Wisdom, and Charisma. The avatar has a score of 10 (+0) for Intelligence, Wisdom, and Charisma, unless one of these scores is already higher.

New Trait: Blood Craze. While there is a creature within 5 feet of the avatar that doesn't have all its hit points, the avatar has advantage on all melee weapon attacks, but melee weapon attacks against it are also made with advantage.

New Trait: Earth Glide. The avatar can burrow through nonmagical, unworked earth and stone. While doing so, the avatar doesn't disturb the material it moves through.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Trait: Treasure Sense. The avatar can pinpoint, by scent, the location of precious metals and stones such as coins and gems, within 120 feet of it.

Deep Gnome Avatar of Urdlen

Small humanoid (gnome, avatar), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 16 (3d6 + 6)
Speed 20 ft., burrow 20 ft.

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

Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages all, telepathy 120 ft.
Challenge 1/2 (100 XP)

Blood Craze. While there is a creature within 5 feet of the avatar that doesn't have all its hit points, the avatar has advantage on all melee weapon attacks, but melee weapon attacks against it are also made with advantage.

Earth Glide. The avatar can burrow through nonmagical, unworked earth and stone. While doing so, the avatar doesn't disturb the material it moves through.

Stone Camouflage. The avatar has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The avatar has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The avatar's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection (self only)*

1/day each: *blindness/deafness, blur, disguise self*

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Treasure Sense. The avatar can pinpoint, by scent, the location of precious metals and stones such as coins and gems, within 120 feet of it.

Actions

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

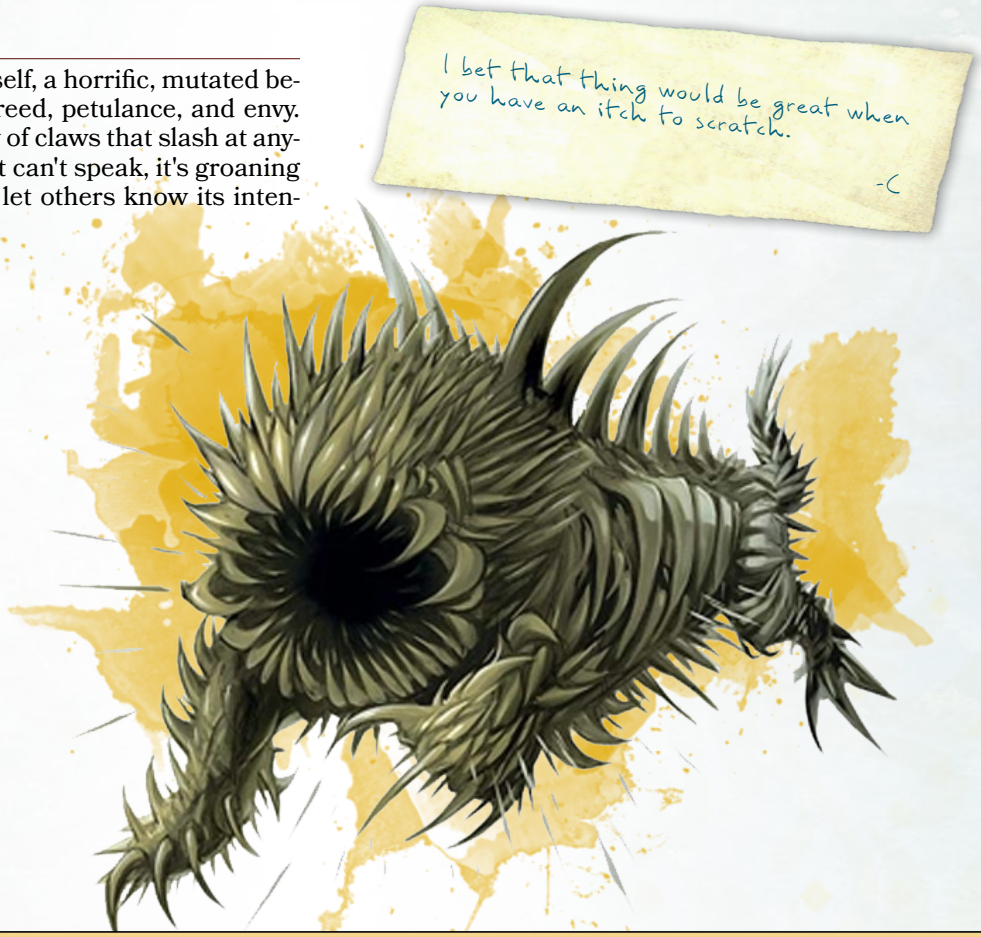


Rule Tip: New Traits for Avatars

Be aware that some traits might change the challenge rating of a monster, especially when many are added such as with an avatar template. In Urdlen's case, you should be wary of the Blood Frenzy trait which can make a monster much more potent than otherwise anticipated. See chapter 9 of the Dungeon Master's Guide for advice on challenge rating calculation.

The Clawed Vice

Urdlen's aspect is, much like himself, a horrific, mutated being, driven entirely by jealousy, greed, petulance, and envy. The Clawed Vice consists entirely of claws that slash at anyone who comes too close. While it can't speak, it's groaning and shrieking is often enough to let others know its intentions.



The Clawed Vice

Huge aberration (avatar), chaotic evil

Armor Class 10
Hit Points 375 (30d12 + 180)
Speed 50 ft., burrow 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	22 (+6)	21 (+5)	25 (+7)

Skills Athletics +11, Perception +11, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 300 ft. (blind beyond this radius), passive Perception 21
Languages understands all languages but can't talk
Challenge 20 (25,000 XP)

Blood Shield. When a creature that doesn't have all its hit points damages the avatar with an attack, roll a d6. On a roll of 5 or higher, the avatar takes half damage from the attack.

Earth Glide. The avatar can burrow through nonmagical, unworked earth and stone. While doing so, the avatar doesn't disturb the material it moves through.

Stone Camouflage. The avatar has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The avatar has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Freedom of Movement. The avatar ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If the avatar fails a saving throw, it can choose to succeed instead.

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

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Protruding Claws. When a creature hits the avatar with a melee attack while within 5 feet of it, the attacker takes 7 (2d6) slashing damage.

Actions

Multiattack. The avatar uses its Smash or its Claw Storm. It then makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 22 (4d10) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or take 11 (2d10) necrotic damage at the start of each of its turns due to a festering wound. Each time the avatar hits the wounded target with this attack, the damage dealt by the wound increases by 11 (2d10). Any creature can take an action to stanch the wound with a successful DC 19 Wisdom (Medicine) check. The wound also closes if the target receives magical healing from a 5th-level spell or higher.

Smash. The avatar moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. The first time on a turn the avatar enters a creature's space, the creature must make a DC 19 Dexterity saving throw.

On a successful save, the creature takes 22 (4d10) slashing damage and can choose to be pushed 5 feet back or to the side of the avatar. A creature that chooses not to be pushed instead suffers the consequences of a failed saving throw.

On a failed save, the avatar enters the creature's space, and the creature takes 22 (4d10) slashing damage plus 22 (4d10) bludgeoning damage and is knocked prone.

Claw Storm. The avatar ejects hundreds of smaller claws. Each creature within 30 feet of the avatar must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) piercing damage and is restrained by multiple piercing claws that pin it to the ground. On a successful save, a creature takes half as much damage and isn't pinned.

A creature can take an action to free itself or another creature from being pinned.

Part 3: Character Options

Here, you will find new races, subclasses, and other character options that fit the theme of this book. Each race and subclass provides options beyond 20th level, following the guidelines established in *Epic Characters*, though they work just fine between 1st and 20th level. You will also find many new spells, as well as new mythic character options as introduced in *Epic Characters*. Finally, you will also find details on special materials which can be used to craft extraordinary weapons and armor.

Epic Level Features
Features granted above 20th level are intended for use with *Epic Characters*, another Quill & Cauldron title, available on dmsguild.com.

If you don't intend to play with epic levels, simply disregard class and race features above 20th level. The subclasses and races available here will still be perfectly usable and on par with the rest of the party.

Races and Subraces

Race	Subrace	Description
Bladeling	-	A humanoid race native to Ocanthus, the last layer of Acheron
Gnome	Spriggan	An artificially created subrace of gnomes with callous tendencies

Subclasses

Class	Subclass	Level Available	Description
Artificer	Stormsmith	3rd	Using an ingenious gauntlet, this inventor wields the power of the storm
Artificer	Surveyor	3rd	An explorer that utilizes a floating orb with exceptional senses
Barbarian	Path of Metallurgy	3rd	Capable of transforming into a metallic juggernaut
Bard	College of Martial Cadency	3rd	Plays various tunes to manipulate the morale of others
Blood Hunter	Order of the Warmonger	3rd	Driven by an infectious and insatiable bloodlust, this sinister warrior is a force of reckoning
Cleric	Domination Domain	1st	Forces others into submission through terror and violence
Druid	Circle of Warshaping	2nd	Transforms into a liquid metal, capable of adapting to almost any circumstance
Fighter	Eternal Blade	3rd	A warrior who draws both martial and arcane prowess from an ancient spirit
Monk	Way of Ferrous Esotericism	3rd	Manipulates metal through magnetism and oxidization
Monk	Way of the Long Blade	3rd	Wields reach weapons with exceptional elegance and grace
Paladin	Oath of Fulmination	3rd	This holy warrior utilizes the power of the storm to censure the wicked
Paladin	Oath of Unity	3rd	A leader who values and protects the collective
Ranger	Steel Warden	3rd	Conjures magnetic fields to gain excellent manoeuvrability and precision
Rogue	Ghostwalker	3rd	Repels death through obscure mysticism, blurring the lines between the living and the dead
Sorcerer	Atrophic Magic	1st	Mind over body, this deteriorating mage brings with it an eerie silence
Sorcerer	Battle Soul	1st	Creates a suit of magical force to become a near-unstoppable foe
Warlock	The Tyrant	1st	Projects their malefic will into a physical manifestation
Wizard	Daggerspell Magic	2nd	A warrior-mage to whom arcane and martial might is one and the same

Chapter 11: Races

Bladeling

The bladelings hail from Ocanthus, the fourth layer of Acheron. There, they live in the city of Zoronor, encased in a spherical protective shell made from wood, which they refer to as Hriste, or the Blood Forest. The outside of the sphere is completely covered in shards made from the black ice that permeates the entire layer.

Be warned, adventurer, that what lies inside Hriste is quite literally as sharp and likely to kill you as the shard-covered exterior. Bladeling society is filled with political maneuvering, power grabs, and all out feuds for control. Think about this, should you ever wish to travel there; If that is how they treat their own kind, how do you think they will react to an outsider, whom they are openly known to despise?

A Well-Deserved Name

A bladeling's skin is always a dark gray or black and its eyes glow a deep and fierce reflective purple. Their most prominent feature, however, is the namesake of the race: the blade-like spikes that cover their bodies. They are a hardy but isolated people, fearless in battle, extremely xenophobic, and capable of surviving in the harshest of conditions.

Some bladelings become depressed from living their entire lives in a city surrounded by only their own kind. Even those who don't dare leave are often expelled from Zoronor as the bladelings see such chaotic behavior as weakness and don't want it infecting the rest of them.

Bladeling Traits

Ability Score Increase. Your Constitution score and one other ability score of your choice both increase by 1.
Age. Bladelings reach adulthood in their late teens and rarely live longer than one century.
Alignment. Bladelings are lawful in nature, most commonly leaning toward evil.
Size. Bladelings tend to be around 6 feet tall, built similarly to humans. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. Accustomed to life in Ocanthus, 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.
Acid Resistance. You gain resistance to acid damage.
Ocanthan Heritage. You have advantage on saving throws against nonmagical environmental effects such as extreme cold, strong wind, and high altitudes.
Razor Storm. Using an action, you can launch a barrage of spikes in a 15-foot cone. Each creature in that cone must make a Dexterity saving throw (save DC = 8 + your Constitution modifier + your proficiency bonus), taking 2d6 piercing damage on a failed save, or half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use this feature, you can't use it again until you finish a long rest.

Spiked Skin. If a creature hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to deal 1d4 piercing damage to the attacker.
Languages. You can speak and read Common, Bladeling, and Deep Speech.
Epic Racial: Into the Fray. You add a d6 to your initiative rolls.



Gnome

The ancient Netherese, masters of the arcane arts in many respects, saw how the god Urdlen twisted and warped its gnome subjects and tried to replicate that with their own gnome slaves. This was vulgar magic, cruelly applied, and the results are well documented. Their experiments resulted in the spriggans, sickly yellow-skinned gnomes with extended arms, red hair, a complete lack of empathy for other creatures, not to mention an intense hatred for their former kin, and the unintended ability to periodically grow to giant size.

Spriggan

Because the spriggans are unable to feel love or discern beauty, they are exceedingly rare as adventurers. Ask your DM if you can play a member of this subrace, which has the gnome traits in the *Player's Handbook*, plus the subrace traits below.

Spriggan Traits

Ability Score Increase. Your Constitution score increases by 1.
Age. Spriggans are exceptionally short-lived for gnomes. They mature at the same rate humans do and are considered full-grown adults by 20. They live 100 to 150 years.
Alignment. Spriggans are far more vicious than other gnomes, and while a select few might be chaotic neutral, most are of evil alignment while good spriggans are nigh unimaginable.
Giant Growth. Using an action, you can increase your size to Huge for up to 1 minute or revert back to your regular size. For the duration, your weight is multiplied by 32, you have advantage on Strength checks and Strength saving throws, and you can't be affected by other spells and abilities that change your size. If there isn't enough room for you when you grow in this manner, you revert to your normal size. When you revert to your normal size, you gain one level of exhaustion.

Once you use this feature, you can't use it again until you finish a long rest.



Chapter 12: Classes

This chapter provides new subclass options for a multitude of classes. Each subclass focuses on themes such as atrophy, domination, magnetism, metal, storm, treasure-finding, and war.

Artificer

Artificer Specialist

At 3rd level, an artificer gains the Artificer Specialist feature. The following options are available to an artificer, in addition to those in *Eberron: Rising from the Last War*: the Stormsmith and the Surveyor.

Stormsmith

The schism between dwarven and duergar societies is near absolute, backed by a hatred that has been tempered and honed over centuries. It is curious, then, how an invention such as an arcano-mechanical storm gauntlet, one born in the depths of Thuldanin, found its way into dwarven workshops. I suppose some ideas are simply too masterful to hate, and betray the kinship they still share.

Stormsmith

Artificer Level	Features
3rd	Tool Proficiency, Stormsmith Spells, Storm Gauntlet
5th	Extra Attack (1)
9th	Power Absorption Module
15th	Overload Module
27th	Extra Attack (2)



Subclasses and Spells

Most spells that are referred to are found in the *Player's Handbook*. Spells marked with an asterisk (*) are instead found in chapter 13 of this book.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Stormsmith Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Stormsmith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Stormsmith Spells

Artificer Level	Spells
3rd	*thunderous smite, thunderwave*
5th	*gust of wind, misty step*
9th	*call lightning, lightning bolt*
13th	*arcane eye, locate creature*
17th	*destructive wave, legend lore*

Storm Gauntlet

By 3rd level, you finish your tinkering on your storm gauntlet. Only you can use it, it counts as both a magic weapon and a spellcasting focus, and you can't be disarmed of it while wearing it.

Cantrips. While wearing your gauntlet, you know the *static discharge* cantrip (see chapter 13, "Spells").

Thunder Slam. You can use your gauntlet as a melee weapon with which you are proficient. On a hit, it rings audibly with thunder within 300 feet of you, dealing 1d6 thunder damage. You use your Intelligence modifier for the attack and damage rolls.

Volt Blast. You can use your gauntlet as a ranged weapon with which you are proficient. It shoots a beam of crackling energy with a range of 150 feet. On a hit, it deals 1d8 lightning damage. You use your Intelligence modifier for the attack and damage rolls.

Losing your Gauntlet. If you lose your gauntlet, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of cloth, metal, and other raw materials.

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn. Once you reach 27th level, you can instead attack three times.

Power Absorption Module

At 9th level, you finish the ingenious power absorption module, capable of harnessing raw power. When you take fire, lightning, or thunder damage while wearing your gauntlet, you can use your reaction to halve the damage you take. When you do so, your first Thunder Slam or Volt Blast on your next turn deals additional damage equal to half your artificer level on a hit.

You can absorb power in this manner a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Overload Module

At 15th level, you have finished building and installing an overload module. It grants you the following benefits:

- The damage of your Thunder Slam increases by 1d6.
- The damage of your Volt Blast increases by 1d8.
- The range of your Volt Blast increases to 300 feet.

Surveyor

This is a philosophy after my own heart! Seeking and gathering information, collecting and organizing data, all with a fervor usually reserved for the most passionate of scholars. Sadly, even among the rarity of artificers, the surveyors are rarer still. Such devotion to intelligence, actual intelligence, requires a very special mindset no doubt.

Surveyor

Artificer Level	Features
3rd	Tool Proficiency, Surveyor Spells, Survey Orb
5th	Radio Wave Emitter (2d8)
9th	Ghost in the Machine, Radio Wave Emitter (3d8)
15th	Modular Innovation
27th	Faculty Enhancing Jolt , Radio Wave Emitter (4d8)

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with navigator's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Surveyor Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Surveyor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Surveyor Spells

Artificer Level	Spells
3rd	*chromatic orb, detect poison and disease*
5th	*locate animals or plants, locate object*
9th	*clairvoyance, sending*
13th	*divination, locate creature*
17th	*legend lore, scrying*

Survey Orb

At 3rd level, you learn how to create a magical, floating clockwork creation with a fabricated intelligence in the form of a survey orb. With your tinker's tools in hand, you can take a bonus action to magically summon the Tiny metallic orb in your space, or cause it to disappear. It hovers through the air, giving off a low humming sound, and speaks with an arcano-electrical voice. See this creature's game statistics in the survey orb stat block.

Your orb acts independently of you, but it always obeys your commands. In combat, it acts at the start of your turn. If the *mending* spell is cast on it, it regains 2d6 hit points. If it is reduced to 0 hit points, it doesn't die; instead, it activates its self-preservation protocol and disappears until you summon it again.

Radio Wave Emitter

At 5th level, you achieve a breakthrough with radio waves. Your survey orb can use an action to target a creature within 30 feet of it that it can see with harmful radio waves. When it does so, the target must make a Constitution saving throw against your artificer spell save DC, taking 2d8 psychic damage on a failed save or half as much damage on a successful one. This damage increases to 3d8 at 9th level, and to 4d8 at 27th level.

Ghost in the Machine

At 9th level, you finish several ingenious modules.

Artificial Neural Network. You've constructed a minuscule artificial brain for your survey orb. Your survey orb's Intelligence score becomes equal to yours.

It gains personality traits, ideals, bonds, and flaws, which you design for it. Though it gains a personality of its own, it remains loyal to you. Consult with your DM about taking on the role of your survey orb and make it come alive.

Probability Shift Prediction Matrix. Your survey orb adds your proficiency bonus to its AC and skills.

Modular Innovation

At 15th level, you have optimized each of your survey orb's survey modes using innovative modules**.** While in Investigation Mode, your survey orb also benefits from the *detect magic* spell. While in Recording Mode, it can record up to 1 hour and can project three-dimensional moving imagery in an unoccupied space within 5 feet. Finally, while in Sampling Mode, it also discerns magical qualities as if casting the *identify* spell.

Faculty Enhancing Jolt

At 27th level, your survey orb can use its action to give you a harmless jolt if it is within 5 feet of you, granting you the following benefits for 1 minute:

- Your proficiency bonus is doubled for any ability check that uses Intelligence, Wisdom, or Charisma with which you are proficient.
- You make Intelligence, Wisdom, and Charisma saving throws with advantage.

Your survey orb can jolt you in this manner twice. It regains all expended uses when you finish a long rest.

Survey Orb

Tiny construct, unaligned

Armor Class 15
Hit Points equal to twice your artificer level
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	11 (+0)	19 (+4)	6 (-2)

Skills Investigation +4, Perception +6
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands the languages you speak, but can speak only with its Speak action

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

Actions

Survey Mode. The survey orb activates one of the following subroutines which lasts until another subroutine is activated.

Investigation Mode. The survey orb continually scans its surroundings. While doing so, the orb can't move, but it makes Intelligence (Investigation) checks with advantage, and it benefits from the *find traps* spell.

Recording Mode. The survey orb magically records everything it sees. The orb can be instructed to begin recording only under specified conditions. It can store recordings of up to 10 minutes, after which time it begins to delete recordings to make room unless it has been instructed to do otherwise. When ordered to do so, it can project two-dimensional moving imagery of its recordings on a flat surface within 5 feet of it.

Sampling Mode. The survey orb continually scans a material within 5 feet of it. After 1 minute, the survey orb determines what the material is, though it can't discern any magical qualities.

Barbarian

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those in the *Player's Handbook*.

Path of Metallurgy

Accustomed to the harsh existence in Acheron, these barbarians adapted to become incredibly tough warriors, capable of living off of the cubes themselves. In fact, they are so in touch with the strange nature of Acheron that their rage transforms them into a reflection of the plane itself.

Path of Metallurgy

Barbarian Level	Features
3rd	Metallic Transformation
6th	Magic Strikes, Powerful Limbs
10th	Compound Alloy
14th	Heavy Metal
27th	Colossus

Metallic Transformation

Starting when you adopt this path at 3rd level, your rage takes on supernatural properties that morphs your body and changes your very nature. When you rage, you also change into a metallic form. This form lasts until your rage ends.

While transformed, you gain the following benefits and detriments:

- You can roll a d10 in place of the normal damage of your unarmed strikes. This increases to a d12 when you reach 14th level.
- You can't take a bonus actions other than to end your rage, or to activate or use a magic item or one of its effects that requires the use of a bonus action.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- Your Unarmored Defense feature grants you an Armor Class equal to 10 + your Strength modifier + your Constitution modifier while not wearing armor and not wielding a shield.
- You count as wearing a suit of medium metal armor for the purposes of spells like *heat metal* and *shocking grasp,* and effects like a rust monster's Antennae or a black pudding's Pseudopod. If your AC is reduced to 10 by such an effect, your rage ends and you can't rage again for 1 minute.

Magic Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Powerful Limbs

Also starting at 6th level, your transformed limbs strengthen. You gain the following benefits while transformed.

Heavy Handed. You deal double damage to objects and structures with your unarmed strikes.

Strong Legs. Both your long and high jumps cover a number of feet equal to 5 + your Strength score, with or without a running start.

Compound Alloy

Starting at 10th level, your metallic form becomes infused with magical alloys. When you transform using your Metallic Transformation feature, you count as wearing a suit of magical medium metal armor, making you immune to armor-reducing effects. In addition, you can select one of the alloy options below when you transform to gain an additional benefit that lasts for the duration of the transformation.

Adamantine

When you are critically hit, it instead becomes a normal hit.

Black Iron

You no longer count as wearing a suit of medium metal armor for the purpose of spells like *heat metal* and *shocking grasp*.

Everbright

You shed bright light in a 30-foot radius and dim light for an additional 30 feet, you are immune to the blinded condition, and your metallic skin repels dirt.

Mithral

Your weight is halved, and you make Dexterity (Acrobatics) and Dexterity (Stealth) checks with advantage.

Heavy Metal

Beginning at 14th level, your body transforms further when you use your Metallic Transformation. You gain the following benefits while transformed.

Immutable Form. You are immune to spells and effects that would transform or alter your form.

Tremorsense. You gain tremorsense with a radius of 10 feet.

Colossus

Starting at 27th level, when you use your Metallic Transformation, you become Large in size and you can no longer become paralyzed, petrified, or stunned. In addition, your movement can't be reduced by nonmagical means.



Metallurgy Barbarian

Optional: Metal Consumption

To add some flavor to your Path of Metallurgy barbarian, you can use this variant rule. If you do, your jaws and digestive system allow you to consume metals. When consuming 1 lb. of metal, you gain all the food you need for a day, but you can't use your Metallic Transformation feature unless you've consumed at least 1 lb. of metal since you last finished a long rest.



Bard of the College of Martial Cadency

Bard

Bard College

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard, in addition to those in the *Player's Handbook*.

College of Martial Cadency

All bards aim to inspire those around them through their art, to some degree. The bards of the College of Martial Cadency, however, eschew the art and focus on military tunes designed solely to inspire their allies or demoralize their enemies. They even manage to partake in the battle themselves as skilled warriors.

College of Martial Cadency

Bard Level	Features
3rd	Bonus Proficiencies, Fighting Style, Martial Music
6th	Extra Attack (1), Song of Rapidity
14th	Martial Conductor
27th	Song of Unyielding

Bonus Proficiencies

When you join the College of Martial Cadency at 3rd level, you gain proficiency with medium armor and martial weapons. In addition, you can use a melee weapon as a spellcasting focus for your bard spells.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Martial Music

Also at 3rd level, you learn to play certain martial tunes. A tune is activated by expending a Bardic Inspiration die as an action. A tune can end early if you are incapacitated, or if you drop unconscious, or die. Tunes affect you and allies within 60 feet of you that can hear you.

Charge

This inspiring tune rouses your allies to action. As a reaction, an affected creature can move in a straight line toward a hostile creature it can see. A creature can move a number of feet up to 5 times the number rolled on the Bardic Inspiration die in this manner.

Retreat

This is a tune of urgency, filling you and your allies with adrenaline. An affected creature can use its reaction to take the Dodge action and move a number of feet up to 5 times the number rolled on the Bardic Inspiration die in this manner. When using its reaction in this manner, a creature must end its move further away from each hostile creature it can see.

Sick Call

This tune magically enhances diagnostic skills. For 1 hour, affected creatures have advantage on Wisdom (Medicine) checks. If you play this tune during a short rest, creatures that benefit from your Song of Rest feature regain additional hit points equal to the number rolled with your Bardic Inspiration die.

Unity

You play a unifying tune that magically tethers you to your allies. Affected creatures have advantage on saving throws against spells until the end of your next turn. However, if an affected creature fails its saving throw against a spell, you suffer the same effects as the target of the spell without making a saving throw, and the tune ends.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Song of Rapidity

Also beginning at 6th level, you can expend a spell slot to gain a bonus to an initiative roll equal to three times the level of the spell slot expended (no action required). You can do so after seeing the original roll, but before the first turn in initiative happens.

Martial Conductor

Starting at 14th level, you can use your martial tunes by expending a Bardic Inspiration die as a bonus action.

Song of Unyielding

At 27th level, you learn to play a tune of unyielding victory. By expending a spell slot as a reaction when a friendly creature within 60 feet of you that can hear you is reduced to 0 hit points, it regains a number of hit points equal to five times the spell slot expended.

Once you use this feature, you must finish a short or long rest before you can use it again.

Blood Hunter

Blood Hunter Order

At 3rd level, a blood hunter gains the Blood Hunter Order feature. The following option is available to a blood hunter, in addition to those in *Blood Hunter Class* by Matthew Mercer.

Order of the Warmonger

Blood hunters, as you know, surrender parts of themselves to better combat the otherworldly or wicked. Most focus on harnessing blood magic to empower their weapons, however these warmongers use blood magic further to also infuse the armor they wear. What's more, their carelessness for their own well-being allows them to enter into a blood fury, transforming them into warriors of pure hatred and destruction. They have even concocted curses which allows them to spread this blood fury to others. While I have yet to perform research on this phenomenon first hand, I also don't find myself in a hurry to seek a warmonger out to do so.

Order of the Warmonger

Blood Hunter Level	Features
3rd	Warmonger Rite
7th	Blood Fury (1)
11th	Battle Rites
15th	Burst of Adrenaline
18th	Blood Fury (2), War Never Changes
27th	Blood Fury (3), Relentless Assault

Warmonger Rite

Starting when you join this Order at 3rd level, you can imbue the armor you wear with your Crimson Rite feature in the same manner as you would a weapon. While active, a creature takes 1d4 rite damage of the chosen elemental type whenever it touches you or hits you with a melee attack while within 5 feet of you. The rite damage die changes as you gain blood hunter levels, as shown in the crimson rite damage die column of the blood hunter table. Should you doff your armor, the rite fades immediately.

Blood Fury

At 7th level, you learn to fuel your bloodlust through your blood magic. Using a bonus action, you take damage equal to your rite damage die and you enter a furious bloodlust for 1 minute. For the duration, your speed can't be reduced by nonmagical means unless you are restrained and you can make a single melee weapon attack as a bonus action on each of your turns after this one, but you take damage equal to your rite damage die at the start of each of your turns. The effect ends early if you drop to 0 hit points or die, or if you end it on your turn (no action required).

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 18th level, you can use it twice before a rest, and starting at 27th level, you can use it three times before a rest.

Battle Rites

Starting at 11th level, your crimson rites become more reliable. When you roll a 1 or 2 for your Crimson Rite damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Burst of Adrenaline

Beginning at 15th level, your will and physical prowess allow you to push yourself past mortal limits. When you use your action to take the Dash, Disengage, or Dodge action, you can also use your bonus action to take the Dash, Disengage, or Dodge action.

Once you use this feature, you must finish a short or long rest before you can use it again.

War Never Changes

At 18th level, you gain the Blood Curse of War for your Blood Maledict feature. This does not count against your blood curses known.

Blood Curse of War. As an action, you infect a creature that you can see within 60 feet of you with your Blood Fury. An unwilling target must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) to avoid the effect. An unwilling target that fails the saving throw can't end the effect on its turns but you can end it on your turn (no action required). A creature that succeeds on this saving throw is immune to this blood curse for the next 24 hours.

Amplify. The target can make two melee weapon attacks as a bonus action on each of its turns and takes twice your rite damage at the start of each of its turns.

Relentless Assault

Starting at 27th level, when you miss with a weapon that is imbued by one of your crimson rites, the target of your attack takes damage from your Crimson Rite feature.



Blood Hunter of the Order of the Warmonger

Cleric

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. The following option is available to a cleric, in addition to those in the *Player's Handbook*.

Domination Domain

There are some deities whose goals are entirely focused around domination, of races or of nations, or indeed of the servants and ideologies of other gods. I sincerely hope every reader who finds this book already is aware of this fact, yet I will say it regardless: You should always be wary of those mortals who willingly choose to follow such a god, for their own hearts are undoubtedly warped in similar ways. Domination as an end in itself is a particularly wicked endeavor, and the forces that bring it should be approached with extreme caution.

Domination Domain Features

Cleric Level	Features
1st	Domain Spells, Bonus Proficiencies, Points of Authority
2nd	Channel Divinity: Aura of Terror
6th	Dominating Presence
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Relentless Oppressor
21st	Channel Domination
25th	Divine Strike (3d8)
28th	Superiority

Domain Spells

You gain domain spells at the cleric levels listed in the Domination Domain Spells table. See the Divine Domain class feature for how domain spells work.

Domination Domain Spells

Cleric Level	Spells
1st	*command, compelled duel*
3rd	*branding smite, enthrall*
5th	*crusader's mantle, fear*
7th	*dominate beast, phantasmal killer*
9th	*dominate person, wall of force*

Bonus Proficiencies

Starting when you choose this domain at 1st level, you gain proficiency with heavy armor and martial weapons.

Points of Authority

Also at 1st level, your god channels divine might through your blows. You learn the *fright* cantrip (see chapter 13) which doesn't count against your number of cantrips known. In addition, when you hit a creature with a melee weapon attack, you can cast the *fright* cantrip as a bonus action, targeting the same creature.

Channel Divinity: Aura of Terror

Starting at 2nd level, you can use your Channel Divinity to punish the weak who dare take up arms against you.

As an action, you surround yourself with a magical aura that lasts for 1 minute. For the duration, hostile creatures within 5 feet of you have disadvantage on attack rolls and saving throws. Creatures that are immune to the frightened condition are immune to this effect.

Dominating Presence

Beginning at 6th level, your mere presence punishes the fearful and groveling. If a creature within 10 feet of you is frightened of you and can see you at the start of its turn, it takes psychic damage equal to half your cleric level.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the will of your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8, and when you reach 25th level it increases to 3d8.

Relentless Oppressor

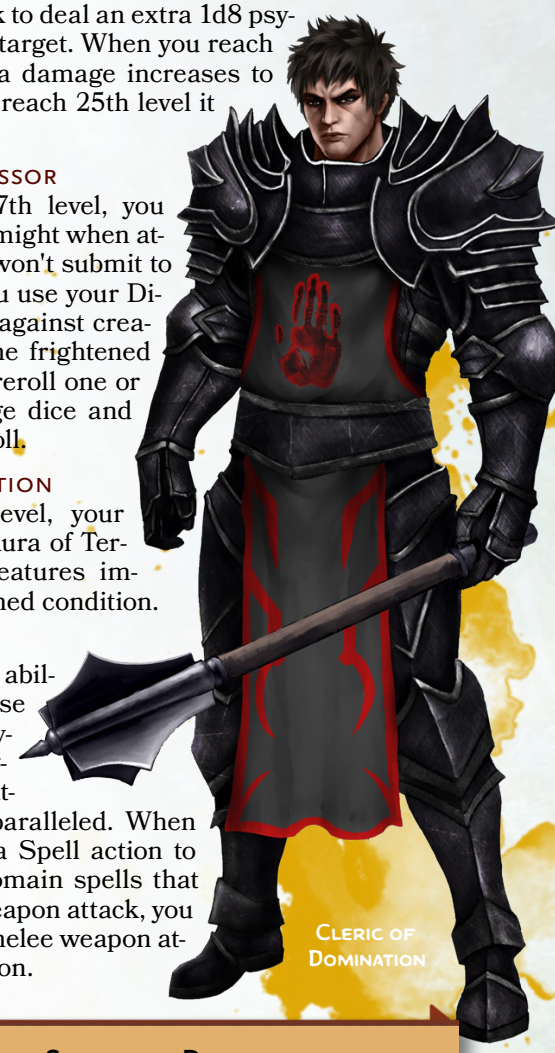
Once you reach 17th level, you learn to focus your might when attacking those who won't submit to your rule. When you use your Divine Strike feature against creatures immune to the frightened condition, you can reroll one or more of the damage dice and must use the new roll.

Channel Domination

Starting at 21st level, your Channel Divinity: Aura of Terror also affects creatures immune to the frightened condition.

Superiority

At 28th level, your ability to dominate those around you by weaving together magic and weapon attacks becomes unparalleled. When you take the Cast a Spell action to cast one of your domain spells that doesn't include a weapon attack, you can make a single melee weapon attack as a bonus action.



Cleric of Domination

Domination Domain Suggested Deities

Deity	Pantheon	Alignment
Asmodeus, god of indulgence	Faerûnian	LE
Bane, god of tyranny	Faerûnian	LE
Deep Duerra, duergar god of conquest and psionics	Dwarven	LE
Laduguer, duergar god of magic and slavery	Dwarven	LE
Gruumsh, orc god of storms and war	Orc	CE
Ilneval, orc god of strategy and hordes	Orc	LE
Khurgorbaeyag, goblin god of slavery and oppression	Goblinoid	LE
Maglubiyet, goblinoid god of rulership and war	Goblinoid	LE
Nomog-Geaya, hobgoblin god of authority and war	Goblinoid	LE

Druid

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. The following option is available to a druid, in addition to those in the *Player's Handbook*.

Circle of Warshaping

Perhaps the strangest of all druids, those from the Circle of Warshaping don't simply change their forms to those of wild beasts, elementals, or plants. No, they change their very biological structure, morphing their entire bodies into metal that is capable of liquefying and hardening at-will. Only in a place like Acheron could a circle of druids ever accomplish such an odd, but extremely useful, feat. Just think of the possible applications!

Circle of Warshaping Features

Druid Level	Features	Transformation Duration
2nd	Mimetic Polyalloy	1 minute
6th	Environmental Adaptation, Extra Attack (1)	10 minutes
10th	Poly-Replication	1 hour
14th	Structural Rearrangement	4 hours
23rd	The Sum of Your Parts	8 hours
27th	Apex Warshaping, Extra Attack (2)	24 hours

Mimetic Polyalloy

When you choose this archetype at 2nd level, you learn to change your body into that of a mimetic polyalloy; liquid metal, allowing you to reshape your body as you see fit.

As an action, you can expend two uses of your Wild Shape feature to cause this magical transformation, rather than transforming into a beast form, and you gain 5 temporary hit points for each level you have in this class as you transform into liquid metal. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. The transformation lasts for 1 minute but ends early if you lose all these temporary hit points, if you use your Wild Shape feature again, or if you are knocked unconscious or die. The duration of your transformation increases as you gain levels in this class, as shown in the Transformation Duration column of the Circle of Warshaping Features table.

While transformed in this manner, you can't cast spells other than *alter self* and you look like a metallic version of yourself unless you changed your appearance with the *alter self* spell. Moreover, you count as a construct and a humanoid for the purpose of spells and effects, and you gain the following benefits.

Fluid Nature. You can't suffer from lingering damage effects such as bleeding or injury to organs (such as an infernal wound from a horn devil's tail attack). If you are suffering from such an effect when using your Mimetic Polyalloy feature, the effect ends.

Mimetic Appearance. You can cast the *alter self* spell at will, choosing only the Change Appearance option. When cast in this manner, you automatically fail on Constitution saving throws to maintain concentration on the spell.

Mimetic Tools. You can morph a hand into simple tools such as a hammer, a hook, a shovel, or similar as a bonus action or revert it back to a hand by taking another bonus action.

Mimetic Voice. You can mimic voices. A creature that hears you mimic a voice can tell it is an imitation with a successful Wisdom (Insight) check against your druid spell save DC.

Mimetic Weapons. Using a bonus action, you can morph one or both of your hands into any metallic melee weapon that lacks the heavy, two-handed, and special properties or back into hands. You are proficient with all mimetic weapons. You can use Wisdom instead of Strength or Dexterity for the attack and damage rolls of your mimetic weapons.

Once you reach 6th level, the damage from your mimetic weapons counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Environmental Adaptation

You learn to shape your mimetic alloy beyond humanoid shapes. Beginning at 6th level, you gain the following benefits while transformed with your Mimetic Polyalloy feature.

Amorphous Polyalloy. You can squeeze through a space as narrow as 1 inch wide.

Surface Meld. Using an action, you flatten yourself against a 10-foot flat area that you can touch, such as a floor or a wall, seamlessly melding yourself and all the equipment you carry with the surface. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While melded with a surface in this manner, you can't make attacks and attack rolls against you are made with advantage.

The effect ends when you take an action to end it or when you return to your normal form, reappearing in the nearest unoccupied space.

Extra Attack

Also beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Once you reach 27th level, you can attack three times whenever you take the Attack action on your turn.

Poly-Replication

You are capable of changing your form where wounds appear, creating smooth skin where once were wounds. Beginning at 10th level, you can use an action to regain lost hit points equal to your druid level. When you do so, any severed body parts you might have (fingers, legs, tails, and so on) immediately grow back.

Once you use this feature, you can't use it again until you finish a long rest.

Structural Rearrangement

Your mimetic polyalloy is constantly changing and adapting, allowing you to absorb hits that would otherwise disorient you. Starting at 14th level, while transformed with your Mimetic Polyalloy feature, you gain immunity to the stunned and paralyzed conditions, and you can't suffer from exhaustion. If you are already suffering from exhaustion when transforming, the effect is suppressed until you revert to your normal form.

The Sum of Your Parts

Once you reach 23rd level, if one of your severed body parts is within 30 feet of you at the start of your turn, the body part transforms into a mimetic polyalloy and moves across the ground to reach you and reattach itself.

Apex Warshaping

Once you reach 27th level, while transformed with your Mimetic Polyalloy feature, you can channel your magic into your polyalloy to empower it for 1 minute. Using an action to expend a spell slot of a certain level, you gain a bonus to your AC, attack and damage rolls with Mimetic Weapons, and movement speed as seen in the Apex Warshaping table. Expending a spell slot also grants you temporary hit points as shown in the Temporary Hit Points column of the Apex Warshaping table. These temporary hit points can replace those gained from the Mimetic Polyalloy feature without ending the transformation.

For example, if you are a 27th-level druid and you expend a 3rd-level spell slot to activate this feature, your Armor Class would increase by 1, you would gain a +1 bonus to attack and damage rolls with your Mimetic Weapons, your movement speed would increase by 10 feet, and you would gain 27 temporary hit points which can replace the temporary hit points you have already.

Similar to temporary hit points, the bonuses gained from this feature don't stack.

Apex Warshaping

Spell Slot	Armor Class Bonus	Mimetic Weapon Bonus	Bonus Movement	Temporary Hit Points
3rd - 5th level	+1	+1	10 feet	1 x druid level
6th - 8th level	+2	+2	15 feet	2 x druid level
9th level or higher	+3	+3	20 feet	3 x druid level

Rule Tip: Temporary Hit Points Don't Stack

If you have temporary hit points and receive more of them, you don't add them together, unless a rule says you can. Instead, you decide which temporary hit points to keep. See chapter 9 of the *Player's Handbook* for more information on temporary hit points.

Boo does not trust liquid people. We both admit it is a little cool though. Useful for butt-kicking!



Druid of the Circle of Warshaping

Fighter

Warfare Experience

Though you have ample training, you might have special experience in one or more types of warfare as you've either bled on the field of battle with other warriors or even led troops into battle yourself. Consider the circumstances for how you acquired this experience. Was it a year-long campaign for a king who turned out to be evil, a battle to defend your home from foreign invaders, or perhaps from your dark past as a bandit leader? Also consider what circumstances brought you from being military leader or champion to the adventurer you are today.

Warfare Experience

d6	Experience
1	**Guerrilla.** You're a master at guerrilla warfare as you successfully held an important position against a much larger force.
2	**Elite Guard.** During a time of war, you were part of the personal guard belonging to a king, warlord, tribe elder, or some other important figure.
3	**Tactician.** You have earned great renown for your unconventional tactics, winning many battles through the use of your wits.
4	**Siege Commander.** You have successfully led a siege, giving you great insight into troop morale and supply chains.
5	**Sole Survivor.** You are the sole survivor of your side in a great battle. Bards still sing tales of this battle, though no account has ever been given from your side's perspective.
6	**Veteran.** You have partaken in many great battles, granting you a keen understanding of the horrors of war.



Eternal Blade and Blade Guide

Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those in the *Player's Handbook*.

Eternal Blade

Elves, long lived as they are, are particularly attuned to their past, their history, their ancestors, and where they fit into that continuation. Upon death, many have a difficult time letting go, and instead choose to stay on as a spirit, to mentor the next generation. Similarly, many elves feel an immense pressure to maintain the society and lineage that their forebears have entrusted to them. Such an individual, who bonds with a spirit, is called an Eternal Blade.

Eternal Blade Features

Fighter Level	Features	Blade Guide Bonds
3rd	Blade Guide, Pact Magic	2
7th	Eternal Knowledge	2
10th	Echo Travel	3
15th	Symbiotic Invocations	3
18th	Ancestral Spell	4
27th	Mythical Pact Magic, Island in Time	5

Restriction: Elf Only

Only elves can become an Eternal Blade as only they can gain a blade guide.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

Blade Guide

When you choose this archetype at 3rd level, you gain a blade guide: an ancestral spirit which possesses immense martial skill and has great knowledge of both the arcane and history. On your turn, you can bond with your blade guide as a bonus action, allowing the spirit to enter your body. While bonded with your blade guide, you gain the following benefits:

- You can't be charmed or possessed
- You have advantage on Dexterity and Intelligence saving throws

The bond lasts for 1 minute. It ends early if you are knocked unconscious or die. You can also end the bond on your turn as a bonus action.

Once you have bonded with your blade guide the number of times shown for your fighter level in the Blade Guide Bonds column of the Eternal Blade Features table, you must finish a long rest before you can bond again.

Pact Magic

Also when you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the *Player's Handbook* for the warlock spell list.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Eternal Blade Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Eternal Blade spells of 1st level or

higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *armor of Agathys*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st-Level and Higher. You know three 1st-level warlock spells of your choice which you must choose from the abjuration, conjuration, and evocation spells on the warlock spell list. These spells are Eternal Blade spells for you.

The Spells Known column of the Eternal Blade Spellcasting table shows when you learn more warlock spells of 1st level or higher. Each of these spells must be an abjuration, conjuration, or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 13th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

Whenever you gain a level in this class, you can replace one of the Eternal Blade spells you know with another spell of your choice from the warlock spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration, conjuration, or evocation spell.

Spellcasting Ability. Intelligence is your spellcasting ability for your Eternal Blade spells, since you learn your spells through study and memorization based on your blade guide's instructions. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Eternal Blade spell you cast and when making an attack roll with one.

Bonded Spellcasting. You can cast your cantrips at will, but you can only cast your Eternal Blade spells of 1st level or higher while bonded to your blade guide.

Eternal Blade Spellcasting

Fighter Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3	2	2	1	1st
4	2	2	1	1st
5	2	3	2	1st
6	2	3	2	1st
7	2	4	2	2nd
8	2	4	2	2nd
9	2	5	2	2nd
10	3	5	2	2nd
11	3	6	2	2nd
12	3	6	2	2nd
13	3	7	2	3rd
14	3	7	2	3rd
15	3	8	2	3rd
16	3	8	2	3rd
17	3	9	2	3th
18	3	9	2	3th
19	3	10	2	4th
20	3	11	2	4th

Eternal Knowledge

Beginning at 7th level, you add twice your proficiency bonus for any Intelligence (History) checks. In addition, when you fail an Intelligence (History) check, or if the knowledge you seek is beyond your mind, you can attempt to ask your blade guide for help. Doing so requires you to perform a 10-minute ritual with effects identical to the *contact other plane* spell. You can't perform the ritual again until you finish a long rest.

Echo Travel

Your partnership with your blade guide grows stronger, allowing you to use the nature of your blade guide to traverse any obstacle. Starting at 10th level, you can create an echo of your blade guide in your space as a bonus action. You can move the echo up to 60 feet to an unoccupied space that you can see. The echo is a translucent image of your blade guide that can move through creatures and objects as if they are difficult terrain; it is immune to all damage and conditions, but it can be destroyed with a *dispel magic spell*. At the start of your next turn, you are magically transported to space of the echo, or the nearest unoccupied space, and the echo is then absorbed back into your body.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

Symbiotic Invocations

Beginning at 15th level, you gain access to greater power while bonded with your blade guide. You learn two Eldritch Invocations of your choice that lack any prerequisites from among those available to the warlock class. If one such invocation requires you to expend a warlock spell slot, it instead requires you to expend an eternal blade spell slot. You gain the benefits of your chosen invocations only while bonded to your blade guide.

Ancestral Spell

At 18th level, the guidance of your blade guide allows you to discover an ancestral spell that has been locked away within you until now. Choose one 6th-level spell from the warlock spell list as this ancestral spell.

While bonded to your blade guide, you can cast your ancestral spell once without expending a spell slot. You must finish a long rest before you can do so again.

Mythical Pact Magic

Beginning at 27th level, your spell slots increase to 5th-level spell slots.

Island in Time

Starting at 27th level, you can call upon your blade guide to create a loop in time that allows you to take a special turn. You can take this special turn immediately after a creature finishes its turn in the initiative order but before the next creature begins its turn. Doing so does not change your position in the initiative order. On your special turn, you must bond with your blade guide if you haven't already.

Once you use this feature, you can't use it again until you finish a long rest.

Roleplaying a Blade Guide

A blade guide has its own personality traits, ideals, bonds, and flaws. When you are playing an eternal blade, consult with your DM about taking on the role of your blade guide and help you form a relationship with it. When the party stops to discuss its plans, your guide likely makes its opinions known. As a member of a dying order, you might want to strive to help pull the Eternal Blades back from the brink of oblivion. However, remember that every action you take reflects on your order as a whole.

Monk

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those in the *Player's Handbook*: the Way of Ferrous Esotericism and the Way of the Long Blade.

Way of Ferrous Esotericism

The monks of the Way of Ferrous Esotericism hail from the Rusted Monastery in Acheron where they attempt to become one with the plane through deep meditation. Some of these monks have learned to channel their Ki into ferrous metals, effectively creating magnetic fields that enable them to manipulate said metals. An astonishing feat to be sure.

Way of Ferrous Esotericism Features

Monk Level	Features
3rd	Ferrous Adept, Ferrous Blades, Magnetic Deflection
6th	Ferromagnetism
11th	Ferrous Osmosis
17th	Ferromagnetic Potency
27th	Ferromagnetic Mastery



Ferrous Adept

When you join the Way of Ferrous Esotericism at 3rd level, you gain proficiency with light and medium armor, and you learn the rapid *oxidization cantrip* (see chapter 13) if you don't already know it. Wisdom is your spellcasting ability for it. You also gain a component pouch filled with powdered rust for free - the result of oxidized metals you've collected as you've prepared for this specialization.

Ferrous Blades

Starting when you choose this tradition at 3rd level, you can momentarily manifest blades of shiny steel using powdered rust.

Your unarmed strikes deal your choice of piercing or bludgeoning damage each time you hit. If you choose piercing, you create a ferrous blade that crumbles back into powdered rust immediately after the attack hits or misses. You can throw your ferrous blades up to 30 feet by momentarily conjuring and manipulating magnetic fields.

Controlled Oxidization. When you hit a creature that has eyes with one of your ferrous blades, you can expend 1 ki point to attempt to control how and when the blade crumbles back into powdered rust. The target must make a Dexterity saving throw or become blinded until the end of your next turn.

Shredding Blades. When you hit a creature that has blood with one of your ferrous blades, you can expend 1 ki point to attempt to lodge the blade inside the target before it crumbles into powdered rust. The target must make a Constitution saving throw or become poisoned for 1 minute.

Magnetic Deflection

Also starting at 3rd level, your Deflect Missiles feature is empowered by your control over magnetic fields. When you deflect a metallic projectile using your Deflect Missiles, you reduce its damage by an additional amount equal to twice your Martial Arts damage, as shown in the Martial Arts column of the Monk table.

If you reduce the damage to 0 on a metallic object, you can magnetically deflect the missile if it weighs no more than 1,000 pounds without needing to hold it.

Ferromagnetism

At 6th level, you learn to extend fine ferromagnetic control over other objects. While wearing armor that contains metal, you can spend 1 ki point to cast the *levitate* spell, targeting only yourself. Additionally, you gain the magnetic clinch cantrip if you don't already know it, and you can use it to lift objects weighing up to 100 pounds.

Ferrous Osmosis

Beginning at 11th level, you can manipulate magnetic fields to form almost any object from powdered rust. The resulting object is nonmagical, is metallic in nature, and can't have a value higher than 25 gp or be larger than 10 feet on a side. Forming an object in this manner takes 1 minute for every 5 gp the object is worth and requires your concentration (as though concentrating on a spell). You could, for example, create a 10-foot ladder, a shovel, a signet ring, or similar. If you would create an object such a piece of soap or a candle, you create an object of similar appearance, but its metallic nature would prevent it from working like a piece of soap or a candle.

Once you have created an object, you can continue to concentrate to prevent it from crumbling back intro powdered rust. If you don't, the object crumbles after 10 minutes.

Ferromagnetic Potency

At 17th level, your control over ferromagnetism increases. You can cast the *electromagnetic polarization* spell at will (see chapter 13), using Wisdom as your spellcasting ability. You can increase the level of the spell by 1 for each ki point you spend as you cast it.

In addition, you can spend 5 ki points to cast the *telekinesis* spell, but you can target only target metallic objects and creatures that wear metallic armor or are poisoned by your Shredding Blades.

Ferromagnetic Mastery

Starting at 27th level, you can throw your ferrous blades up to 60 feet, and objects you create with your Ferrous Osmosis feature can be up to 30 feet on a side and have a value of up to 100 gp.

When facing a long weapon, you must learn to close the gap in two steps at most, or you will surely die before you take your third.

-Drizzt Do'Urden



Long Blade Monk

Way of the Long Blade

The monks of this Order are unmatched in their expertise with bladed pole weapons. Though mostly known for their choice of weaponry, their guiding philosophy is in fact one of pursuing enlightenment: They believe that one's true self can only be found in battle, where death becomes more and more certain with every passing minute. While a bit grim, I'm sure there's some truth to this. I've seen people play roles their entire lives, only to reveal their true colors once death draws near. Concepts such as friendship, loyalty, and even the pursuit of truth and logic can evaporate faster than the tears of a salamander.

Way of the Long Blade

Monk Level	Features
3rd	Art of the Long Blade, Long Blade Techniques
6th	Pole-Vault
11th	Ki Parry
17th	Long Blade Master
27th	Steel Maelstrom

Art of the Long Blade

Starting when you choose this tradition at 3rd level, you gain proficiency with glaives, halberds, and pikes, and they are monk weapons for you. In addition, if you would make one or more unarmed strikes as a bonus action, you can instead throw a weapon with the finesse and thrown properties provided you throw it no further than 15 feet. When throwing a weapon in this manner, you don't make the attack with disadvantage due to being in melee range of an enemy.

Long Blade Techniques

Also starting at 3rd level, when you hit a creature with a monk weapon that has the reach property on your turn, you can spend 1 ki point to attempt one of the following techniques.

Arrowhawk Feather-Blossom. Using your bonus action, you create a momentary circle of spectral blades that sweep around you. Each creature within your reach must succeed on a Dexterity saving throw against this magic or take force damage equal to your Martial Arts die.

Iron Cobra Stance. You focus your will on your surroundings. If a creature makes a melee weapon attack against you before the start of your next turn, you can use your reaction to make a melee weapon attack against it, using a monk weapon with the reach property.

Steel Scorpion Thrust. If the target is a Large or smaller creature, it must succeed on a Dexterity saving throw or become grappled until the start of your next turn as it is impaled by your weapon. The target can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your Ki save DC, ending the grappled condition on a successful check. The effect also ends early if you attack with the weapon before the start of your next turn or if you move to a space where the weapon can no longer reach the target.

Pole-Vault

Starting at 6th level, when you take the attack action on your turn to attack with a monk weapon that has the reach property, you can vault up to 15 feet, spending movement as normal. When vaulting in this manner, you don't provoke opportunity attacks and you can move over Large or smaller creatures. The maximum number of feet you can vault in this manner increases as you gain levels in this class, as shown in the Unarmored Movement column of the monk table.

In addition, you make Dexterity (Acrobatics) checks with advantage while you wield a monk weapon with the reach property.

Ki Parry

Starting at 11th level, when you are hit by a melee attack and you can see the attacker, you can spend 1 Ki point as a reaction to roll your Martial Arts die and add it to your AC against the triggering attack, provided that you are wielding a monk weapon.

If you use your reaction to make a melee weapon attack with your Iron Cobra Stance, you can use this feature as part of the same reaction without spending Ki points.

Long Blade Master

Beginning at 17th level, your long blade has truly become an extension of yourself, allowing you to lean into your strikes. While wielding a monk weapon with the reach property, your reach increases by 5 feet.

Steel Maelstrom

Starting at 27th level, you learn to spin your long blade with incredible speed, protecting you from all sides. Using an action, you begin to spin a monk weapon with the reach property, even spinning it around your own body. Until the start of your next turn, your movement is halved, your AC increases by an amount equal to your Dexterity modifier, and the first time on a turn that a creature comes within 10 feet of you or starts its turn there, it takes weapon damage equal to your Martial Arts die.

Paladin

Sacred Oath

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those in the *Player's Handbook*: the Oath of Fulmination and the Oath of Unity.

Oath of Fulmination

Fulmination paladins begin their military training at age seven, in an especially harsh manner designed to encourage discipline and physical toughness, and to weed out the weak. During this training,initiates are fed just the right amount to barely sustain their bodies, to give them a taste of what it is like to not have enough. Besides physical and weapons training, initiates also study advanced military tactics and eventually will learn how to harness the fury of a storm in weaponized form. Seven seems incredibly young embark down this path, but the results of the training clearly speak for themselves.

Tenets of Fulmination

The tenets of the Oath of Fulmination revolve around conflict.

Give No Quarter. Never sympathize, never empathize. Give the enemy nothing, but take from them everything.

Never Back Down. No retreat, no surrender. If defeat is certain, stand and fight, and die.

Thrive on Conflict. Do not idle or simply pay lip service to conflict. Seek it out, for true glory can only be found on the field of battle.

I am the Storm. Stand next to the tempest like lesser warriors stand next to their fellow warriors. Ride the storm like lesser warriors ride beasts. Wield thunder and lightning how lesser warriors wield mace and spear.

Oath of Fulmination Features

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Tempestuous Wrath (10 ft.)
15th	Shocking Sovereignty
18th	Tempestuous Wrath (30 ft.)
20th	Stormlord
27th	Fulminator

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Fulmination Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Fulmination Spells

Paladin Level	Spells
3rd	*electromagnetic polarization*, thunderwave*
5th	*keen weapon*, shatter*
9th	*call lightning, lightning bolt*
13th	*arc pulse*, mantle of Avalas**
17th	*shout*, storm ride**

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Storm Weapon. As a bonus action, you can use your Channel Divinity to empower your strikes with crackling lightning. For 1 minute your melee weapon attacks, as well as your Divine Smite and Improved Divine Smite features, deal lightning damage instead of their regular damage, and whenever you hit a creature with a melee weapon, each hostile creature within 5 feet of the target takes lightning damage equal to your Charisma modifier.

Thunder Toss. As an action, you can use your Channel Divinity to hurl your weapon at a target. Make a ranged weapon attack against a target that you can see within 600 feet. On a hit, the attack deals thunder damage equal to the weapon damage plus your paladin level. The attack deals double damage to objects and structures. If the target is a creature, it is pushed up to 30 feet away from you and must succeed on a Constitution saving throw or become stunned until the end of its next turn. Your weapon instantly returns to your hand after the attack hits or misses.

Tempestuous Wrath

At 7th level, you can take a bonus action to force a creature within 10 feet of you to make a Dexterity saving throw. The target takes lightning damage equal to half your paladin level + your Charisma modifier on a failed save, or half as much damage on a successful one. The range at which you can target a creature increases to 30 feet at 18th level.

Shocking Sovereignty

Starting at 15th level, you have advantage on melee weapon attacks if the target is wearing armor made of metal. In addition, you gain resistance to lightning and thunder damage.

Stormlord

At 20th level, you gain the ability to bridle the power of the storm. Using an action, you gain the following benefits for 1 minute:

- You gain immunity to lightning and thunder damage.
- While outside, you gain a flying speed equal to your walking speed.
- The range of your Tempestuous Wrath feature increases to 60 feet.
- You gain the benefits of your Channel Divinity: Storm Weapon feature without expending your Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest.

Fulminator

Beginning at 27th level, when you roll lightning or thunder damage, you can roll the dice twice and take either total.



Oath of Unity

A paladin who takes the Oath of Unity is, in all likelihood, the most dedicated and loyal friend you'll ever make. They are protectors at heart, not just interposing themselves between you and the danger at hand, but by also enabling their companions to better protect each other.

The wise say there is strength in numbers, but the paladins of this Oath say instead that numbers alone isn't aren't true strength; unity among your party, of focused mind and able body, of willing heart and razor-sharp intent, that is true strength.

Tenets of Unity

The tenets of the Oath of Unity revolve around an unbreakable bond with allies, understanding that the whole is greater than the sum of its parts.

Loyalty. Victory from strength, strength from loyalty. My allies are my family. I'd rather die than betray their trust.

United We Stand. If an ally falls, it is my duty to pick them up. We live and die together.

Binding Cause. I will go to the ends of the world for my allies and our common cause. I expect them to do the same.

Honor and Responsibility. Whatever I do reflects upon my allies. It is our solemn duty to act in a manner that brings us all honor.

Oath of Unity Features

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Consonance (10 ft.)
15th	Veil of Consensus
18th	Aura of Consonance (30 ft.)
20th	Beacon of Harmony
27th	Solidarity

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Unity Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Unity Spells

Paladin Level	Spells
3rd	*healing word, sanctuary*
5th	*enhance ability, warding bond*
9th	*beacon of hope, glyph of warding*
13th	*freedom of movement, guardian of faith*
17th	*greater restoration, mass cure wounds*

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.

We Stand as One. Using your Channel Divinity as a reaction when you roll initiative, you can give yourself and friendly creatures within 30 feet of you a bonus to their initiative roll equal to your Charisma modifier. In addition, immediately before the first turn in combat, you can change your initiative to be immediately before or after that of an ally of your choice.

Unified Gathering. Using a bonus action, you invoke your Channel Divinity to let your touch affect all allies near you. Within the next minute, the next time you use your Lay on Hands feature, each friendly creature within 5 feet of you is affected by it in the same manner as the creature you touch.

Aura of Consonance

At 7th level, when an allied creature you can see within 10 feet of you is the target of an attack or a spell, you can use your reaction to magically switch places with the creature, causing you to become the target instead. Similarly, if you are the lone target of an attack or harmful spell, you can choose a willing creature within 10 feet of you as a reaction, causing you and your ally to switch places and causing the ally to become the target instead. In both cases, the ally must be a willing creature.

The range at which you can switch places with a willing creature increases to 30 feet at 18th level.

Veil of Consensus

Starting at 15th level, while at least one ally is within 5 feet of you, you are affected by the *crusader's mantle* spell. When affected by the spell in this manner, you do not have to maintain concentration on the spell.

Beacon of Harmony

Beginning at 20th level, you can use an action to cast the *hallow* spell without expending a spell slot or material components, filling the spell's area with holy radiance. An ally that starts its turn in the area, is affected by the *sanctuary* spell. When cast in this manner, you can only choose the Courage, Daylight, and Energy Protection options for the *hallow* spell and the spell lasts only until you next finish a long rest.

Once you use this feature, you can't use it again until you finish a long rest.

Solidarity

Beginning at 27th level, when you or an ally within 30 feet of you that you can see takes damage, you can use your reaction to divide that damage evenly among the creature that took the damage and any number of willing creatures within 30 feet of you.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses when you finish a long rest.





Ranger

Ranger Archetype

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger, in addition to those in the *Player's Handbook*.

Steel Warden

These armorclad rangers manipulate magnetic fields to propel themselves with incredible speed to land devastating blows or avoid incoming harm. This unique skill set originates among the hobgoblins of Avalas, who have perfected the method compliment their war effort with swift and precise strikes at crucial pillars within the defense of their enemies.

Steel Warden Features

Ranger Level	Features
3rd	Steel Warden Magic, Bonus Proficiencies, Magnetic Propulsion
7th	Warding Jolt
11th	Impact Trauma
15th	Concussor
27th	Vehemence

Steel Warden Magic

You learn an additional spell when you reach certain levels in this class, as shown in the Steel Warden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Steel Warden Spells

Spell Level	Spells
3rd	*thunderous smite*
5th	*cloud of daggers*
9th	*meld into stone*
13th	*metal to flesh*
17th	*passwall*

Bonus Proficiencies

Starting when you chose this ranger archetype at 3rd level, you gain proficiency with heavy armor and the Athletics skill.

Magnetic Propulsion

Also starting at 3rd level, you gain the ability to create magnetic fields to launch yourself forward with incredible force. Using a bonus action while wearing armor made of metal, you move up to 10 feet in a straight line to an unoccupied space that you can see. This movement doesn't provoke opportunity attacks and doesn't consume any of your movement. The maximum distance you can be transported in this manner increases as you gain levels in this class, as shown in the Range column of the Magnetic Propulsion table.

Magnetic Propulsion

Ranger Level	Uses	Range	Bonus Dice
3rd	2	10 ft	1d8
6th	3	10 ft	1d8
9th	3	10 ft	2d8
12th	3	20 ft	2d8
15th	4	20 ft	2d8
18th	4	20 ft	3d8
21st	4	30 ft	3d8
23rd	5	30 ft	3d8
26th	5	30 ft	4d8
29th	5	40 ft	4d8

When you use this feature to transport yourself, the damage of your next melee weapon attack increases by 1d8. The attack must be made with a metallic weapon on the same turn and before moving further. The bonus damage increases as you gain levels in this class, as shown in the Bonus Dice column of the Magnetic Propulsion table.

You can use this feature a number of times as shown in the Uses column of the Magnetic Propulsion table. You regain any expended uses when you finish a short or long rest.

Warding Jolt

Beginning at 7th level, when you are hit by an attack, you can expend one use of your Magnetic Propulsion feature as a reaction. When you do so, you are transported as you normally would be and gain temporary hit points equal to the dice shown in the Bonus Dice column of the Magnetic Propulsion table.

Impact Trauma

Starting at 11th level, the impact created by your Magnetic Propulsion feature stresses the nervous system of your target. When you damage a creature with the bonus dice from your Magnetic Propulsion feature, you can attempt to cause impact trauma. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Concussor

Starting at 15th level, when you roll initiative and have no uses remaining of your Magnetic Propulsion feature, you regain two uses.

Vehemence

Beginning at 27th level, when you use your Magnetic Propulsion feature, you can empower it using one of the options below.

Once you use this feature, you can't use it again until you finish a short or long rest.

Leap. The maximum distance you can travel is doubled.

Onslaught. You add twice the bonus dice to the attack.

Turbulence. The target has disadvantage on its saving throw against your Impact Trauma feature.

Rogue

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue, in addition to those in the *Player's Handbook*.

Ghostwalker

Few of us seek the chill touch of death, though it will leave its impression on us all in time. For some though, near encounters with the grave weigh heavier than on others, and the experience can imprint on their very soul. It grasps at them, pulling them ever towards the realm of shadow, all while their spirit struggles to stay in the world of the living. A most curious thing, though also terrifying, I would imagine

Ghostwalker Features

Rogue Level	Features
3rd	Ghostwalk
9th	Ghostly Visage
13th	Anonymity
17th	Ghostly Return
27th	Insubstantial

Ghostwalk

When you choose this roguish archetype at 3rd level, your soul is permanently tainted by a previously dormant force within you. Maybe it was awoken by the deaths you have witnessed or caused, sparked by some divine touch, or perhaps it is a manifestation of a ghostly entity that has possessed you.

Using a bonus action, you shed your mortal shell to become semi-incorporeal for 10 minutes, gaining the following benefits:

- You gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.
- You can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa.
- You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- You can't be frightened, grappled, paralyzed, petrified, poisoned, or restrained, and you can't suffer from or gain additional levels of exhaustion. If you're suffering from any of these conditions when using this feature, the condition is suppressed while you are transformed.

The effect ends early if you cast a spell, if you make an attack that doesn't use Dexterity, or if you drop unconscious or die.

Once you use this feature, you must finish a long rest before you can use it again. You learn to use it more times between rests as you gain levels in this class: twice at 9th level, three times at 17th level, and four times at 27th level.

Ghostly Visage

At 9th level, your ghostly soul can reach out. As a bonus action, you can make a Charisma (Intimidation) check against a creature you can see, contested by the target's Wisdom (Insight) check. The creature must be within 30 feet of you and able to see you. If you succeed on the check, the creature is frightened of you until the end of your next turn.

Anonymity

Beginning at 13th level, your ghostly soul causes the memory of you in others to become fleeting. At the end of a long rest, you can perform a 10-minute ritual that causes all creatures who don't know your name to forget all knowledge of you, including all distinguishing features such as your physical appearance, voice, and mannerisms. Deities and creatures not on the same plane of existence as you when you perform this ritual are unaffected.

Ghostly Return

At 17th level, you learn to escape certain death. Using a reaction when you drop to 0 hit points or die, your soul leaves your body but remains anchored to it. As a soul, you gain the statistics of a **ghost** but you can't use any of its actions. You can't be perceived by other creatures and you are immune to all damage. You can communicate telepathically with a creature you can see, but you can't move further than 60 feet away from your body.

You can use your Ghostly Visage feature against a creature if it can see your body, and it becomes frightened of your body if you succeed on the check.

So long as your body isn't destroyed, you can return to it at any time (no action required), springing back to life with 1 hit point. If you don't return to your body within 1 hour, you die.

Once you use this feature, you can't use it again until you finish a long rest.

Insubstantial

Once you reach 27th level, you become more ghostlike when ghostwalking. When transformed with your Ghostwalk feature, you become completely incorporeal, granting you the following additional benefits:

- You gain resistance to cold, necrotic, and poison damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain a flying speed equal to half your walking speed.
- You can cast the *invisibility* spell targeting yourself without expending a spell slot or components. Casting the spell in this manner doesn't end the transformation of your Ghostwalk feature early.



Sorcerer

Casting Styles

While magic comes naturally to you, it might require more than regular words and movements to channel it. Consider if your sorcerer has a particular casting style, and if that played a role in how you discovered your innate powers.

Casting Styles

d6	Style
1	**Natural.** You are plain-spoken and pragmatic, never exaggerating as your magic flows through you naturally.
2	**Cautious.** You slow your speech and movements, carefully channelling your innate magic.
3	**Eager.** You act as if this is the only time you can truly be yourself, gesturing enthusiastically.
4	**Erratic.** Your mannerisms are haphazard, and some wizards may find it disturbing to watch.
5	**Possessed.** Your voice changes and you move as if some other force is in control of you.
6	**Elegant.** Your movements are graceful and your voice sings.

Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those in the *Player's Handbook*: Atrophic Magic and Battle Soul.

Atrophic Magic

Sorcerers are a truly diverse category of spellcasters, one where I fear we learned magic users place any whom we are unable to otherwise explain away. After all, what is a sorcerer? Are those with dragon blood in their heart in any way the same as one who can innately command the wind and rain? I hardly think so. What about those that make no sense at all, when viewed through the lens arcane theory? Take the atrophic sorcerer for instance. But yes, it is undoubtedly easier to just call them all sorcerers, which is why the tradition continues.

Atrophic Magic Features

Sorcerer Level	Features
1st	Perpetual, Silent Casting
6th	Hum of Solace
14th	Aura of Emptiness
18th	Soul of Atrophy
21st	Remnant
25th	Soul Waning
28th	Dust to Dust

Perpetual

Starting when you choose this sorcerous origin at 1st level, your magic sustains your mortal body so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you can spend 1 sorcery point to be magically nourished, not requiring food or water for a day.

Silent Casting

Also at 1st level, you learn the Subtle Spell metamagic, which doesn't count against the maximum number of metamagic options you know. When casting a spell of 5th level or lower, using this metamagic option costs no sorcery points.

Hum of Solace

At 6th level, your magic is so infused with atrophy that it can transform your flesh into dust. Whenever you spend a sorcery point, you gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

Aura of Emptiness

Beginning at 14th level, you can channel the deathly waning of Tintibulus upon your surroundings. You can activate or deactivate this aura as a bonus action. While active, no sound can be created within or pass through a 5-foot-radius sphere centered on you, and you hover 1 foot above the ground. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Soul of Atrophy

Starting at 18th level, when you make a saving throw that isn't a Charisma saving throw, you can spend 5 sorcery points as a reaction to make a Charisma saving throw instead.

Remnant

Beginning at 21st level, your veins become filled with dust instead of blood. You become immune to poison and disease, you can't suffer from lingering damage effects such as bleeding or injury to organs (such as from a horn devil's tail attack), and for every 100 years that pass, your body ages only 1 year.

Soul Waning

Starting at 25th level, when you deal damage to a creature that isn't a deity, you can spend 2 sorcery points to languish the body. When you do, the creature can't regain hit points until the start of your next turn, and if your damage reduces the creature to 0 hit points, it turns to dust and can't be brought back to life by any means for the next 24 hours.

Dust to Dust

Beginning at 28th level, after you cast a spell you augmented with one of your meta magics, you can spend 1 sorcery point to turn into a cloud of dust until end of turn. As a cloud of dust, you have resistance to all damage and you can enter the space of another creature but you can't end your turn there.



Atrophic Sorcerer

Battle Soul

Battle Souls, though their title is a tad melodramatic and in my experience they often have personalities that match, are uniquely capable of encasing themselves in pure force, protecting them from almost all harm. However, this "armor" of force offers much more than just protection: It also somehow transforms them into capable warriors. I've personally witnessed a Battle Soul lift and swing a maul twice its size and strike with incredible precision and deadly impact.

Battle Soul Features

Sorcerer Level	Features
1st	Battle Soul Armor, Battle Soul Spells, Bonus Proficiencies
6th	Battle Soul Armor improvement, Unstoppable Force (1)
14th	Force Leak
18th	Martial Sorcery
21st	Arcane Consolidation
25th	Expert Martial Sorcery
28th	Unstoppable Force (2)

Battle Soul Armor

Starting when you choose this sorcerous origin at 1st level, provided that you aren't wearing armor or using a shield, you can cause a suit of armor made from magical force to encase you as a bonus action. When you do so, you also gain temporary hit points equal to your sorcerer level.

The armor remains for 1 minute. It disappears early if you are incapacitated, or if you don armor or a shield, and it is suppressed while you are in the area of an *antimagic field* spell.

While wearing your Battle Soul Armor, you gain the following benefits:

- Your Strength score becomes equal to your Charisma score unless it is already greater.
- You gain a bonus to your AC equal to your Charisma modifier (minimum of +1).
- You can use your force armor as a spellcasting focus for your sorcerer spells.
- You have resistance to force damage, and nonmagical bludgeoning, piercing, and slashing damage.

You can use this feature twice. You regain all expended uses when you finish a long rest. Beginning when you reach 6th level, you regain expended uses when you finish a short or long rest.

Battle Soul Spells

Also starting at 1st level, your Battle Soul Armor infuses you with magic. You learn additional spells when you reach certain levels in this class, as shown in the Battle Soul Spells table. These spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

When casting one of these spells while wearing your Battle Soul Armor, you can choose to cast it by spending a number of sorcery points equal to the spell's level instead of expending a spell slot.

Bonus Proficiencies

You gain proficiency with simple and martial melee weapons.



Battle Soul Sorcerer

Battle Soul Spells

Sorcerer Level	Spells
1st	*compelled duel, Tenser's floating disk*
3rd	*enhance ability, magic weapon*
5th	*conjure barrage, phantom steed*
7th	*freedom of movement, Otiluke's resilient sphere*
9th	*banishing smite, conjure volley*

Unstoppable Force

Starting at 6th level, you can spend 1 sorcery point to attack twice, instead of once, whenever you take the Attack action on your turn. If you do so while wearing your Battle Soul Armor, your melee attacks deal force damage instead of their regular damage until the end of your turn.

Once you reach 28th level, you can attack three times whenever you spend a sorcery point in this manner.

Force Leak

Beginning at 14th level, when you are hit by a melee attack, you can spend 3 sorcery points as a reaction to cast the *magic missile* spell as a 1st-level spell without expending a spell slot or components. At least one of the missiles must target the creature that attacked you.

Martial Sorcery

Starting at 18th level, when you take the Attack action on your turn, you can spend one or more sorcery points to gain one of the following effects.

Arcane Shield. You conjure forth a spectral shield that hovers near you and absorbs incoming blows. You gain 3 temporary hit points for each sorcery point you spend, up to a maximum number of temporary hit points equal to your sorcerer level.

Empower. You empower the melee weapon attacks you make for the rest of the turn. For each sorcery point you spend, you gain a +1 bonus to your attack and damage rolls, up to a maximum of +3.

Arcane Consolidation

Beginning at 21st level, you can use your Battle Soul Armor feature any number of times between rests and it doesn't disappear early if you are incapacitated.

Expert Martial Sorcery

Starting at 25th level, when you use your Martial Sorcery feature, you gain the effects from both the Arcane Shield and Empower options instead of choosing between them.

Warlock

Otherworldly Patrons

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock, in addition to those in the *Player's Handbook*.

The Tyrant

The Tyrant can be anything from an aboleth or a beholder, to a powerful demigod, such as Kas, or even a tyrannical deity such as Bane, Gruumsh, or Maglubiyet. Regardless of who the patron is, they require the warlock to conquer, enslave, and subjugate others, and show no compassion for those too weak to fend for themselves. If there is somebody more powerful than the warlock, must the warlock do everything within their power to overthrow the rival from their position of power? Regardless, being a tyrant sounds exhausting, if I'm being honest.

The Tyrant Features

Warlock Level	Features
1st	Expanded Spell List, Bonus Proficiencies, Imposing Will (10 ft.)
6th	Mantle of Triumph
10th	Hand of Conquest
14th	Versatile Oppression
21st	Imposing Will (30 ft.), Despotism
27th	Reign Supreme

Expanded Spell List

The Tyrant lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Tyrant Expanded Spells

Spell Level	Spells
1st	*bane, command*
2nd	*detect thoughts, knock*
3rd	*phantom steed, sleet storm*
4th	*compulsion, Otiluke's resilient sphere*
5th	*Bigby's hand, geas*

Bonus Proficiencies

When you choose this otherworldly patron at 1st level, you gain proficiency with medium armor and the Intimidate skill.

Imposing Will

When you choose this otherworldly patron at 1st level, you impose your will on the world around you, surrounding yourself with a magical 10-foot-radius aura. You can activate and deactivate this aura using a bonus action on your turn.

When you gain this aura and when you finish a short or long rest, you can choose one of the effects below to take hold within the aura. A chosen effect lasts until you choose a new effect when next you finish a short or long rest, but the effect is suppressed if you are unconscious or dead.

The radius of the aura increases to 30 feet when you reach 21st level.

Dire. When you become cursed, deafened, diseased, frightened, or poisoned, you can use your reaction to force a creature in the aura to make a Charisma saving throw. On a failed save, you remove the condition or effect from yourself and transfer it onto the target.

Doubt. When a creature in the aura makes a Wisdom saving throw, you can use your reaction to subtract your Charisma modifier from the roll.

Gyre. A strong wind (20 miles per hour) fills the aura, extinguishing unprotected flames that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind, and attack rolls of ranged weapon attacks have disadvantage if the attacks pass through the wind.

Harrow. Waves of invisible, eldritch magic pulses outwards from the center of the aura. A hostile creature that starts its turn in the aura takes force damage equal to your Charisma modifier.

Stricken. When a creature in the aura is targeted by an attack, you can use your reaction to lower the target's AC against the attack by an amount equal to your Charisma modifier.

Unsettling. When a creature starts its turn in the aura, you can use a reaction to force it to make a Wisdom saving throw. On a failed save, the target is frightened of you for 1 minute. On a successful save, the target is immune to this effect for 24 hours. A frightened creature can repeat the saving throw at the end of each of its turns.

Mantle of Triumph

Starting at 6th level, your patron's tyrannical will infects yours, allowing you to shrug off powerful magic. When you fail a saving throw against a spell of a level equal to your Pact Magic spell slot level or lower, you can use your reaction to succeed instead.

Once you use this feature, you must finish a short or long rest before you can use it again.

Hand of Conquest

Once you reach 10th level, you learn to impose your will with the freedom of a true tyrant. Using a bonus action, you can choose a point within 30 feet of you and cause your Imposing Will aura to radiate from that point, rather than from yourself. You can move the aura to another location or cause it to return to your person and remain centered on you by using another bonus action. The aura automatically returns to your person, again becoming centered on you, if you move more than 120 feet away from it.

Versatile Oppression

At 14th level, you learn to refocus your immense will at your leisure. You can use an action to change the effect of your Imposing Will aura, instead of having to complete a rest to do so.

Despotism

Starting at 21st level, your will becomes inescapable. When you would choose an effect for your Imposing Will aura, you instead choose two effects that become active simultaneously.

Reign Supreme

Beginning at 27th level, your might is nigh unstoppable. Once on each of your turns when you reduce a creature within your Imposing Will aura to 0 hit points, you gain one additional action that you can use before the end of your turn.

Pact Boon

At 3rd level, a warlock gains the Pact Boon feature. The following option is available to a warlock, in addition to those in the *Player's Handbook*. You gain a feature that improves your Pact Boon at 21st level, and again at 25th level.

Pact of the Toll

Your patron gifts you a bell of immense eldritch power called a Bell of Dissension. The bell functions as an arcane focus and allows you to create various magical effects. The bell has three charges and regains all expended charges when you finish a short or long rest.

As a bonus action, you can toll the bell and expend 1 charge. When you do so, the next time you damage a creature or object with a spell during the same turn, you gain resistance to the type of damage you inflicted until the end of your next turn.

If you lose your Bell of Dissension, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous bell. The bell tolls on its own for 1 minute when you die, at the end of which it dissipates into a pile of fine, metallic dust.

Equitable Remedy

Starting at 21st level, you can toll your Bell of Dissension and expend 1 charge as an action. When you do so, you designate a direction and all creatures of your choice within 30 feet of you that you can see and that can hear the bell must make a Wisdom saving throw against your warlock spell save DC. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target must use as much of its movement as possible to move in the chosen direction on its next turn. A target can take its action after it moves.

Subrogation

Beginning at 25th level, you can toll your Bell of Dissension and expend 3 charges as a reaction when a creature within 30 feet of you that you can see and that can hear the bell targets itself with a spell. When you do so, make a Charisma check contested by the target's Charisma check. On a successful check, you become the target of the spell instead, regardless of the spell's range limitations.



Warlock of the Tyrant

Eldritch Invocations

Eldritch Affidavit

Prerequisite: 15th level, Pact of the Toll

As an action, you can toll your Bell of Dissension and expend 1 charge. When you do so, you cast the *zone of truth* spell, without expending a spell slot or components.

Expanded Jurisdiction

Prerequisite: 5th level, Pact of the Toll

Whenever you expend a charge from your Bell of Dissension, you can also take the Dash action as part of the same action or bonus action.

Otherworldly Rescission

Prerequisite: Pact of the Toll

As an action, you can toll your Bell of Dissension and expend 2 charges. When you do so, choose a creature within 30 feet of you that you can see and that can hear the bell. The target immediately forgets having heard the bell. For 10 minutes the creature becomes unaware of your existence and it can't sense your presence by any means. If the creature attempts to move into your space or otherwise touches you, its subconscious makes up a convoluted rationale for the interaction and the creature avoids your space to the best of its ability. The effect ends early if you attack, move, or cast a spell.

Statute of Limitations

Prerequisite: 7th level, Pact of the Toll

Your Bell of Dissension gains two additional charges.

Guilty Verdict

Prerequisite: 9th level, Pact of the Toll

When a creature within 30 feet of you drops to 0 hit points, you can toll your Bell of Dissension and expend 2 charges as a reaction. When you do so, you gain temporary hit points equal to your warlock level + your Charisma modifier.

Judicial Summons

Prerequisite: 12th level, Pact of the Toll

As a bonus action, you can toll your Bell of Dissension and expend 2 charges. When you do so, all invisible creatures and objects within 30 feet of you become visible until the end of your next turn.

Your Pact Boon

The Pact Boon option produces an object or effect that reflects your patron's nature.

Pact of the Toll. Though your Bell of Dissension is always metallic, both the type of metal, the bell's shape, and the bell's adornments likely make it a unique relic depending on the type and personality of your otherworldly patron. The Archfey might cause the bell to be beautifully adorned with golden symbols of branches and leaves upon a polished, silver exterior. The Celestial might gift you a gilded bell that radiates with a subtle gleam. The Tyrant could very well gift you a bell forged from the cubes of Acheron, adorned with rusty imagery of war, and causing the bell to ring with clashing discord. The Fiend might cause the bell to be bent and cracked iron, with a chain inside, rather than a clapper. The Great Old One is likely to craft the bell from some unknown, otherworldly metal that rings with an eerie melody. Finally, the Hexblade might graft chimes unto your weapon, rather than gifting you a bell.

Wizard

Arcane Tradition

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to those in the *Player's Handbook*.

Daggerspell Magic

Expertly mixing potent martial skill with mastery of the Weave, daggerspell magic is the perfect discipline for wizards who wish to bolster the armies of Acheron - or perhaps simply survive there. From what I've seen, these mages have developed a distinctly extravagant, impressive, and quite deadly fighting style. Now, having said that, I'm personally perfectly happy not tumbling about daggers in hand. That's a game for much younger people than myself. No, I would much rather spend my time studying new techniques and spells that allow me to not wade into melee combat and tire myself out. But then, to each their own.

Daggerspell Magic Features

Wizard Level	Features	Invocation of the Knife	Daggerspell Flurry
2nd	Daggerspell Training, Invocation of the Knife	1d6	-
6th	Daggerspell Flurry	1d6	1st-level
10th	Arcane Infusion	1d8	2nd-level
14th	Invocation of Certainty	1d10	3rd-level
21st	Daggerspell Furor	1d10	4th-level
25th	Arcane Infusion improvement	1d12	5th-level
28th	Invocation of Inevitability	1d12	6th-level

Daggerspell Training

When you adopt this tradition at 2nd level, you gain proficiency with light and medium armor, and you can use a dagger as a spellcasting focus and can perform somatic components for wizard spells while wielding a dagger in both hands. In addition, your AC increases by 1 for each dagger you wield.

Invocation of the Knife

Also starting at 2nd level, you learn to channel your arcane might through your daggers. When you attack with a dagger, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls, and your dagger attacks deal 1d6 force damage instead of piercing damage. The damage die changes as you gain levels in this class, as shown in the Invocation of the Knife column of the Daggerspell Magic Features table.

In addition, when throwing a dagger, you instead conjure and hurl an arcane replica of a dagger you wield and you throw it with a range of 60 feet. The replica winks out of existence immediately after hitting or missing its target.

Well, I do like daggers, and I know I like spells...SOLD!

-C

Daggerspell Flurry

Starting at 6th level, when you take the Attack action while holding a dagger, you can cast a spell of 1st level or lower with a casting time of 1 action as a bonus action. The maximum level of a spell you can cast in this manner increases as you gain levels in this class, as shown in the Daggerspell Flurry column of the Daggerspell Magic Features table.

Arcane Infusion

Beginning at 10th level, when you cast a spell with your Daggerspell Flurry feature, you also gain temporary hit points equal to three times the spell's level. Once you reach 25th level, you instead gain temporary hit points equal to five times the spell's level.

Invocation of Certainty

Once you reach 14th level, when you fail a saving throw, you can use your reaction to succeed instead, but when doing so, you can't take actions until the end of your next turn.

Daggerspell Furor

Starting at 21st level, you can push yourself beyond your normal limits for a moment. You can use your Daggerspell Flurry to cast a spell of any level. Once you use this feature, you must finish a short or long rest before you can do so again.

Invocation of Inevitability

Beginning at 28th level, you add twice your Intelligence modifier to attack rolls made with daggers or spells of 1st level or higher.



Chapter 13: Spells

Artificer Spells

Cantrips (0 Level)
Cold Grip (conjuration)
Magnetic Clinch (transmutation)
Static Discharge (evocation)

1st Level
Glaze (conjuration)
Electromagnetic Polarization (transmutation)

2nd Level
Keen Weapon (transmutation)

3rd Level
Glitterdust (evocation)
Make Whole (transmutation)

4th Level
Ice Ship (conjuration)

5th Level
Rusting Grasp (transmutation)
Tuning (evocation)

Bard Spells

2nd Level
Cube Hop (conjuration)
Keen Weapon (transmutation)

3rd Level
Chill Metal (transmutation)
Glitterdust (evocation)
Make Whole (transmutation)

4th Level
Stygian Sedimentation (enchantment)

5th Level
Shout (evocation)

6th Level
Snowsong (enchantment)

Cleric Spells

1st Level
Silvered Weapon (transmutation)

3rd Level
Make Whole (transmutation)

5th Level
Anticold Sphere (abjuration)

7th Level
Thin Air (transmutation)

Druid Spells

Cantrips (0 Level)
Icicles (conjuration)
Magnetic Clinch (transmutation)
Rapid Oxidization (transmutation)

1st Level
Ease of Breath (necromancy)

3rd Level
Arctic Haze (conjuration)
Chill Metal (transmutation)
Make Whole (transmutation)
Meld into Ice (transmutation)
Stone to Flesh (abjuration)

4th Level
Arc Pulse (evocation)
Frostburn (evocation)
Frostfell Slide (conjuration)
Stygian Sedimentation (enchantment)

5th Level
Anticold Sphere (abjuration)
Boreal Wind (evocation)
Hibernate (necromancy)
Rusting Grasp (transmutation)

7th Level
Thin Air (transmutation)
Whiteout (conjuration)

9th Level
Fimbulwinter (transmutation)
Oxidizing Blast (transmutation)

Paladin Spells

1st Level
Silvered Weapon (transmutation)

4th Level
Mantle of Avalas (evocation)

Ranger Spells

1st Level
Ease of Breath (necromancy)

2nd Level
Gravitational Spear (transmutation)
Keen Weapon (transmutation)

5th Level
Anticold Sphere (abjuration)

Sorcerer Spells

Cantrips (0 Level)
Cold Grip (conjuration)
Magnetic Clinch (transmutation)
Static Discharge (evocation)

1st Level
Electromagnetic Polarization (transmutation)

2nd Level
Cube Hop (conjuration)
Heat Leech (necromancy)
Silk to Steel (transmutation)

3rd Level
Glitterdust (evocation)
Make Whole (transmutation)

4th Level
Arc Pulse (evocation)
Corrosive Ray (transmutation)
Frostburn (evocation)
Wave of Dissolution (necromancy)

5th Level
Boreal Wind (evocation)
Duerra's Cerebral Daze (enchantment)
Duerra's Mindshattering (enchantment)
Shout (evocation)
Storm Ride (transmutation)

6th Level
Cloud of the Achaierai (conjuration)
Investiture of Metal (transmutation)
Statue (transmutation)
Wall of Iron (evocation)

7th Level
Blizzard (evocation)
Stormbolts (evocation)
Thin Air (transmutation)

9th Level
Fimbulwinter (transmutation)

Warlock Spells

Cantrips (0 Level)
Icicles (conjuration)

2nd Level
Cube Hop (conjuration)
Heat Leech (necromancy)

3rd Level
Make Whole (transmutation)
Meld into Ice (transmutation)

4th Level
Frostburn (evocation)
Stygian Sedimentation (enchantment)
Wave of Dissolution (necromancy)

5th Level
Duerra's Cerebral Daze (enchantment)
Duerra's Mindshattering (enchantment)
Freezing Gaze (enchantment)

6th Level
Cloud of the Achaierai (conjuration)
Investiture of Metal (transmutation)
Wall of Iron (evocation)

8th Level
Heartfreeze (necromancy)

Wizard Spells

Cantrips (0 Level)
Cold Grip (conjuration)
Icicles (conjuration)
Magnetic Clinch (transmutation)
Static Discharge (evocation)

1st Level
Electromagnetic Polarization (transmutation)
Glaze (conjuration)

2nd Level
Cube Hop (conjuration)
Deep Glaze (conjuration)
Keen Weapon (transmutation)
Silk to Steel (transmutation)

3rd Level
Arctic Haze (conjuration)
Glitterdust (evocation)
Stone to Flesh (abjuration)

4th Level
Arc Pulse (evocation)
Corrosive Ray (transmutation)
Frostburn (evocation)
Metal to Flesh (abjuration)
Stygian Sedimentation (enchantment)
Wave of Dissolution (necromancy)

5th Level
Boreal Wind (evocation)
Cube Gate (conjuration)
Storm Ride (transmutation)

6th Level
Cloud of the Achaierai (conjuration)
Investiture of Metal (transmutation)
Statue (transmutation)
Wall of Iron (evocation)

7th Level
Blizzard (evocation)
Mass Frostburn (evocation)
Stormbolts (evocation)
Thin Air (transmutation)

8th Level
Heartfreeze (necromancy)

9th Level
Fimbulwinter (transmutation)

Spell Descriptions

Anticold Sphere

5th-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour
A 15-foot-radius, invisible sphere forms around you. No freezing temperatures can exist within the sphere. Creatures fully within the sphere have immunity to cold damage and can't be affected by cold weather conditions outside of the sphere. No spell that deals cold damage can be cast while within the sphere.

The spell ends if an attack that deals bludgeoning, piercing, or slashing damage passes through the sphere.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the duration increases to 4 hours. When you cast this spell using a spell slot of 7th level, the duration increases to 12 hours. When you cast this spell using a spell slot of 8th level or higher, the duration increases to 24 hours. Finally, when you cast this spell using a spell slot of 9th level, the spell no longer requires concentration.

Arc Pulse

4th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a magnet that has been struck by lightning)
Duration: Concentration, up to 1 minute
An arc of sustained, violent lightning forms between two creatures that you can see within range. For the duration, each target takes 4d12 lightning damage at the end of each of its turns. The spell ends if one of the targets ends its turn more than 30 feet away from the other target.

Arctic Haze

3rd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
You create a 20-foot-radius sphere of fog composed entirely of minuscule, razor-sharp ice shards centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

When a creature moves into or within the area, it takes 1d6 cold damage and 1d6 piercing damage for every 5 feet it travels.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Blizzard

7th-level evocation
Casting Time: 1 action
Range: 500 feet
Components: V, S, M (a handful of dust and a vial of water)
Duration: Concentration, up to 1 minute
Frigid cold, snow, and hail fill a 100- foot-radius, 500-foot-high cylinder centered on a point within range. You must be outdoors to cast this spell. The area becomes difficult terrain and is heavily obscured for the spell's duration. Within the area, the spell also extinguishes open flames, imposes disadvantage on Wisdom (Perception) checks that rely on hearing, and makes flying by nonmagical means nearly impossible. A flying creature in the area must land at the end of its turn or fall, unless it has the ability to hover or it is being held aloft by magic.

When the blizzard appears, each creature in it must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and if it was concentrating on a spell or effect, it loses concentration. On a successful save, a creature takes half as much damage. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. Creatures vulnerable to cold damage also gain one level of exhaustion on a failed save.

Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Boreal Wind

5th-level evocation
Casting Time: 1 action
Range: Self
Components: V, S, M (a chilled legume seed)
Duration: Concentration, up to 1 minute
A line of strong wind 60 feet long and 20 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn in the line takes 2d8 cold damage.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The wind disperses gas or vapor, and it extinguishes candles, torches, lanterns, and other flames in the area. Creatures and objects in the area are covered in a thin sheet of rime.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

An area on the ground affected by the spell for 1 round becomes covered with bumpy ice, making it difficult terrain for 1 minute.

Chill Metal

3rd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a drop of water)
Duration: Concentration, up to 1 minute
Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to be covered in rime as it reaches extreme cold temperatures. Any creature in physical contact with the object takes 2d8 cold damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or become stuck to the object. If the creature can't lift the object, it becomes restrained until it is no longer stuck. Unless the object is armor worn by a creature, a creature can use an action on its turn to make a Strength saving throw. On a successful save, a creature tears itself from the object, ending the restrained condition. On a failed save, a creature remains stuck.

If cast underwater, the spell deals half as much damage,

but forms ice around the target object, causing it to float upwards if the object weighs 50 lb. or less.

Targeting an object affected by the heat metal spell immediately ends both spells.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Cloud of the Achaierai

6th-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (an achaierai feather)
Duration: Concentration, up to 1 minute
You create a 10-foot-radius sphere of black, choking gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn begins to suffocate and must make a Constitution saving throw against poison. On a failed save, the creature takes 4d6 poison damage, can't take reactions, and must roll a d10 at the start of each of its turns to determine its behavior for that turn. On a successful save, the creature takes half the poison damage but is otherwise unaffected. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

d10	Effect
1	The creature is stunned until the start of its next turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Cold Grip

Conjuration cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute
A thin sheet of freezing, bitter cold ice covers the palm of your hand. The ice remains there for the duration and harms neither you nor your equipment. The spell ends if you dismiss it as an action or if you cast it again.

You can touch an area of a weak structure, thin ice, or similar and cause the ice to spring from your palm to cover a 10-by-10-foot area of the structure. Doing so ends the spell, and for 1 minute, the structure can tolerate double the normal amount of weight before breaking.

You can also attack with the ice, although doing so ends the spell. Make a melee spell attack against the target. On a hit, the target takes 1d8 cold damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Corrosive Ray

4th-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a few flakes of rust or part of a rust monster)
Duration: Instantaneous
A ray of oxidizing red-brown energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 acid damage and must make a Dexterity saving throw. On a failed save, a suit of nonmagical armor, shield, or weapon of your choice that it is wearing or carrying and is at least partially made of metal begins to rust.

An affected weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

An affected armor or a shield takes a permanent and cumulative -1 penalty to the AC it offers. An armor is destroyed if the penalty reduces its AC to 10 and a shield is destroyed if the penalty reduces its AC to 0.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Cube Hop

2nd-level conjuration
Casting Time: 1 minute
Range: 10 feet
Components: V
Duration: Instantaneous
While in Acheron's layer of Avalas, this spell instantly transports you and up to six willing creatures of your choice that you can see within range, or a single object that you can see within range, to the closest side of a cube you can see. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The spell fizzles and causes your skin to take on a metallic hue for 24 hours if cast on a plane other than Acheron.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can also cast it in Thuldanin, when you cast it using a spell slot of 4th level or higher, you can also cast it in Tintibulus, and when you cast it using a spell slot of 5th level or higher, you can also cast it in Ocanthus.

Cube Gate

5nd-level conjuration
Casting Time: 8 hours
Range: 10 feet
Components: V, M (a gallon of blood from a warrior who died in Acheron)
Duration: 1 round
As you cast the spell, you pour the material component on the ground before you, inscribing sigils into it that correspond to the cube you wish the portal to lead to. At the end of the casting, the material component ignites, causing flames to rise up. The flames transform into 20-foot tall, 10-foot wide, vibrant, flame-red portal which connects to an identical portal on the destination cube the sigils represent. The portal remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination portal or in the nearest unoccupied space if that space is occupied.

Each cube in Acheron has unique sigils that identify it, as well as each of its faces its faces.Such sigils are common knowledge among the mages of Acheron but are often unknown to those not skilled in magic.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the portal remains open for 1 minute. When you cast it using a spell slot of 7th level, the portal remains open for 1 hour. When you cast it using a spell slot of 8th

level, the portal remains open for 8 hours. When you cast it using a spell slot of 9th level or higher, the portal remains open for 24 hours.

Duerra's Cerebral Daze

6th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, 1 minute
You squint your eyes and nod your head. Each aberration within range must make an Intelligence saving throw. On a failed save, a creature can't cast spells or communicate coherently for the duration. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Creatures with an Intelligence score of 3 or lower automatically succeed on the saving throw.

Duerra's Mindshattering

5th-level enchantment
Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Instantaneous
You squint your eyes and nod your head. Each creature of your choice that you can see within range takes psychic damage equal to its Intelligence score.

Ease of Breath

1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S, M (an empty vial and a straw)
Duration: 1 hour
You touch a willing creature. The creature becomes acclimated to elevations up to 20,000 feet for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st.

Electromagnetic Polarization

1st-level transmutation
Casting Time: 1 minute
Range: Touch
Components: S
Duration: 1 hour
You magnetize an object you touch that weighs no more than 5 pounds, is at least partially metallic, and that isn't being worn or carried. You can choose for the object to be magnetized with positive or negative polarization. Objects of like polarization repel each other and objects of unlike polarization attract each other. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks two magnetized objects from repelling or attracting each other.

Like Polarization. Two objects of like polarization stay 1 foot away from each other. Two such objects can be forcefully pushed together with a successful Strength check against your spell save DC, but push each other away again when they aren't actively pushed together. When two objects repel each other, only the lightest object moves, unless it is hindered from doing so.

Unlike Polarization. Two objects of unlike polarization move toward each other and stick together like glue if moved within 1 foot of each other. Two such objects can be forcefully kept apart or pulled apart with a successful Strength check against your spell save DC. When two objects attract each other, only the lightest object moves unless it is hindered from doing so.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can affect an object that weighs 5 pounds more for each slot level above 1st.

Fimbulwinter

9th-level transmutation
Casting Time: 1 hour
Range: Self
Components: V, S, M (a chilled, white pearl worth at least 2,500 gp, ground into fine dust, which the spell consumes)
Duration: Concentration, up to 8 hours
You cause a winter of otherworldly cold to manifest within 1 mile of you for the duration, while conjuring forth a 20-foot-radius, invisible, rime-covered sphere, centered on you. Creatures within the sphere are protected from the spell's other effects. You must be outdoors to cast this spell. If you move out of the safety of the sphere, the spell ends early.

The 1-mile area of cold outside the sphere is difficult terrain and heavily obscured for the spell's duration. Within the area, the spell also extinguishes open flames, and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. A flying creature in the area must land at the end of its turn or fall, unless it can hover or is being held aloft by magical means. In addition, for each hour the spell lasts, the ground is covered in 1 foot of soft snow.

When the cold appears, each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and loses concentration if it was concentrating on a spell or effect. On a successful save, a creature takes half as much damage and doesn't lose concentration. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. Creatures vulnerable to cold damage also gain one level of exhaustion on a failed save.

A creature exposed to the cold must succeed on an additional Constitution saving throw at the end of each hour or gain one level of exhaustion.

Creatures with resistance or immunity to cold damage automatically succeed on Constitution saving throws against this spell, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Freezing Gaze

5th-level enchantment
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
For the spell's duration, your eyes become wintry tombs that destroy the spark of life in others. One creature of your choice within 60 feet of you that you can see must make a Wisdom saving throw. On a failed save, the target takes 1d8 cold damage, 1d8 psychic damage, and is restrained. On a successful save, the target takes half the damage and isn't restrained. At the end of each of its turns, a restrained creature can make another Wisdom saving throw, ending the effect on itself on a successful save.

On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of freezing gaze.

Fright
Illusion cantrip
Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Instantaneous
You target a creature within range, conjuring forth disturbing imagery in its mind designed to whittle away at its psyche. The target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. Constructs, oozes, plants, and undead automatically succeed on the saving throw.

Frostburn
4th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You cause frigidly numbing black frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 6d8 cold damage, and until the end of its next turn, its speed is reduced by 10 feet, and it has disadvantage on the next attack roll it makes. On a successful save, the target takes half damage and doesn't suffer any of the other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Frostfell Slide
4th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see or one you can visualize. Both the location you teleport from and the location you teleport to must be covered in slush, snow, or ice. The maximum distance you can travel depends on the environment of the location you teleport from, as shown in the table below.

Environment	Distance
Slush	500 feet
Snow	1,000 feet
Ice	2,000 feet

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Glaze
1st-level conjuration
Casting Time: 1 minute
Range: Touch
Components: S
Duration: Instantaneous
You touch a nonmagical object. A 1-by-1-foot area of the object is immediately glazed with a thin sheet of ice. At the end of the casting, the area is frozen solid 1-foot deep. If left untouched, the object returns to normal after 1 minute. While frozen, the affected area of the object can be destroyed with a successful DC 10 Strength check or by melting it with fire.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell's area increases by 1-foot-by-1-foot on the objects surface and goes 1 foot deeper for each slot level above 2nd.

Glitterdust
3rd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (fine gold dust worth at least 10 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
Each creature and object in a 30-foot cube is covered in gleaming, golden particles. Creatures and objects can't benefit from being invisible while covered with the particles. A creature in the area when the spell is cast must also succeed on a Dexterity saving throw or become blinded for the duration of the spell. A creature can use an action on its turn to remove the particles from its eyes, ending the blinded condition. Creatures with blindsight automatically succeed on the saving throw.

If a creature or object is covered in the particles while in bright light, attack rolls against it has advantage if the attacker can see it.

Gravitational Spear
2nd-level transmutation
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
The next time you hit a creature with a ranged weapon attack before the spell ends, your ranged weapon or ammunition becomes surrounded by gravitational force energy, increasing its size and length to that of a spear. Instead of the normal effect of the attack, the attack deals 1d10 force damage and the target must succeed a Strength saving throw or become restrained as the weapon or ammunition impales it to the nearest solid surface. A creature can use an action to remove itself (or a creature it can reach) from the spike, ending the restrained condition.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the force damage increases by 1d10 for each slot level above 2nd.

Heartfreeze
8th-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S, M (a strip of dried humanoid sinew)
Duration: Instantaneous
The touch of your hand carries with it a deathly chill of ill intent. Make a melee spell attack against a creature you can reach. On a hit, the target takes 12d10 cold damage and must make a Constitution saving throw. On a failed save, the target's heart is encased in a block of ice and the target suffers one level of exhaustion. A creature that doesn't have a heart automatically succeeds on the saving throw.

A creature that has its heart encased in ice by this spell must make another Constitution saving throw at the start of each of its turns. For each failed save, the target suffers one level of exhaustion. If it successfully saves against this spell three times, the spell ends. The spell also ends if the creature is subjected to fire damage or if targeted by a *greater restoration* spell or similar magic.

Heat Leech

2nd-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a leech and a pinch of snow)
Duration: Concentration, up to 1 hour
You create a tiny spark of intense cold within a creature you can see within range. As a bonus action on each of your turns for the duration of the spell and while the target is within range, you can force the target to make a Constitution saving throw. On a failed save, the target takes an amount of cold damage depending on how many times it has failed the save against this casting of heat leech, as shown in the table below.

Failed Saves	Cold Damage
1	1d6
2	1d8
3	1d10
4 or more	1d12

Constructs, oozes, and undead automatically succeed on the saving throw, as do creatures that are resistant or immune to cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by one additional damage die for each slot level above 2nd.

Hibernate

5th-level necromancy (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce of animal fat)
Duration: 7 days
You touch a willing or unconscious creature, putting it in a state of suspended animation. If the target is at 0 hit points and unstable, it becomes stable. The target falls into a deep slumber for the duration of the spell, its life functions lowered to almost imperceptible levels. The target is unconscious, requires neither food nor drink, and gains resistance to cold damage.

An affected creature has a lowered metabolism and naturally regains only 1 hit point for each 24 hour period it spends affected by this spell.

The spell ends early if the target takes damage other than cold, if the target dies, or someone uses an action to shake or slap the target awake while the target has 1 or more hit points.

Ice Ship

4th-level conjuration
Casting Time: 1 minute
Range: 500 feet
Components: V, S, M (a small glass model of a ship, which the spell consumes)
Duration: 24 hours
You create a vessel made entirely of ice in a body of water within range. You can create different types of boats or ships, depending on the worth of the material component as shown in the Material column of the table below. The vessel's speed, size, and hit points, as well as how many Medium-sized creatures it has room for is also shown in the table below.

Ship Type	Material	Speed	Size	Room	Hit Points
Rowboat	1 gp	1 1/2 mph	5 x 10 ft.	2	5
Keelboat	200 gp	1 mph	10 x 30 ft.	4	20
Sailing Ship	500 gp	2 mph	25 x 65 ft.	30	50
Longship	500 gp	3 mph	15 x 75 ft.	16	50
Warship	1,500 gp	2 1/2 mph	30 x 100 ft.	100	100
Galley	2,000 gp	4 mph	20 x 100 ft.	50	80

Once a vessel is made, it can't be changed into another type.

A creature inside a vessel created by this spell must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on Constitution saving throws against this spell, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

You can magically cause a vessel to move so long as you are within range to magically direct it.

A vessel instantly melts away into nothing when the spell ends or when its hit points are reduced to 0. Each vessel has an AC of 10 and vulnerability to fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the speed of a vessel is doubled. When you cast this spell using a spell slot of 8th level or higher, the spell lasts for 7 days.

Icicles

Conjuration cantrip
Casting Time: 1 minute
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
You target a ceiling, doorway, or similar overhang, magically forming icicles in a 5-foot-square area on the surface. The icicles remain where they are for the duration of the spell, or until a creature moves into the space directly beneath them, causing the icicles to plummet down. A creature that occupies the space directly beneath the icicles when they fall must make a Dexterity saving throw, taking 1d12 piercing damage on a failed save, or half as much on a successful one.

A creature can notice the icicles with a successful Wisdom (Perception) check against your spell save DC, relying on sight. If the icicles are in a snowy or icy environment, the check is made with disadvantage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Investiture of Metal

6th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Until the spell ends, your skin turns to steel, and you gain the following benefits:

- Your AC becomes 18 unless it is already greater.
- Your Strength score becomes 18 unless it is already greater.
- Your weight and carrying capacity doubles and you

have advantage on Strength checks and Strength saving throws.
• You don't need to breathe.

Keen Weapon
2nd-level transmutation
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
You touch a nonmagical weapon. Until the spell ends, that weapon scores a critical hit on a roll of 19 or 20.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weapon also scores a critical hit on a roll of 18. When you use a spell slot of 6th level or higher, the weapon also scores a critical hit on a roll of 17.

Magnetic Clinch
Transmutation cantrip
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 hour
You attempt to move metallic objects by magically manipulating magnetic fields. When you cast the spell, and as your action each round for the duration, you can exert magnetic control on one metallic object weighing no more than 50 pounds that you can see within range and that isn't being worn or carried, moving it up to 30 feet in any direction, but not beyond the range of this spell.

Make Whole
3rd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (two lodestones and an ounce of the material of the target object, pulverized to fine dust)
Duration: Instantaneous
This spell fully repairs a Medium or smaller object you touch, such as a weapon or a suit of armor, leaving no trace of the former damage. Alternatively, the spell can repair a 1-foot-deep, 5-foot-by-5-foot area of a larger object.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell fully repairs a Large or smaller object, or a 2-foot-deep, 10-foot-by-10-foot area of a larger object. When you cast this spell using a spell slot of 7th level or higher, the spell fully repairs a Huge or smaller object, or a 5-foot-deep 15-foot-by-15-foot area of a larger object. When you cast this spell using a spell slot of 9th level, the spell fully repairs any object regardless of its size.

Mantle of Avalas
4th-level evocation
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Lightning crackles from you as a 30-foot aura of discordant, thunderous noise surrounds you. Until the spell ends, the aura moves with you, centered on you. While in the aura, a creature other than you has disadvantage on Wisdom (Perception) checks that rely on hearing, and must make a Dexterity saving throw if it uses its action for anything other than the Attack action, taking 2d8 lightning damage on a failed save, or half as much on a successful one.

Mass Frostburn
8th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You cause frigidly numbing frost to form on any number of creatures that you can see within range. A target must make a Constitution saving throw. On a failed save, a target takes 10d8 cold damage, and until the end of its next turn, its speed is reduced by 10 feet and it has disadvantage on the next attack roll it makes.

Meld into Ice
3rd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours
You step into an ice object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the ice for the duration. Using your movement, you step into the ice at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the ice, any Wisdom (Perception) checks you make to see or hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the ice. You can use your movement to leave the ice where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the ice doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. If the ice suffers any fire damage, you take twice the fire damage that is dealt to the ice and are expelled. The ice's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Metal to Flesh
4th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of acid worth 25 gp and diamond dust worth at least 100 gp, both of which the spell consumes)
Duration: Instantaneous
You end the petrified condition of the target if it was petrified as metal.

Oxidizing Blast
9th-level transmutation
Casting Time: 1 minute
Range: Self
Components: V, S, M (a handful of sulfur, a drop of acid, and a brown diamond worth at least 2,000 gp, which the spell consumes)
Duration: Instantaneous
A wave of red-brown energy washes outwards from you. All nonmagical metal objects except adamantine, black iron, everbright, mithral, and stainless steel (including coins, walls, armor, and weapons) within 120 feet of you immediately rust and are destroyed.

Rapid Oxidization
Transmutation cantrip
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of sulfur and a drop of acid)
Duration: Instantaneous
You touch a nonmagical metallic object that isn't being worn or carried and isn't made from adamantine, black iron, everbright, mithral, or stainless steel. A 1-inch-diameter cube of the object begins to oxidize at a rapid rate, transforming into powdered rust over the course of 10 minutes.

Rusting Grasp
5th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of acid and water mixed with copper dust)
Duration: Instantaneous
You touch a nonmagical Medium or smaller object made of iron or steel, which instantly crumbles into rust. If the object is large, a 1-foot-deep, 5-foot-by-5-foot area of it crumbles into rust instead.

If the object is being worn or carried by an unwilling creature, make a melee spell attack against the creature. On a hit, the target takes 2d8 acid damage, and the object rusts as described above.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell affects a Large or smaller object, or a 2-foot-deep, 10-foot-by-10-foot area of a larger object. When you cast this spell using a spell slot of 9th level, the spell affects a Huge or smaller object, or a 5-foot-deep, 15-foot-by-15-foot area of a larger object.

Shout
5th-level evocation
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous
You release an ear-shattering yell. Each creature in a 40-foot cone that can hear you must make a Constitution saving throw. On a failed save, a creature takes 7d8 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half the thunder damage and isn't deafened.

A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thunder damage increases by 1d8 for each slot level above 5th. When you cast this spell using a spell slot of 8th level or higher, any creature that fails the initial saving throw is also stunned until the end of its next turn.

Silk to Steel
2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes
You target an object made of silk and transform it into steel. The object's weight and flexibility remains the same, but gains all other benefits of steel. You can target a scarf or similar piece of clothing and gain the benefits of wielding a shield for the duration of the spell, provided you hold the scarf in your hand. Simultaneously, a scarf or similar piece of clothing can be used as a whip while holding it.

If you target clothing that is being worn, the clothing gains the statistics of a type of metallic armor as shown in the table below. Regardless of the armor, it doesn't require proficiency to wield effectively, doesn't have a Strength requirement, and doesn't impose disadvantage on Dexterity (Stealth) checks.

Example Clothing	Armor	AC
Shirt	Breastplate	14 + Dex modifier (max 2)
Jacket	Half plate	15 + Dex modifier (max 2)
Dress	Chain mail	16
Jester onesie	Plate	18

Silvered Weapon
1st-level transmutation
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
You touch a weapon or 20 pieces of ammunition. Until the spell ends, that weapon or ammunition becomes silvered.

Snowsong
6th-level enchantment
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of lime and water, stirred with a piece of iron)
Duration: Concentration, up to 1 minute
You and friendly creatures of your choice in a 30-foot-radius sphere centred on you experience gentle snowfall, accompanied by soft, lilting song. The snowflakes melt on your bodies, washing away filth and cleaning wounds. An affected creature gains resistance to cold damage, can't be charmed, and regains 1d10 lost hit points at the start of each of its turns for the duration.

Hostile creatures in the area instead experience violent snowfall, accompanied by a discordant jangle of crashes, scrapes, and howls. Such a creature has disadvantage on Constitution saving throws made to maintain concentration and takes 1d6 cold damage at the start of each of its turns for the duration.

The spell ends early if you leave the spell's area.

Static Discharge
Evocation cantrip
Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a silver wire)
Duration: Instantaneous
You discharge static electricity, creating a momentary field of crackling energy around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 lightning damage. A creature has disadvantage on the saving throw if it is wearing armor made of metal.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Statue
6th-level transmutation
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pinch of lime and water, stirred with a piece of iron)
Duration: Up to 1 hour
You touch a willing creature made of flesh for the duration

of the casting. The target is turned to stone and subjected to the petrified condition for the duration, except that it is aware of its surroundings and can take an action to end the spell.

If the creature is physically broken while petrified, the spell ends, but the creature suffers from any deformities in its original state that it acquired while petrified.

Stone to Flesh

3rd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (onions, water, and diamond dust worth at least 50 gp, which the spell consumes)
Duration: Instantaneous
You end the petrified condition of the target if it was petrified as stone.

Stormbolts

7th-level evocation
Casting Time: 1 action
Range: Self
Components: V, S, M (a silver rod)
Duration: Instantaneous
Crackling bolts of lightning spill forth from you in all directions. Each creature within 30 feet of you must make Constitution saving throw. On a failed save, a creature takes 8d8 lightning damage and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

Storm Ride

5th-level transmutation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a silver rod and a drop of water)
Duration: Instantaneous
You transform into a bolt of lightning, instantly traveling in a straight line to a point within range, where you revert to your original state. While traveling in this manner, you don't provoke opportunity attacks and can move through the spaces of other creatures. If you come into contact with a hard surface or heavy object such as a wall, you take 1d6 bludgeoning damage per 10 feet moved and the spell ends.

Each creature you move through must make a Dexterity saving throw. On a failed save, a creature takes 5d8 lightning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Foliage and flammable objects within 15 feet of the line that aren't being worn or carried are ignited.

Stygian Sedimentation

4th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop from the Styx)
Duration: Instantaneous
You touch the mind of a creature that you can see within range, attempting to steal away its knowledge. The target takes 1d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature forgets something that it knows, determined randomly by rolling on the table below.

d6	Forgotten Knowledge
1	One randomly determined language
2	Proficiency with a randomly determined skill
3	The creature dearest to it
4	The last 8 hours of its life
5	Two randomly determined languages
6	Proficiency with all skills

At the end of every 7 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by a *greater restoration*, *heal*, or *wish* spell.

Thin Air

7th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (a dry sponge)
Duration: Concentration, up to 8 hours
You magically diminish the oxygen in the air in a 1-mile-radius sphere centered on you. For the duration, creatures in the area have disadvantage on Constitution saving throws, and each hour a creature spends traveling within the area counts as 2 hours for the purpose of determining how long that creature can travel.

Creatures that don't need to breathe or are acclimated to elevations above 20,000 feet are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the size of the sphere increases to a 5-mile radius. When you cast this spell using a spell slot of 9th level, the size of the sphere increases to a 10-mile radius.

Tuning

5th-level evocation
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a tuning fork)
Duration: Concentration, up to 1 minute
You touch a metallic melee weapon, causing it to vibrate. The vibrations are audible out to 30 feet. The first time the weapon hits a target during this spell's duration, the vibrations travel from the weapon to the target, dealing an additional 6d10 force damage. If the target is a creature that is wearing metal armor, the armor begins to vibrate with the creature inside, and the target must succeed on a Constitution saving throw or take an additional 2d10 thunder damage and become deafened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial extra force damage dealt by the attack and the extra thunder damage on a failed save both increase by 1d10 for each slot level above 6th.

Wall of Iron

6th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece from a black sheep)
Duration: Concentration, up to 1 minute
A nonmagical wall of iron springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can

use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 30 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of iron that can be damaged and thus breached. Each panel has AC 18 and 50 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can add two additional panels to the wall for each slot level above 6th. In addition, if you cast this spell using a 9th-level spell slot, the wall gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Wave of Dissolution

4th-level necromancy
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

A 30-foot-long, 15-foot-wide line of entropic energy and sizzling acid washes out from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 3d6 acid damage and 3d6 necrotic damage on a failed save, or half as much damage on a successful one.

Yugoloths are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both the acid and necrotic damage increases by 1d6 for each slot level above 4th.

Whiteout

7th-level conjuration
Casting Time: 1 action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 1 hour

You target a creature you can see within range. A 60-foot-radius sphere of whirling snow and strong wind appears centered on the target. The sphere stays centered on the target, unless the target can escape through magical means such as teleportation, in which case the spell ends.

The spell's area is heavily obscured. Any creature inside the sphere is blinded and has disadvantage on Dexterity checks and Wisdom (Perception) checks that rely on hearing. If a creature other than the target starts its turn within the sphere, it must make a Wisdom (Survival) check against your spell save DC in order to navigate out of the area. On a failed check, a creature can move within the spell's area, but can't move out of it.



Dear Reader,

Don't overlook the lower level spells presented here. The icicles cantrip is exceptionally useful and, whether you are a novice mage or archwizard, the electromagnetic polarization spell is among the most fun magics you'll ever try.

E.A.

Chapter 14: Mythic Options

This chapter provides additional options for characters at 30th level. For rules on Mythic Boons, Mythic Maneuvers, and Mythic Spells, see chapter 3 in *Epic Characters*.

Mythic Spells

Bard Spells

1st Level Mythic
Adamantize (enchantment)
War's Toll (enchantment)

Cleric Spells

1st Level Mythic
Mass Command (enchantment)

2nd Level Mythic
Aeon (enchantment)

Druid Spells

1st Level Mythic
Flesh Polarization (transmutation)

Sorcerer Spells

2nd Level Mythic
Lodestone (transmutation)

Warlock Spells

1st Level Mythic
War's Toll (enchantment)

2nd Level Mythic
Aeon (enchantment)

Wizard Spells

2nd Level Mythic
Lodestone (transmutation)

Mythic Spell Descriptions

Adamantize

1st-level mythic enchantment
Casting Time: 1 action
Range: touch
Components: S, M (one pound of unworked adamantine, which the spell consumes)
Duration: 1 hour
You touch a creature or an object, causing the material component to disappear in a wisp of black smoke that whisks around the target as you attempt to alter its fabric.

If the target is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

Creature. If the target is a creature, it must make a Constitution saving throw. On a failed save, it is restrained as it begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to adamantine and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

Object. If the target is an object that is being held or worn, the creature holding or wearing it must succeed on a Dexterity saving throw. A creature can choose to fail on the saving throw. On a failed save, the object becomes adamantine for the duration. An adamantine object can't be destroyed by physical force from weapons that aren't artifacts or made from adamantine. If the object is a suit of armor or a shield, any critical hit against the wearer becomes a normal hit. If the object is a weapon or ammunition, its crit range increases by 1. For example, if you would normally land a critical hit on a roll of 20, you would land a critical hit on a roll of 19 or 20 with the weapon or ammunition.

Aeon

2nd-level mythic enchantment
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of dust and a crushed black diamond worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous
You target a creature that you can see within range and blow the material components from your flat palm towards the target. The target must succeed on a Constitution saving throw or age 1d10 × 100 years. If the aging causes the target to age 100 years or more beyond its natural life span, it instantly crumbles to dust.

The effect can be reversed with a *wish* spell, but only within 24 hours of it occurring.

Flesh Polarization

1st-level mythic transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (two lodestones and a handful of iron dust)
Duration: Concentration, up to 1 hour
You target two creatures that you can see within range, causing them to become magnetic. You can choose for each creature to be magnetized with positive polarization, gaining a metallic sheen, or negative polarization, gaining a metallic hue. Creatures of like polarization repel each other and creatures of unlike polarization attract each other. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood between two magnetized creatures blocks them from repelling or attracting each other.

Like Polarization. The two creatures can't move within 30 feet of each other. If they come closer to each other by magical means, such as one creature teleporting to within close range of the other, the two creatures are immediately shunted away from each other, both traveling the minimum distance required until they are more than 30 feet from each other. If one of the targets is one size category larger than the other, only the smaller of the two moves. If both targets attempt to hold on to each other or something else in order to stay within 30 feet of each other, each creature must succeed on a Strength check against your spell save DC or be forcefully shunted away as described above.

Unlike Polarization. The two creatures are drawn to each other, both moving toward the other at incredible pace until they stick together like glue. If one of the targets is larger than the other by one size category or more, only the smaller one moves toward the larger one. Once stuck together, both targets occupy the same space and are squeezed. If one target is larger than the other by one size category or more, the smaller target occupies the larger target's space (for example, two Medium creatures occupy a 5-by-5-foot square, a Medium and Large creature occupy a 10-by-10-foot square, etc.). If the targets are moved more than 10 feet

toward each other, both targets take 1d6 bludgeoning damage for the total number of feet moved by both creatures when they are moved together. One creature can carry the other if it wishes to move on its turn, but the two creatures can't be otherwise pulled apart. If one target moves away from the other using magic, such as by teleporting more away, it is immediately pulled back to the other target, both taking bludgeoning damage for the distance moved as described above.

Lodestone

2nd-level mythic transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a lodestone)
Duration: Instantaneous
You target a creature that you can see within range. The creature begins to take on a metallic sheen as every part of its body becomes suffused with powerful, magnetic energies for the briefest of moments. All nonmagical iron within 1 mile of the target begins moving toward the target at incredible speed, bursting through walls, out of peoples' pockets, and is even ripped from deep beneath the earth.

If the target is Large or smaller, it is completely buried beneath the iron, becoming restrained and gaining full cover. The target must make a Strength saving throw as it is covered by thousands of pounds of iron. The target takes 24d8 bludgeoning damage on a failed save or half as much on a successful one. If the target is Huge or larger, it also becomes restrained on a failed saving throw.

A creature that is restrained in this manner, takes 10d8 bludgeoning damage at the start of each of its turns and can use its action to make a Strength check, climbing out of the iron and ending the restrained condition on a successful check.

Mass Command

1st-level mythic enchantment
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round
You speak a one-word command. Each creature of your choice that you can see within range and that can hear you must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if a target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how a target behaves. If a target can't follow your command, the spell ends for that target.

Approach. A target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. A target drops whatever it is holding and then ends its turn.

Flee. A target spends its turn moving away from you by the fastest available means.

Grovel. A target falls prone and then ends its turn.

Halt. A target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

War's Toll

1st-level mythic enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of a cube in Avalas)
Duration: Instantaneous
You conjure memories of conflict, suffering, and strife in the minds of all near you. At the start of each of its turns, each creature within range must make a Wisdom saving throw. On a failed save, a creature is stunned until the start of its next turn and suffers one level of exhaustion. On a successful save, the effect ends for an affected creature.

If a creature gains six levels of exhaustion from this magic, it dies and its soul is trapped in Acheron.

Constructs, undead, plants, oozes, and creatures with an Intelligence score of 4 or less aren't affected.

Optional: Mythic Options for Monsters

Mythic progression, as introduced in Epic Characters, is intended to represent the pinnacle of what is attainable, rivaling the might of deities, elder evils, great old ones, and primordials. Some mythic options offer refreshing and flavorful gameplay that can help you challenge even the most powerful adventurers. If you wish, you can grant monsters mythic options in the same manner as a player character would. Below you will find two options that help you accomplish this.

Story First

With this option, you grant mythic options to creatures based on your reasoning alone. The most important part is the story that is told when such power is wielded by a creature. Ask yourself, how did this creature come to possess this power? Was it stolen, gained from a mighty artifact, or gifted by some unfathomable entity? Perhaps the power is too great for the creature to wield, producing unintended effects or causing the creature to snap out of existence when it uses its power. There are many possibilities, but be mindful that the rules of your world remain consistent.

Mythic Points by CR

This option attempts to provide a more rigid framework. Using these guidelines, monsters receive a range of mythic points based on their challenge rating as shown in the Mythic Points column of the Mythic Points by CR table. Mythic points can be spent to learn a mythic option, as follows: 1st-level mythic options cost 1 point to learn, 2nd-level options cost 2 points, and 3rd-level options cost 3 points. Monsters ignore the prerequisites for class levels needed to gain certain mythic options. The Uses/Day column of the Mythic Points by CR table shows how often a monster can use each mythic maneuver and mythic spell it knows.

You decide what mythic options a monster can learn. Typically, mythic options should only be considered for chosen, demigods, deities, elder evils, great old ones, and primordials.

CR	Mythic Points	Uses/Day
1-19	0-1	1
20-29	2-6	1
30-35	4-8	2
36-40	8-12	3
41-45	14+	3

Lastly, try to grant a monster mythic options that make sense for it. It would be strange for a fire elemental to know mythic magic that freezes the oceans solid, for example.

Chapter 15: Special Materials

In Acheron, crafted armor and weapons can include special materials which slightly change the properties of an object.

Adamantine

Adamantine is one of the hardest substances in existence.

Metallic Armor. Only metallic armor can be crafted using adamantine. Adamantine armor cost three times the regular price. While wearing adamantine armor, any critical hit against you becomes a normal hit.

Weapons and Ammunition. A weapon can only be crafted with adamantine if it is usually crafted with iron or steel. Adamantine weapons and ammunition cost five times the regular price. When using an adamantine weapon, your crit range increases by 1. For example, if you would normally land a critical hit on a roll of 20, you would land a critical hit on a roll of 19 or 20 using an adamantine weapon or adamantine ammunition. When used against adamantine armor, the crit range isn't increased, but it is possible to land a critical hit.

Black Iron

Black iron is priced for its inherent protection against heat and magic. The duergar were the first to discover black iron and remain among the few who know how to manipulate it - a secret they guard to this day. An object crafted from black iron weighs twice as much as normal. All effects from black iron are neutralized while in an area affected by the *antimagic field* spell.

Metallic Armor. Only metallic armor can be crafted using black iron. Black iron armor cost twenty times the regular price. While wearing black iron armor, you gain resistance to fire damage and ignore the effects of extreme heat.

Metallic Plate. Black iron plate cost twenty times the regular price of plate armor. While wearing a suit of black iron plate, you gain resistance to fire damage, ignore the effects of extreme heat, and have advantage on saving throws against magic that deals damage.

Metallic Shields. A black iron shield costs 2,500 gp. While wielding such a shield, you take no damage from the magic missile spell, and when you are subjected to a magical effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

Metallic Weapons. Only metallic weapons can be crafted using black iron. A black iron weapon costs twenty times the regular price, and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Everbright

Everbright is magically imbued steel. The process of creating everbright requires the steel to be liquid, making it impossible to change existing objects into everbright - an object must be crafted as such.

Metallic Armor and Weapons. Only metallic armor and weapons can be crafted with everbright. The object's cost equals ten times its regular cost. An object made from everbright has no magnetic properties, never gets dirty, and always shines as if newly polished. It also can't rust and doesn't dissolve from acid damage or other oxidizing effects.

Mithral

Mithral is as hard as steel, but much lighter and more flexible. Mithral can only be used for objects made of iron or steel.

Metallic Armor. Only metallic armor can be crafted using mithral. The armor's cost equals its regular cost + 500 gp. While wearing mithral armor, you don't suffer disadvantage on Dexterity (stealth) checks, even if the armor would normally impose disadvantage.

Light Weapons. A weapon with the Light property weighs nothing if crafted with mithral. The weapon's cost equals its regular cost + 1,500 gp.

Heavy Weapons. A weapon with the Heavy property loses the Heavy property if crafted with mithral. The weapon's cost equals its regular cost + 4,000 gp.

Other Weapons. A weapon with neither the Light nor the Heavy property gains the Light property if crafted with mithral. The weapon's cost equals its regular cost + 3,000 gp.

Ammunition. Mithral ammunition can be fired out to the long range of the weapon it is fired from without suffering disadvantage. The cost of ammunition crafted with mithral equals its regular cost + 75 gp per piece of ammunition.



Part 4: Bestiary

Chapter 16: Monsters

Achaierai

Congregating in large flocks atop the cubes of Avalas and Thuldanin, these bird-like fiends possess a malevolent intelligence. The achaierai resemble large birds perched atop four stilt-like legs, with underdeveloped wings leaving them flightless. Far from harmless however, they are surprisingly quick and fond of 'playing' with any prey they capture, devising new games and torments for their prisoners. In combat, their adversaries learn quickly that those long legs are hard as tempered iron and mortal magics have little effect upon them. If the achaierai are truly threatened, they hasten their escape by releasing a noxious black gas that addles the minds of their enemies.

Dragon Tamers. Flightless though they may be, the achaierai have found their own way to traverse the skies of Acheron - atop the backs of rust dragons. Where and how the partnership began is unknown, but many witnesses report a relationship reminiscent of humans and dogs between these fiends and their draconic pets. After recovering rust cocoons and raising them from birth, the fiends then train their dragons to burrow through the metallic cubes of Acheron to construct their warrens and to ferry the flock to new cubes when the need arises.

Home Layer. Achaierai are at home in Avalas and, to a much lesser extent, in Thuldanin.



This is my favorite part! Let's see those beasties!

-C

Achaierai

Large fiend, lawful evil

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Athletics +7, Perception +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Infernal
Challenge 5 (1,800 XP)

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

Smell Poison. The achaierai has advantage on Wisdom (Perception) checks that rely on smell to detect poisoned creatures and on Wisdom (Survival) checks to track a poisoned creature. In addition, the achaierai can sense poisoned creatures as if it had blindsight.

Actions

Multiattack. The achaierai makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature and the achaierai doesn't already have two creatures grappled, the achaierai can grapple the target (escape DC 15) instead of dealing damage. Until this grapple ends, the target is restrained.

Black Cloud (Recharge 5-6). The achaierai releases a 10-foot-radius sphere of black, choking gas centered on a point within 30 feet of it. The cloud spreads around corners, and its area is heavily obscured. The cloud remains for 1 minute before dispersing.

Each creature that is completely within the cloud at the start of its turn begins to suffocate and must make a DC 14 Constitution saving throw against poison. On a failed save, the creature takes 14 (4d6) poison damage, can't take reactions, and must roll a d10 at the start of each of its turns to determine its behavior for that turn. A creature that fails its saving throw by 5 or more is also poisoned for 1 minute. On a successful save, the creature takes half the poison damage but is otherwise unaffected. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

d10	Effect
1	The creature is stunned until the start of its next turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Aorn

Due to the abundance of precious gems in the Staccato Sea of Tintibulus, xorns eventually began migrating there. After millennia, the xorns have now adapted to the environment of their new home, developing features that make them perfectly suited for their new life.

Avarice Incarnate. Where once sturdy, clawed legs held these elementals to the earth, long tentacles resembling veins of gemstones trail behind the floating aorns. They drift through Tintilibus like many-fanged jellyfish, floating from outcropping to outcropping in search of their next meal. Growing in size as they gorge, the largest of the aorns are a truly impressive size, but their hunger betrays them. Overfed aorns are unable to contain their elemental form, and when they swell too large they shatter into newborn, smaller aorns. When one senses nearby treasure, especially a creature carrying gems, it wraps its tentacles around the meal and secretes a paralyzing oil, dragging its weakened catch into its fanged and dripping maw to be ground to dust. Those who see a bloom of aorns in travel are often transfixed by their alien beauty, marveling at the soft, many-hued glow of their tentacles drifting through the Staccato Sea.

Home Layer. Aorns dwell in Tintibulus, and aren't known to leave that layer of Acheron.



Dear Reader,

This is truly remarkable. A subspecies of xorn living in the infinite expanse of Tintibulus? I must investigate this myself!

E.A.

Oi, Stinkbeard. Leave these marvelous creatures alone! -C

Aorn

Medium elemental, lawful neutral

Armor Class 19 (natural armor), 20 if Large, 21 if Huge, 22 if Gargantuan
Hit Points 147 (14d8 + 84)
Speed 20 ft., burrow 20 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Athletics +9, Perception +5, Stealth +6, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages Terran
Challenge 14 (11,500 XP)

Death Spill. If the aorn dies, all precious metals and stones inside it that haven't been obliterated spill out around the corpse.

Earth Glide. The aorn can burrow through nonmagical, unworked earth and stone. While doing so, the aorn doesn't disturb the material it moves through.

Feed on Treasure. If the aorn eats precious metals or stones, such as coins or gems, with a value of 500 gp or more, its size increases by one category and it regains 21 (2d8 + 12) hit points. If there isn't enough room for the aorn to increase in size, it attains the maximum size possible in the space available.

For each size category above Medium, the aorn gets a +2 bonus to attack and damage rolls, its AC increases by 1, and the reach of its melee attacks increases by 5 feet. While the aorn is Large or bigger, it makes Strength checks and saving throws with advantage.

If the aorn starts its turn at Gargantuan size, the aorn shatters. Each creature within 60 feet of the aorn must make a DC 19 Dexterity saving throw, taking 42 (12d6) piercing damage on a failed save, or half as much damage on a successful one. The valuables inside the aorn are obliterated in the process and 2 Medium aorns appear in an unoccupied space the previous aorn occupied before shattering. Each new aorn has hit points equal to half the original aorn's, rounded down.

Treasure Sense. The aorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Variable Illumination. The aorn sheds bright light of any color in a 5- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The aorn can alter the radius and color as a bonus action.

Actions

Multiattack. The aorn makes three claw attacks, one bite attack, and two tentacle attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a creature, it loses precious metals and stones in its possession worth 6d100 gp, rounded down.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be paralyzed until the end of its next turn.

Arrowhawk

Often found scavenging from recent battlefields (or worse, arcing down upon unsuspecting prey), the four wings of the arrowhawk crackle and arc with lightning. Golden feathers sprout from their blue-scaled, legless bodies, and two sets of hungry eyes surround their jagged beaks.

Able to sinuously twist and vary the cadence of their wings independently, these creatures can fly at incredible speeds without a loss to their mobility, making them difficult prey and threatening predators. Arrowhawks absorb and retain static electricity, which they can release from their tail in surprising arcs of lightning.

Life in Flight. An arrowhawk's life is always in the skies, and this begins even before their birth; arrowhawk eggs remain floating in the air where they are laid and the hatchlings begin flight immediately upon cracking open their shells. After a short time these beasts begin their mostly solitary lives. Independent and generally unsocial, they are capable of speaking Auran but often prefer not to.

Juvenile Arrowhawk. While arrowhawks continuously grow during their lives, even their young can be a threat to the unwary. Over their first ten years of life, juveniles can reach roughly 5 feet in length with a 7-foot wingspan, and can weigh nearly 20 pounds.

Adult Arrowhawk. After reaching adulthood, arrowhawks remain in their prime for about three decades. During this time, they seek out a mate and lay claim to their territory, the boundaries of which they declare with shocking force. Adults are almost twice the size of juveniles, averaging 10 feet long with a 14-foot wingspan and reaching up to 100 pounds.

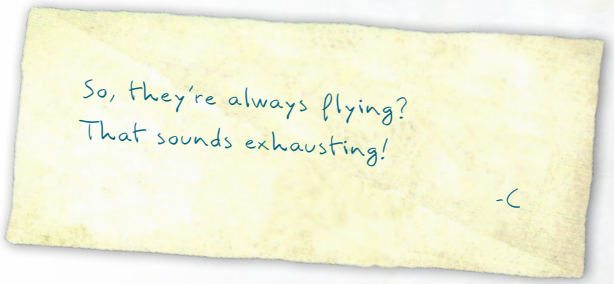
Elder Arrowhawk. If an arrowhawk has survived for more than 40 years, it is considered an elder. These massive beasts are no longer involved in the reproduction cycle, but have grown into cunning and devastating hunters. They harness the pervasive latent electrical charges around them into a new source of power, which they can channel to produce devastating effects.

Elder arrowhawks can be up to 20 feet long, with wingspans of nearly 30 feet, and some have been known to weigh up to 800 pounds.

Decrepit Arrowhawk. Though not many arrowhawks survive the harsh environment of Acheron for so long, their road is soon at an end regardless when they become decrepit. Such arrowhawks are between 50 and 60 years old and their lightning-infused, avian bodies are strained and unstable from decades of absorbing static energy. As a result, they must constantly discharge their reserves of static charges to avoid being torn apart.

Decrepit arrowhawks are exiled by their kin, and live the rest of their days in solitude. Many of them soon choose to perish on their own terms.

Home Layer. Arrowhawks are natives of Avalas and never venture deeper into Acheron.



Juvenile Arrowhawk

Small monstrosity, lawful neutral

Armor Class 13 (natural armor)
Hit Points 39 (6d6 + 18)
Speed 10 ft., fly 30 ft.

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

Skills Acrobatics +5, Perception +3, Survival +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 13
Languages Auran
Challenge 3 (700 XP)

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

Actions

Multiattack. The arrowhawk makes one attack with its bite and fires one lightning ray.

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

Lightning Ray. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 18 (4d8) lightning damage.

Adult Arrowhawk

Medium monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +7
Skills Acrobatics +7, Perception +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, lightning, poison
Senses darkvision 60 ft., passive Perception 15
Languages Auran
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The arrowhawk makes one attack with its bite and fires one lightning ray.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Lightning Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 22 (5d8) lightning damage.



Elder Arrowhawk

Elder Arrowhawk

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +7
Skills Acrobatics +10, Perception +6, Survival +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, lightning, poison
Senses darkvision 60 ft., passive Perception 16
Languages Auran
Challenge 8 (3,900 XP)

Current Accumulation. Whenever the arrowhawk is subjected to lightning damage, it takes no damage and gains 1 static charge.

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

Static Charges. The arrowhawk absorbs static energy from its surroundings, which accumulates in static charges. Roll a d6 at the end of each of the arrowhawk's turns; on a roll of 4 or higher, the arrowhawk gains a static charge. It can have up to 3 static charges at any one time.

The arrowhawk can expend a static charge as a bonus action, to create one of the following effects:

Freedom. The arrowhawk escapes from nonmagical restraints and can't be grappled or restrained until the end of its turn.

Overload. The arrowhawk increases the range of its next Lightning Ray this turn to 120 feet.

Zap. The arrowhawk makes its next bite attack this turn with advantage and deals an additional 9 (2d8) lightning damage on a hit.

Actions

Multiattack. The arrowhawk makes one attack with its bite and fires one lightning ray.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Lightning Ray. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 22 (5d8) lightning damage.

Decrepit Arrowhawk

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Dex +5
Skills Acrobatics +5, Perception +7, Survival +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, lightning, poison
Senses darkvision 60 ft., passive Perception 17
Languages Auran
Challenge 8 (3,900 XP)

Current Accumulation. Whenever the arrowhawk is subjected to lightning damage, it takes no damage and gains 1 static charge.

Death Throes. When the arrowhawk dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 9 (2d8) lightning damage for each static charge remaining on the arrowhawk on a failed save, or half as much damage on a successful one. Creatures that are wearing armor made of metal have disadvantage on the saving throw.

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

Static Charges. The arrowhawk absorbs static energy from its surroundings. It starts combat with 3 static charges and it gains 1d4 static charges at the end of each of its turns. It can have up to 6 static charges at any one time.

If the arrowhawk starts its turn with 6 static charges, it dies.

Actions

Multiattack. The arrowhawk spends 1d4 static charges, making a lightning ray attack for each expended charge.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Lightning Ray (Costs 1 Static Charge). *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (3d8) lightning damage.

Axiomatic Creature Template

Any creature of lawful alignment can have an axiomatic variant. An axiomatic creature retains all its statistics except as noted below:

Ability Scores. The creature's Intelligence score becomes 4, unless it was already 4 or greater.
Alignment. The creature's alignment becomes lawful neutral if it wasn't already.
Senses. The creature gains darkvision with a radius of 60 feet, unless it already had this trait.
Condition Immunities. The creature gains immunity to the petrified condition unless it is already immune.
Linked Minds. Axiomatic creatures of a particular creature type within 300 feet of each other can communicate telepathically with each other. In addition, if one of these creatures isn't surprised, none of them are.
Smite Chaos (1/Day). When the creature makes a weapon attack against a creature of chaotic alignment, it deals extra damage equal to its Challenge Rating or level.

Axiomatic Creature

Axiomatic creatures are born and live in lawful planes like Acheron, Mechanus, or any place of power for the forces of order. While they bear a passing resemblance to creatures of the Material Plane, axiomatic variants are aesthetically-optimized and mentally-adapted for lawful planes. For example, an axiomatic humanoid may have better defined muscles and no birthmarks, an axiomatic wolf might have naturally-groomed fur, and an axiomatic beholder's eye rays may have sharp colors. Often called "perfect" creatures, some scholars hypothesize that axiomatic beings are the original first drafts of all creatures, and that the beings of the Material Plane are imperfect iterations.

Dear Reader,

I once had an axiomatic owl as a companion. Ezozu was witty and as loyal as they come. I often contemplate what became of him after we had to part ways.

E.A.

Adult Axiomatic Arrowhawk

Medium monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +7
Damage Immunities acid, lightning, poison
Senses darkvision 60 ft., passive Perception 15
Languages Auran
Challenge 5 (1,800 XP)

Flyby. The axiomatic arrowhawk doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Linked Minds. The axiomatic arrowhawk can communicate telepathically with all other axiomatic arrowhawks within 300 feet of it. If one of the arrowhawks isn't surprised at the start of combat, none of them are.

Smite Chaos (1/Day). When the axiomatic arrowhawk makes a weapon attack against a creature of chaotic alignment, it deals an additional 5 damage.

Actions

Multiattack. The axiomatic arrowhawk makes one attack with its bite and fires one lightning ray.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Lightning Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 22 (5d8) lightning damage.

Banelar Naga

A fiendish mirror to their similarly immortal cousins, the nagas, banelars ally themselves with the priests of dark deities like their namesake Bane, the fickle Cyric, or less commonly the duergar gods Laduguer and Deep Duerra. Reflecting Bane's tyrannical designs, these snake-folk are fiercely independent and often refuse to obey or serve mortal priests unless it is in their own interest.

Dark greenish-purple scales coat the serpentine bodies of the banelars, reaching up to eerily humanoid faces in which pale-green eyes burn with hate. Small tentacles ring their mouths with which the nagas can manipulate small objects and tools; many banelar nagas collect magic items, especially wands, which they wield using these appendages. Alongside their potent magical abilities, these nagas also subdue their enemies with a brown-tinted poison stinger, large enough to impale a full-grown human.

Paranoid Tyrants. When not working directly with the clergy of evil deities, banelar nagas are selfish and driven to solidarity by their constant paranoia. Assembling slaves and troves of magical defenses, they remain in their warm, watery lairs - executing their plots from a distance. Touched by the Lower Planes, these nagas are fond of dealmaking but adhere only to the letter of the deal. Many a poor servant has found themselves commanded into breaking bargains their banelar master had sealed only moments before

Home Layer. These horrid monstrosities primarily dwell in Avalas, where Bane's influence is at its greatest. However, they occasionally venture into the other layers of Acheron and even other planes.



Variant: Wand-Wielding Banelar Naga

Some banelar nagas carry one or more wands with their prehensile tentacles. For such a banelar naga roll a d10 or choose a number between 1 and 10 to determine how many wands it carries. For each wand roll a d10 or choose from among the wands described below. Be mindful of your party's level when doing this.

d10	Wand	Requires Attunement
1	Wand of magic detection	No
2	Wand of secrets	No
3	Wand of magic missiles	No
4	Wand of web	Yes
5	Wand of binding	Yes
6	Wand of fear	Yes
7	Wand of paralysis	Yes
8	Wand of the war mage	Yes
9	Wand of polymorph	Yes
10	Wand of wonder	Yes

If you roll a *wand of the war mage*, roll a d6. On a roll of 1-3, the wand has a +1 bonus, on a roll of 4-5, the wand has a +2 bonus, and on a roll of 6, the wand has a +3 bonus.

Banelar Naga

Huge monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 112 (9d12 + 54)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	17 (+3)	16 (+3)	16 (+3)

Saving Throws Con +7, Wis +6
Damage Immunities acid, poison
Condition Immunities frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Draconic, Goblin, Infernal, Orc
Challenge 7 (2,900 XP)

Amphibious. The naga can breathe air and water.

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

Master of Wands. Attuning to a wand doesn't count against the naga's attunement limit.

Prehensile Tentacles. The naga has ten tentacles on its chin, which can each grasp and manipulate small objects such as tools or wands. However, it can't wield weapons or shields with them.

Spellcasting. The naga is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14), and it needs only verbal components to cast spells. It has the following spells prepared:

Cantrips (at will): *acid splash, fire bolt, mage hand, minor illusion*
1st level (4 slots): *bane, charm person, command, cure wounds, detect magic, fog cloud, Tasha's hideous laughter*
2nd level (3 slots): *aid, darkness, enhance ability, suggestion*
3rd level (3 slots): *dispel magic, lightning bolt, magic circle, mass healing word*

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The naga makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target, *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 27 (4d10 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and takes 27 (4d10) bludgeoning damage at the start of each of its turns, and the naga can't constrict another target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target, *Hit:* 17 (2d10 + 6) piercing damage and the target must make a DC 15 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. If the poison reduces a creature to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Bladelings

Not originally from Acheron, the bladelings have long-since established themselves on the plane and are considered native to their home in Ocanthus, the fourth layer. Much like the whirling blades of ice and iron that the layer is home to, the bladelings themselves are humanoids with one major distinction: their bodies are covered in spike-like protrusions of skin and bone which they use in their defense. Eyes that glow like glacial ice, purplish metallic skin, and blood the color and consistency of oil make certain that the bladelings have only a passing resemblance to the humans of the Material Plane. They make their home in the city of Zoronor, inside Hriste, also known as the Blood Forest, a strange mass of wood and other pulpy organic material that protects the city from the whirling blades outside.

Isolated Theocracy. Little is known of the bladelings' city and their Priest-King, as they are famously xenophobic and take a hard-line approach to outsiders. While bladelings can be courteous to strangers outside their home, the general response to a non-bladeling in Zoronor is swift decapitation. Bladeling families are divided into castes as follows: the priest caste, the conjurer caste, the warrior caste, and the artisan caste.

Home Layer. Most bladelings are born, live, and die in Zoronor in Ocanthus.

Bladeling Commander

Mercenaries are one of the only exports from the bladeling city, and rumors of their strength and ability has ensured quality pay from their employers. Among these small groups of trained fighters, older and more experienced warriors take charge in organizing contracts and representing the Priest-King of Zoronor in their dealings, whom they worship fanatically.

Bladeling Conjurer

Those that have visited Zoronor and returned note a high degree of arcane study among the bladelings. Their martial prowess is widely known and respected, but skilled arcanists and researchers are what have allowed their people to survive Ocanthus's harsh environs for so long.

Bladeling Commander

Medium humanoid, lawful evil or lawful neutral

Armor Class 15 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +9, Survival +7
Damage Resistances cold, fire; piercing and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 11
Languages Bladeling, Common
Challenge 7 (2,900 XP)

Indomitable (1/Day). The bladeling rerolls a failed saving throw.

Into the Fray. The bladeling adds a d8 to its initiative rolls.

Spiked Skin. If a creature touches the bladeling or hits it with a melee weapon attack while within 5 feet of it, the creature takes 3 (1d6) piercing damage.

Actions

Multiattack. The bladeling makes three melee attacks or two spike attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 7 (2d6) slashing damage if the bladeling has more than half of its total hit points remaining.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, plus 7 (2d6) slashing damage if the bladeling has more than half of its total hit points remaining.

Spike. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 7 (2d6) piercing damage if the bladeling has more than half of its total hit points remaining.

Razor Storm (1/Day). The bladeling launches a barrage of spikes in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Bladeling Conjurer

Medium humanoid, lawful evil or lawful neutral

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Skills Arcana +5, Survival +7
Damage Resistances cold, fire; piercing and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Bladeling, Common
Challenge 4 (1,100 XP)

Indomitable (1/Day). The bladeling rerolls a failed saving throw.

Spellcasting. The bladeling is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The bladeling has following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, ray of frost, sword burst*
1st level (4 slots): *fog cloud, grease, hail of thorns, shield*
2nd level (3 slots): *cloud of daggers, Melf's acid arrow, mirror image*
3rd level (3 slots): *counterspell, sleet storm*
4th level (1 slot): *conjure minor elementals*

Spiked Skin. If a creature touches the bladeling or hits it with a melee weapon attack while within 5 feet of it, the creature takes 3 (1d6) piercing damage.

Actions

Multiattack. The bladeling makes three melee attacks or two spike attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, plus 7 (2d6) slashing damage if the bladeling has more than half of its total hit points remaining.

Spike. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the bladeling has more than half of its total hit points remaining.

Razor Storm (1/Day). The bladeling launches a barrage of spikes in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Bladeling Priest

At the height of bladeling society are their priests. Most often female, these powerful figures act on the will of the Priest-King and their unknown deities. External threats to Zoronor are rare, but the city itself is often locked in back-and-forth conflicts incited by these priests. Seeking to rise in the theocratic hierarchy or curry favor with their mysterious gods, they plot and enact city-spanning schemes of violence and political strife to forward their own agendas.

Bladeling Warrior

The metallic hide and inherent resistances of the bladelings make them superbly suited for the dangers of combat. Bladeling warriors train to fight both with arms and with their natural weapons, seamlessly dancing between sword strikes and flashes of claw and spike.



Bladeling Priest

Medium humanoid, lawful evil or lawful neutral

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Saving Throws Con +7, Wis +8
Skills Religion +6, Survival +7
Damage Resistances cold, fire; piercing and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Bladeling, Common
Challenge 9 (5,000 XP)

Indomitable (1/Day). The bladeling rerolls a failed saving throw.

Spellcasting. The bladeling is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The bladeling has following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*
1st level (4 slots): *bless, command, detect evil and good, protection from evil and good, shield of faith*
2nd level (3 slots): *continual flame, hold person, spiritual weapon, zone of truth*
3rd level (3 slots): *create food and water, glyph of warding, spirit guardians*
4th level (3 slots): *freedom of movement, guardian of faith*
5th level (2 slots): *hallow*
6th level (1 slot): *heal*

Spiked Skin. If a creature touches the bladeling or hits it with a melee weapon attack while within 5 feet of it, the creature takes 3 (1d6) piercing damage.

Actions

Multiattack. The bladeling makes three melee attacks or two spike attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, plus 7 (2d6) slashing damage if the bladeling has more than half of its total hit points remaining.

Spike. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the bladeling has more than half of its total hit points remaining.

Razor Storm (1/Day). The bladeling launches a barrage of spikes in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Bladeling Warrior

Medium humanoid, lawful evil or lawful neutral

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Athletics +6, Survival +4
Damage Resistances cold, fire; piercing and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 10
Languages Bladeling, Common
Challenge 3 (700 XP)

Into the Fray. The bladeling adds a d6 to its initiative rolls.

Spiked Skin. If a creature touches the bladeling or hits it with a melee weapon attack while within 5 feet of it, the creature takes 3 (1d6) piercing damage.

Actions

Multiattack. The bladeling makes two melee attacks.

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Razor Storm (1/Day). The bladeling launches a barrage of spikes in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Bonespear

Naturally hardy and resilient, bonespears can be found on many planes but are native to Acheron. These large, grasshopper-like creatures are patient hunters that can wait in perfect stillness for days for the proper prey to present itself. Without close inspection, one might think the two jagged horns on the bonespear's head are designed for an awkward insectoid lunge. However, these loose horns are connected by tough sinews to the body, from which the bonespear can launch its titular weapons like natural harpoons. When its prey has been impaled by a horn, the bonespear causes the horn to retract, pulling its prey toward it. The horn's poison progressively weakens the restrained prey as the bonespear hungrily chews on the creature's dying form.

With 8-foot-long bodies that reach a height of 5 feet at the shoulder, the dark carapace of a bonespear is only interrupted by its horns, which average around 3 feet in length. Their natural resilience has allowed bonespears to survive and expand in planes and environments where many others would be hard-pressed to do the same. However, they favor barren, rocky ground for hunting, and burrowed lairs for resting.

Home Layer. Bonespears originate in Thuldanin where they call many cubes home.



Bonespear

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., climb 40 ft.

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

Skills Athletics +9, Perception +6, Stealth +8
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities poison
Condition Immunities charmed, frightened, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages -
Challenge 13 (10,000 XP)

Immobile Stance. The bonespear can use this feature as a bonus action to anchor itself to or loosen itself from the ground. While anchored, the bonespear has advantage on ability checks and saving throws made to avoid being moved against its will. However, the bonespear's movement speed can't exceed 0 and it has disadvantage on Dexterity saving throws.

Regeneration. The bonespear regains 10 hit points at the start of its turn if it has at least 1 hit point remaining.

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

Wounded Assault. While it has 100 hit points or fewer, the bonespear has advantage on attack rolls and immediately becomes surrounded by a strange, green fog, which spreads into a 20-foot-radius sphere centered on the bonespear. The fog is opaque, causing the area to be heavily obscured.

Actions

Multiattack. The bonespear makes two attacks with its horns and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 60 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17) and pulled into the bonespear's space. Until the grapple ends, the target is restrained, and the bonespear can't use the same horn on another target. A creature that starts its turn grappled by one of the bonespear's horns must succeed on a DC 18 Constitution saving throw or become poisoned until cured and suffer an additional effect based on the type of horn used:

Enfeebling Horn. The target's Strength score reduced by 1d4 for as long as it remains poisoned. Each time the target fails the saving throw after the first, its Strength score is reduced by a further 1d4. A creature dies if its Strength score is reduced to 0 in this manner.

Sedating Horn. The target's Dexterity score is reduced by 1d4 for as long as it remains poisoned. Each time the target fails the saving throw after the first, its Dexterity score is reduced by a further 1d4. A creature dies if its Dexterity score is reduced to 0 in this manner.

Caedes

Caedes are a haunting and impressive sight for those who have witnessed them. These enormous eel-like creatures float through Tintibulus, the third layer of Acheron, where they are among the few native species. While the caedes are quite numerous, the infinite space that is Tintibulus ensures a person could live several life times without ever encountering one.

Solitary Giants. The life of a caedes is lonely and long, as these creatures can live to nearly 10,000 years of age. In life, a caedes can survive up to a decade on a single meal, staying dormant for most of the time, and only waking when it is time to feed again. A fully grown caedes is between 30 and 40 feet tall and up to 300 feet long. They are solitary creatures, and only seek out others of their kind once in their lifetime, when they are around 1,000 years old, so they can procreate. A pregnant caedes produces 1d4 + 1 Huge eggs that it places separately on different cubes throughout Tintibulus. An egg hatches after ten years, whereupon the newborn thin-head begins its flight among the cubes.

Thin-Head. Newborn caedes are called thin-heads, because their heads (and bodies) are flat. Thin-heads tend to measure 10 feet tall and 50 to 75 feet long. They are also translucent, as they don't yet have a shell, making them the most vulnerable. After roughly 100 years, a thin-head reaches adolescence and becomes an elver.

Elver. Elvers resemble a fully grown caedes in every way, except they are considerably smaller (between 100 and 150 feet long and about 20 feet tall). At this age, elvers are hunting for a greater quantity of food to support their growing form and they may demonstrate greater hostility to potential meals. Their frame has grown into the shelled, eel-like body of an adult, but their adolescence is betrayed by eyes that have not yet faded to the milky gaze of a full-grown caedes. An elver reaches adulthood when it is about 900-1,000 years old, and then begins its search for a mate.

Matured. An adult caedes is an awe-inspiring sight, but extended exposure to these creatures seems to addle the minds of those that study them. Crackling with electrical energy, the caedes seem to swim between the detritus of Tintilibus. The only mark of their passing is a sort of dull thrum that vibrates through the air, an incredibly low-frequency hum that shakes the bones of those who witness them. Caedes of this age are either in search of a mate or have produced offspring already, so to the great misfortune of those that find one of these behemoths there may in fact be another nearby.

Home Layer. The caedes hail from the farthest reaches of Tintibulus and haven't so far cross over into other layers.

Caedes

Gargantuan aberration, neutral evil

Armor Class 25 (natural armor)
Hit Points 624 (32d20 + 288)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	28 (+9)	13 (+1)	21 (+5)	23 (+6)

Saving Throws Dex +9, Con +19, Wis +15
Skills Athletics +20, Perception +15, Stealth +9
Damage Resistances acid, fire
Damage Immunities cold, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 25
Languages -
Challenge 35 (265,000 XP)

Innate Spellcasting. The caedes' innate spellcasting ability is Charisma (spell save DC 24). It can innately cast the following spells, requiring no components:

At will: *chain lightning, ice storm, lightning bolt, shatter, wall of ice*

1/day each: *storm of vengeance (skips rounds 2 and 4)*

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

Limited Magic Immunity. Unless it wishes to be affected, the caedes is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Regeneration. The caedes regains 50 hit points at the start of each of its turns if it has at least 1 hit point.

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

Actions

Multiattack. The caedes can use its Despairing Presence. It then makes four attacks: one with its bite, one with its tail, and two lightning blasts. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 22 (4d10) lightning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the caedes can't bite another target.

Tail. *Melee Weapon Attack:* +20 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage plus 22 (4d10) lightning damage. If the target is a creature, it must succeed on a DC 28 Strength saving throw or be knocked prone.

Lightning Blast. *Melee or Ranged Weapon Attack:* +19 to hit, range 60/180 ft., one target. *Hit:* 53 (8d10 + 9) lightning damage.

Obliteration Wave (Recharge 6). Each creature within 120 feet of the caedes must make a DC 27 Constitution saving throw. On a failed save, a creature takes 55 (10d10) lightning damage and 54 (12d8) thunder damage, and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Despairing Presence. Each creature of the caedes' choice within 120 feet of it and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature is also stunned while frightened in this manner. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the caedes is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the caedes' Despairing Presence for the next 24 hours.

Swallow. The caedes makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the caedes, and it takes 88 (16d10) lightning damage at the start of each of the caedes' turns.

If the caedes takes 150 damage or more on a single turn from a creature inside it, the caedes must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the caedes. If the caedes dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The caedes can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The caedes regains spent legendary actions at the start of its turn.

Cast Innate At-Will Spell (Costs 2 Actions). The caedes casts an innate spell it can cast at will.

Lightning Blast. The caedes makes a lightning blast attack.

Move. The caedes moves up to its speed.

Chomp (Costs 2 Actions). The caedes makes one bite attack or uses its Swallow.



Optional: Epic Die Traits
If your group plays with the Epic Die, a caedes, regardless of its age or size, also has the additional trait noted below:

Epic Trait: Otherworldly Metabolism. The caedes regains an additional number of hit points at the start of each of its turns equal to 10 x the Epic Die.

Caedes Elver

Gargantuan aberration, neutral evil

Armor Class 25 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	25 (+7)	11 (+0)	18 (+4)	19 (+4)

Saving Throws Dex +8, Con +16, Wis +13
Skills Athletics +19, Perception +13, Stealth +8
Damage Resistances acid, fire
Damage Immunities cold, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 23
Languages -
Challenge 30 (155,000 XP)

Innate Spellcasting. The caedes' innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no components:

At will: *chain lightning, ice storm, lightning bolt, shatter, wall of ice*

1/day each: *storm of vengeance (skips rounds 2 and 4)*

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

Limited Magic Immunity. Unless it wishes to be affected, the caedes is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Regeneration. The caedes regains 50 hit points hit points at the start of each of its turns if it has at least 1 hit point.

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

Actions

Multiattack. The caedes can use its Despairing Presence. It then makes four attacks: one with its bite, one with its tail, and two lightning blasts. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 11 (2d10) lightning damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the caedes can't bite another target.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage plus 11 (2d10) lightning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Lightning Blast. *Melee or Ranged Weapon Attack:* +17 to hit, range 60/180 ft., one target. *Hit:* 40 (6d10 + 7) lightning damage.

Despairing Presence. Each creature of the caedes' choice within 120 feet of it and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature is also stunned while frightened in this manner. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the caedes is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the caedes' Despairing Presence for the next 24 hours.

Swallow. The caedes makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the caedes, and it takes 66 (12d10) lightning damage at the start of each of the caedes' turns.

If the caedes takes 50 damage or more on a single turn from a creature inside it, the caedes must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the caedes. If the caedes dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The caedes can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The caedes regains spent legendary actions at the start of its turn.

Cast Innate At-Will Spell (Costs 2 Actions). The caedes casts an innate spell it can cast at will.

Lightning Blast. The caedes makes a lightning blast attack.

Move. The caedes moves up to its speed.

Chomp (Costs 2 Actions). The caedes makes one bite attack or uses its Swallow.

Caedes Thin-Head

Huge aberration, neutral evil

Armor Class 20 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +7, Con +13, Wis +10
Skills Athletics +15, Perception +10, Stealth +7
Damage Resistances acid
Damage Immunities cold, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 23
Languages -
Challenge 22 (62,000 XP)

Innate Spellcasting. The caedes' innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *chain lightning, ice storm, lightning bolt, shatter, wall of ice*

Limited Magic Immunity. Unless it wishes to be affected, the caedes is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

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

Actions

Multiattack. The caedes makes four attacks: one with its bite, one with its tail, and two lightning blasts. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 27 (3d12 + 8) piercing damage plus 5 (1d10) lightning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the caedes can't bite another target.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage plus 5 (1d10) lightning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Lightning Blast. *Melee or Ranged Weapon Attack:* +13 to hit, range 60/120 ft., one target. *Hit:* 39 (6d10 + 6) lightning damage.

Swallow. The caedes makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the caedes, and it takes 44 (8d10) lightning damage at the start of each of the caedes' turns.

If the caedes takes 30 damage or more on a single turn from a creature inside it, the caedes must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the caedes. If the caedes dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Chronotyryn

Chronotyryns present themselves as arbiters of time itself. Absurd as that claim may be, it is difficult to argue against, as these bifurcated bird-like creatures seem to have knowledge of both the past and future when they speak.

Chronotyryns resemble large, gray-skinned vultures standing nearly 12 feet tall from tail to beak. Thin, scaled arms emerge from beneath the adamantine wings that span 40 feet at full extension. Sinister, yellow eyes belie their malevolent intelligence from above cruel, hooked beaks. They are often seen wearing complicated harnesses to carry an array of magical items.

Disturbing Speech. What is truly unsettling about the chronotyryns is their conversation. They possess both dual brains and dual voice boxes, and in speech often hold multiple discussions simultaneously for expediency. When something interesting holds a chronotyryn's attention, its voices may instead echo themselves to underline its statements.

Home Layer. Chronotyryns are natives of Avalas and keep to its fringes, far away from active battlefields. However, they are quite fond of traveling, and make frequent excursions into the Material Plane.



Variant: Elemental Flurry

Some chronotyryns have learned to tap into the elemental energies of the Plane of Air, allowing them to draw forth elementals with their powerful wing beats. When such a chronotyryn uses its Feather Flurry, an **air elemental** appears in an unoccupied space of the chronotyryn's choice within the cone.

The air elemental acts on its own initiative, obeying the chronotyryn's commands. It deals extra damage because of the adamantine feathers swirling inside it at high velocity. Each slam attack deals 18 (3d8 + 5) slashing damage, and the elementals' whirlwind attack deals 20 (4d8 + 2) slashing damage (half damage on a successful save, as normal).

Chronotyryn

Large monstrosity, lawful evil

Armor Class 22 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	21 (+5)	22 (+6)	17 (+3)	26 (+8)

Saving Throws Dex +12, Con +12, Wis +10
Skills Arcana +13, History +13, Insight +10, Perception +17
Damage Resistances acid, fire; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Senses darkvision 60 ft., passive Perception 27
Languages Abyssal, Auran, Celestial, Common, Infernal, Draconic, Giant
Challenge 22 (41,000 XP)

Adamantine Feathers. Any critical hit against the chronotyryn becomes a normal hit.

Innate Spellcasting. The chronotyryn's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 23), requiring no components:

At will: *detect magic, identify, mage hand, misty step, shatter, slow*

3/day each: *blink, control winds, dimension door, plane shift*

1/day each: *blade barrier, reverse gravity, time stop*

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

Timeless Senses. The chronotyryn has the following senses:

Foresight. The chronotyryn can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the chronotyryn.

Hindsight. The chronotyryn has perfect memory and knows the detailed history of any creature it sees.

Actions

Multiattack. The chronotyryn uses its Feather Flurry or Sonic Screech if it can. It then makes two temporal weapon attacks.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Temporal Weapon. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning, piercing, or slashing damage (chronotyryn's choice). This is magical damage that transcends time and hit points lost as a result of this damage can't be restored by any means for 24 hours.

Feather Flurry (Recharge 5-6). The chronotyryn launches a barrage of sharp, adamantine feathers in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one.

Sonic Screech (1/Day). The chronotyryn releases a burst of incredible sound. Each creature within 30 feet of the chronotyryn that can hear it must make a DC 20 Constitution saving throw. On a failed save, a creature takes 28 (8d6) thunder damage and is paralyzed until the end of its next turn. On a successful save, a creature takes half as much damage and isn't paralyzed.

Legendary Actions

The chronotyryn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chronotyryn regains spent legendary actions at the start of its turn.

Cast Innate Spell (Costs 2 Actions). The chronotyryn casts a spell it can cast innately.

Claw. The chronotyryn makes a claw attack.

Move. The chronotyryn moves up to its speed.

Temporal Escape (Costs 3 Actions). The chronotyryn disappears until the next creature in the initiative order finishes its turn, at which point it reappears in the closest unoccupied space to the space it disappeared from. Though it is only gone for a split-second, it has spent an hour away, gaining the benefits of a short rest, expending up to 3 hit dice to regain lost hit points, and recharging its Feather Flurry.



These little things make such a satisfying crunch sound when you smash them. Khuu, khuu, khuu!

-C

Clockroach Command Amulet

The clockroach is magically bound to a command amulet in the shape of a small, round disk. A creature holding the command amulet can speak instructions in any language, but the sentence must be no longer than 25 words, and the instructions can't rely on senses other than hearing and sight.

The command amulet can be placed in a circular slot located in the clockroach's carapace. When inserting the amulet, it can be turned clockwise up to twelve times, emitting a clear clicking noise with each turn and causing the clockroach to enact the amulet's instructions for a number of hours equal to the number of times it was turned.

The clockroach defends itself if attacked and attacks any creature that attempts to stop it from carrying out its instructions.

The clockroach is stunned while no command amulet is inserted in it and when time runs out on an active amulet.

Clockroach

Often found cleaning debris and corpses from dungeons and battlefields, clockroaches are mindless constructs that behave according to how their creator has programmed them - and will do so continuously until they fall apart. Only attacking to defend itself or when a living creature has entered into an area it was ordered to clean, the clockroach extrudes acid to remove the threat before resorting to its metal pincers while its store of acid replenishes. If an obstacle is placed between a clockroach and its goal, it will sooner melt the obstacle with its acid than simply walk around.

Home Layer. Being constructs, clockroaches don't have a home layer per se. They can usually be found clearing corpses from the battlefields of Avalas or digging for treasure in the tunnels of Thuldanin.

Clockroach

Small construct, unaligned

Armor Class 13 (natural armor)
Hit Points 14 (4d6)
Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

Skills Acrobatics +5, Athletics +3, Stealth +5
Damage Immunities poison; bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages -
Challenge 1 (200 XP)

Quick Climb. The clockroach doesn't provoke opportunity attacks while climbing.

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

Actions

Multiattack. The clockroach makes two pincer attacks.

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

Acid Breath (Recharge 5–6). The clockroach exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one. If this acid is spewed on a corpse, it begins to dissolve, disappearing completely after 8 hours.

Crafting a Clockroach

The material cost to craft a clockroach is 5,000 gp. This includes the metal plates for its carapace, as well as special components and enchantments to power the command amulet. The crafter must be a spellcaster with access to fourth-level spell slots.

Crafting a new clockroach from the remains of a destroyed one reduces the cost to 1,000 gp.

Devils

The forces of Baator are not an uncommon sight in the constant battles of Acheron, but their presence is also indicative of the influence of another interested power - the archdevils of the Nine Hells. While deities and generals are quick to add infernal strength to their ranks, no deal with a devil is ever made without a price.

Steel Devil (Bueroza)

Strong, swift, and enduring, the steel devils are almost engineered for warfare. As such, it should come as no surprise that Asmodeus loans them to various warlords or even deities on the Infinite Battlefield from time to time. What Asmodeus gets in return, however, is anyone's guess.

Tetrabrachius Devil

Standing almost 20 feet tall in combination with their four arms, makes a tetrabrachius devil perfect for the warfare that is ever-present in Acheron. And while they are potent combatants, well adapted to the rigors of battle, they most often come here on Asmodeus' behest to offer strategic advice to the likes of Maglubiyet, Gruumsh, and even Bane. Their counsel isn't always heeded, but it is certainly respected, and a tetrabrachius devil is never harmed, for none, not even these ruthless gods of war, would dare insult the Lord of the Nine Hells.



Tetrabrachius Devil

Variant: Devil Summoning

Some devils can have an action option that allows them to summon other devils.

Summon Devil (1/Day). The devil chooses what to summon and attempts a magical summoning.

- A steel devil has a 30 percent chance of summoning one steel devil.
- A tetrabrachius devil has a 60 percent chance of summoning 2d4 bearded devils or 1d4 steel devils.

A summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Steel Devil

Medium fiend (devil), lawful evil

Armor Class 17 (splint)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision

Metallic Melody (Recharges after a Short or Long rest). As a bonus action, the devil can begin to a chant for 1 minute, or until the devil is incapacitated, producing horrid, rhythmic shrieking that sounds like metal rasping against metal. Any hostile creature that starts its turn within 60 feet of the devil and is concentrating on a spell must succeed on a Constitution saving throw (DC = 10 + the spell's level) or lose concentration. In addition, whenever an affected creature attempts to cast a spell that requires concentration, it must succeed on the same saving throw or the spell fails and the spell slot is wasted. Deafened creatures, constructs, and undead are unaffected by this trait.

Superior Pack Tactics. The devil has advantage on attack rolls and saving throws if at least one of its allies is within 5 feet of the devil and the ally is not incapacitated.

Actions

Multiattack. The devil makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Large or smaller and wielding a shield, it must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from the devil and have its shield shattered.

Tetrabrachius Devil

Huge fiend (devil), lawful evil

Armor Class 18 (natural armor + shield)
Hit Points 220 (21d12 + 84)
Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Con +9, Wis +8, Cha +10
Skills Arcana +9, Athletics +11, Insight +13, Investigation +9, Intimidation +15, Perception +8, Persuasion +15
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison, radiant (see Asmodeus' Shield)
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Asmodeus' Shield. While the devil has more than half its hit points, it is immune to radiant damage.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

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

Actions

Multiattack. The devil makes three attacks: two with its siege pike and one with its shield bash. It can use Hurl Flame in place of any melee attack.

Siege Pike. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. This attack deals double damage to objects and structures.

Shield Bash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 150 ft., one target. *Hit:* 21 (6d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Dreadmaster

Devoted adherents of Bane, dreadmasters are tyranny incarnate. In any setting they seek to rule without question through domination and terror, only bending the knee to Bane himself. Spreading the Black Hand's dark doctrine, they instill fear in all - especially in those who do not recognize his might as a deity.

Obsessive Control. Dreadmasters are often found standing above their followers or at the head of organizations - from small towns to whole societies and dioceses - which they rule absolutely with ruthless command. In operation, they tend to oversee every detail of their coterie to the point of obsession. To themselves this is simply precision and control, but to their adherents it is overbearing and oppressive. In search of ways to cement their station, a dreadmaster may accumulate magic items, strengthen their body, or pursue esoteric knowledge to establish themselves as an indisputable leader. But every leader has enemies, and dreadmasters more so than most - whether those enemies are real or fabricated, however, is difficult to discern.

Home Layer. Dreadmasters are most common on the Material Plane, though they are quite numerous in Avalas where the influence of their dark god is at its greatest.

Variant: Special Cohort

Some dreadmasters have a special cohort; a creature that serves them with complete and utter devotion. Roll a d10 on or choose from among the options presented in the table below, or give the dreadmaster a different cohort entirely.

d10	Creature	CR
1	Imp	1
2	Displacer beast	3
3	Doppelganger	3
4	Hell hound	3
5	Manticore	3
6	Helmed horror	4
7	Gorgon	5
8	Gauth**	6
9	Banelar naga*	7
10	Death kiss**	10

If a dreadmaster's cohort dies, it takes the dreadmaster 3d10 days to acquire a new one. This time represents both finding a new creature and forcing it into submission.

* Found in this book

** Found in *Volo's Guide to Monsters*



Dreadmaster

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)
Hit Points 210 (28d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +7, Cha +10
Skills Arcana +7, Athletics +9, Insight +12, Perception +7, Religion +7
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages any three languages
Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the dreadmaster's darkvision.

Dominating Aura. Any creature hostile to dreadmaster that starts its turn within 20 feet of the dreadmaster must make a DC 18 Wisdom saving throw, unless the dreadmaster is incapacitated. On a failed save, the creature is frightened until the start of its next turn. A creature that is immune to the frightened condition is not immune to this effect unless its CR or level is higher than that of the dreadmaster. If a creature's saving throw is successful, the creature is immune to the dreadmaster's Dominating Aura the next 24 hours.

Imposing Will. The dreadmaster can activate or deactivate this feature as a bonus action. While active, the dreadmaster gains one of the following effects.

Dire Lord. When a spell or effect would cause the dreadmaster to become cursed, deafened, diseased, or poisoned, the dreadmaster can use its reaction to force another creature within 20 feet to make a DC 18 Charisma saving throw. On a failed save, the dreadmaster transfers the condition or effect from itself unto the target.

Gyre Aura. The dreadmaster is surrounded by a strong wind (20 miles per hour) which extinguishes unprotected flames that are torch-sized or smaller, hedges out vapor, gas, and fog that can be dispersed by strong wind. In addition, a ranged weapon attack has disadvantage if the attacks passes through the wind.

Harrow. A hostile creature that starts its turn within 20 feet of the dreadmaster takes 10 force damage as waves of invisible, eldritch magic continuously pulse from the dreadmaster.

Innate Spellcasting (at will). The dreadmaster can innately cast *alter self*, *arcane eye*, and *detect magic*. Its spellcasting ability is Charisma.

Inspire Fanatical Loyalty. Allies that are subservient to the dreadmaster and creatures charmed by the dreadmaster's magic do as commanded, even if it means certain death, without wavering loyalty or the spell ending.

Spellcasting. The dreadmaster is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (4 beams, range 300 ft., +5 bonus to each damage roll), *friends, mage hand, prestidigitation*

1st-5th level (4 5th-level slots): *armor of Agathys, arms of Hadar, charm person, counterspell, darkness, dimension door, dispel magic, enthrall, fear, gaseous form, hold person, hunger of Hadar, misty step, shatter, suggestion*

1/day each: *feeblemind, mass suggestion, plane shift, power word kill*

Tactical Discipline. The dreadmaster has advantage on all ability checks and saving throws made during combat.

Actions

Multiattack. The dreadmaster makes two rod attacks.

Rod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 16 (3d10) psychic damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone and have its movement speed reduced to 0 until the end of its next turn.

Shared Invisibility. The dreadmaster magically turns invisible until it attacks, casts a spell, or its concentration is broken (as if concentrating on a spell). Any equipment the dreadmaster wears or carries is invisible with it. While the invisible dreadmaster is within 30 feet of its special cohort, the special cohort is invisible as well. The invisibility ends early on the special cohort immediately after it attacks or casts a spell.

Duergar

The duergar are also known as gray dwarves, due to their slate-gray appearance. Under the leadership of their deities, they overcame great hardship in the Underdark and survived to establish themselves as a dangerous and cunning presence beneath Toril's surface. In death, many of the gray dwarves come to Acheron in the service of the Gray Protector, Laduguer.

(Dis)Harmony in War. Duergar society in the Underdark is one of endless toil, with little hope for their people and distrust amongst families and clans. In Acheron, however, the duergar are given an opportunity to serve the Master of Crafts directly. Rather than the dour pessimism characteristic of their people, the duergar of Acheron instead turn their bitterness toward competition and ruthless self-preservation, seeking to rise in station while protecting themselves from the jealous rank and file.

Home Layer. The duergar are at home in Thuldanin, or more precisely within the Gray Cube; home to their infinite legion, where they utilize their psionic forges, and close to the divine realms of their exiled gods.

Duergar Arduke

At the height of duergar society stand the High Old Ones, true paragons of their people. Each is given a unique title befitting their station, but collectively they are known as the ardukes of the Gray Gloom. In their presence, lesser duergar quail and kowtow, but behind closed doors the plots of would-be deposers are constant. It is a mark of skill and cunning, then, that many of the ardukes have kept their seats for generations.

At the head of their infinite legions, the ardukes are blessed by a small spark of Laduguer and Deep Duerra's own power, granting them mighty and unique abilities.

Duergar Dark-Crafter

Toiling in the workshops and foundries of the Gray Cube as worship to Laduguer, the dark-crafters have refined the construction of war machines to an art form. A dark-crafter's workshop is a harrowing sight, as one can witness all the cunning and ingenuity of a life devoted solely toward causing wanton destruction. When on foot and away from their death machines, they carry heavy crossbows for which they've developed a number of ingenious payloads, making them a versatile and surprising combatant among the legion.



Duergar Arduke

Duergar Arduke

Medium humanoid (dwarf), lawful evil

Armor Class 20 (plate, shield)
Hit Points 65 (10d8 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	18 (+4)	10 (+0)	15 (+2)

Skills Arcana +8
Damage Resistances poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The duergar can innately cast the following spells, requiring no components:

At will: *detect thoughts, mage hand (the hand is invisible), misty step*

3/day each: *blur, nondetection (self only), phantasmal killer, shield*

1/day each: *Bigby's hand, counterspell, telekinesis*

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

Psionic Form. When the duergar is reduced to 0 hit points or dies while not in psionic form, it regains half its hit point maximum and transforms into a psionic form along with its equipment. In this form, the duergar gains resistance to all damage, it can't regain hit points, and it can move through other creatures and objects as if they were difficult terrain, but it takes 5 (1d10) force damage if he ends his turn inside an object. Its statistics otherwise remain the same. The duergar transforms back into its normal form after 1 hour, regaining all lost hit points.

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

Actions

Multiattack. The duergar uses Enlarge or Invisibility, if available. It then makes two attacks.

Mystic Maul (Non-Psionic Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (2d12) psychic damage, or 18 (4d6 + 4) bludgeoning damage plus 13 (2d12) psychic damage while enlarged.

Psionic Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 23 (3d12 + 4) psychic damage.

Mystic Maul (Psionic Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) psychic damage.

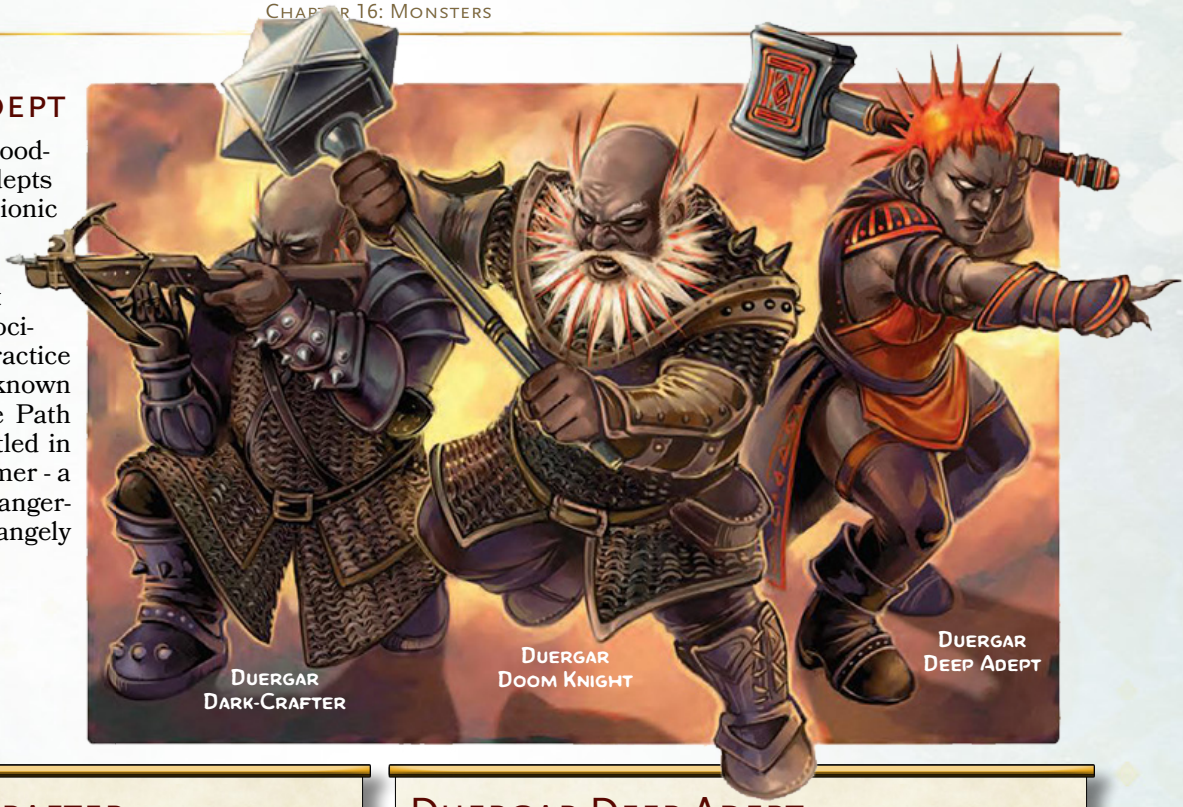
Psionic Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft. , one creature. *Hit:* 23 (3d12 + 4) psychic damage.

Enlarge (Recharge 4-6). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4-6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Deep Adept

Easily recognized by their blood-red uniforms, the deep adepts have honed both their psionic abilities and their bodies to be living weapons on the battlefield. Standing apart from the rest of duergar society, these ascetic warriors practice a unique martial art style known in their monasteries as the Path of the Crimson Maul - so titled in reference to their deephammer - a fierce weapon that bears dangerous enchantments but is strangely light in their trained hands.



Duergar Dark-Crafter

Medium humanoid (dwarf), lawful evil

Armor Class 16 (chain mail)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	16 (+3)	11 (+0)	9 (-1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics, At-Will). The duergar can innately cast *misty step*, requiring no components. Its spellcasting ability is Intelligence.

Siege Engineer. The duergar has advantage on ability checks related to siege equipment and vehicles.

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

Actions

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. On a hit, the duergar can choose one of the following additional effects:

Explosive Bolt. The target and each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much on a successful one.

Psychic Bolt. The target must succeed on a DC 12 Intelligence saving throw or be stunned until the end of its next turn.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Deep Adept

Medium humanoid (dwarf), lawful evil

Armor Class 15
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	14 (+2)	11 (+0)	9 (-1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics, At-Will). The duergar can innately cast *misty step*, requiring no components. Its spellcasting ability is Intelligence.

Psychic Defense. While the duergar is wearing no armor and wielding no shield, its AC includes its Intelligence modifier.

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

Actions

Multiattack. The duergar makes one attack with its deephammer and one unarmed strike.

Deephammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 5 (2d4) fire damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.

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

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Doom Knight

When a duergar warrior has fought through and survived so many deadly battles that the eyes of Laduguer and Deep Duerra are upon them, that warrior becomes known as a doom knight. They are the epitome of Deep Duerra's call to press onwards and Laduguer's harsh judgment. Nigh-unstoppable juggernauts of brutality and domination, mere rumor of a doom knight in the region spreads fear through the hearts of soldiers and lords alike. While few true doom knights exist, one thing is certain: to see a doom knight on the battlefield is to know a platoon of duergar eternals is just beyond the next rise.

Duergar Eternal

The eternals are Laduguer's shock troops on the Infinite Battlefield. Endowed with psychic abilities and the will to continue fighting even after certain death, they are exceptionally potent foes. Trained both in life and now within the harsh regiments of the Taskmaster, eternals have developed almost preternatural combat instincts. While fighting in rank and file, a platoon of eternals is almost impossible for opposing forces to break. With their skills and tactics, the eternals make up the backbone of one of the finest armies in existence.

Duergar Grim Guardian

For some duergar, the transition into Acheron twists and changes something within their essence, turning them bestial and vicious with the ability to shrink. These somewhat feral gray dwarves can also rend the very psyche of their targets with their sharpened talons, feasting on psionic energy much like their former illithid captors.

Duergar Doom Knight

Medium humanoid (dwarf), lawful evil

Armor Class 16 (chain mail)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	11 (+0)

Skills Athletics +8
Damage Resistances poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 8 (3,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions.

Eternal Fury. When reduced to 0 hit points, the duergar doesn't drop unconscious or die until the end of its next turn.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 13). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, jump, mage hand (the hand is invisible), misty step*

3/day each: *dimension door, hunter's mark, see invisibility, shield*

1/day each: *blade barrier, counterspell, phantasmal killer*

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

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

Actions

Multiattack. The duergar makes two greatmaul attacks.

Greatmaul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, or 26 (6d6 + 5) bludgeoning damage while enlarged. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone or pushed back 10 feet in a straight line (duergar's choice).

Enlarge. For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Eternal

Medium humanoid (dwarf), lawful evil

Armor Class 20 (plate, shield)
Hit Points 54 (8d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Damage Resistances poison, psychic
Condition Immunities exhaustion, frightened
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Eternal Fury. When reduced to 0 hit points, the duergar doesn't drop unconscious or die until the end of its next turn.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 12). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, misty step*

3/day each: *jump, hunter's mark*

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

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

Actions

Multiattack. The duergar makes two war pick or javelin attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus and 6 (1d12) psychic damage, or 13 (2d8 + 4) bludgeoning damage plus 6 (1d12) psychic damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 6 (1d12) psychic damage, or 11 (2d6 + 4) piercing damage plus 6 (1d12) psychic damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.



Duergar Invisible Artisan

Among the clergy of Laduguer the Exile, military and religious duties are often seen as one and the same. This is seen quite clearly in the order of the invisible artisans. Both ministers to the Gray Protector and spies for his legion, the invisible artisans eschew the arcane studies of the rune priests within the church and instead develop their natural psionic powers to become dangerous and destructive infiltrators. Able to remain invisible for greater periods of time than their brethren, these sappers and saboteurs destroy enemy siege engines and gather sensitive information for the legion's commanders.

Duergar Grim Guardian

Medium humanoid (dwarf), lawful evil

Armor Class 16 (studded leather), 21 while Tiny
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

Damage Resistances poison, psychic
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics, At-Will). The duergar can innately cast *misty step*, requiring no components. Its spellcasting ability is Intelligence.

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

Actions

Multiattack. The duergar makes two soul claw attacks.

Soul Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage plus 22 (4d10) psychic damage, or 1 piercing damage and 33 (6d10) psychic damage while reduced.

Enlarge/Reduce (3/Day). For 1 minute, the duergar magically increases or decreases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available. While reduced, the duergar is Tiny, reduces its weapon damage to 1, and makes attacks, checks, and saving throws with disadvantage if they use Strength. It gains a +5 bonus to all Dexterity (Stealth) checks and a +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.

Invisibility (Recharge 4-6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge/Reduce, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Invisible Artisan

Medium humanoid (dwarf), lawful evil

Armor Class 11, 14 with mage armor
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	15 (+2)	11 (+0)	10 (+0)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 12). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, jump, mage hand (the hand is invisible), misty step*

Spellcasting (Psionics). The duergar is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared, requiring no components:

Cantrips (at will): *fire bolt, message, minor illusion, prestidigitation*

1st level (4 slots): *burning hands, chromatic orb, mage armor*

2nd level (2 slots): *blindness/deafness, shatter*

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Greater Invisibility. The duergar magically turns invisible for up to 1 hour or until its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Rune Weaver

Medium humanoid (dwarf), lawful evil

Armor Class 16 (half plate)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 13). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, jump, mage hand (the hand is invisible), misty step*

1/day each: *glyph of warding, symbol (choosing between the discord, fear, and pain options)*

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

Actions

Weave Rune. The duergar psionically targets a creature that it can see within 60 feet of it. The target must succeed on a DC 13 saving throw or have a visible, glowing rune magically appear on its forehead. The type of saving throw required depends on the rune used. A rune is activated the next time the target takes an action or moves, causing the rune to disappear as its effect takes place. Unless a rune has been activated, the target can repeat the saving throw at the end of each of its turns, causing the rune to disappear and ending the effect on a successful save. The duergar chooses one of the following runes:

Ild Rune. The ild rune glows a fiery red and requires a Dexterity saving throw. When activated, the target takes 7 (2d6) fire damage and ignites in white-hot flames. While ignited, the target takes another 7 (2d6) fire damage at the start of each of its turns. The effect ends if the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water).

Stein Rune. The stein rune glows a dull gray and requires a Constitution saving throw. When activated, the target begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified. The petrification lasts for 1 minute or until the creature is freed by the *greater restoration* spell or other magic.

Vind Rune. The vind rune glows a crisp white and requires a Strength saving throw. When activated, the target's space is filled by a strong wind (30 miles per hour) that remains centered on the target. While the target is in the wind, unprotected flames that are torch-sized or smaller are extinguished, vapor, gas, and fog that can be dispersed by strong wind is hedged out, and the target's movement speed is halved. In addition, the target is deafened, can't benefit from a flying speed, and any ranged weapon attacks the target makes are made with disadvantage. The wind disperses if the target spends a turn without taking any actions and without moving.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Rune Weaver

Using the ancient dwarven art of runecasting, some clerics of Laduguer take this mostly defensive and beneficent practice of the surface dwarves and twist it into an inventive and violent art. Bitter at their poor treatment at the hands of the other dwarven deities, rune weavers of Laduguer become divine engines of destruction on the battlefield, carving their baleful runes into the flesh of enemy forces and turning the All-Father's gift of creation into one of wanton destruction.

Duergar Norothor

Through their devotion to the creed of Deep Duerra, her champions (known as the norothor) are blessed with great psionic power and mental control. These gifts, however, come at a cost: any norothor who fails in their service to

Duergar Norothor

Medium humanoid (dwarf), lawful evil

Armor Class 18 (everbright-crafted plate)
Hit Points 60 (8d8 + 24)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+3)	18 (+4)	12 (+1)	15 (+2)

Skills Arcana +7, Intimidation +5
Damage Resistances poison, psychic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 11
Languages Dwarvish, Undercommon
Challenge 7 (2,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attack). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, mage hand (the hand is invisible), misty step*

3/day each: *detect thoughts, hunter's mark, tongues*

1/day each: *Bigby's hand, hold monster*

Mind Blank. The duergar is permanently affected by the *mind blank* spell.

Psychic Siege (1/Day). When the duergar deals psychic damage with a weapon attack, the duergar can choose to change one of the damage dice to its maximum value.

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

Actions

Multiattack. The duergar makes three greataxe attacks and uses Enlarge (if available), or Invisibility.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 6 (1d12) psychic damage, or 17 (2d12 + 4) slashing damage plus 6 (1d12) psychic damage while enlarged. If an attack deals 12 psychic damage to a creature, the target's Intelligence score is reduced by 1d4 until it next finishes a long rest.

Enlarge (Recharge 4-6). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility. The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

the Queen of the Invisible Art or strays from her doctrine is stripped of their abilities and made an example of to their compatriots. These priest-warriors are found on the front lines of all duergar expansion, as the word norothor roughly translates to "those who seize enemy lands." In Deep Duerra's service, the norothor aggressively expand the reach of the duergar and establish complete control of their slaves with their expanded psionic abilities. Their zealotry is somewhat mocked among the pragmatic rank-and-file of Laduguer's forces, but never where a norothor might hear.

Duergar Psion-Geist

Rare among the fields of Acheron and even rarer in the Underdark of the Material Plane is the apotheosis of a duergar psion-geist. Elders of the duergar, known among their clan as Fornellri, have practiced their arts for so many years that their decrepit physical forms have begun to erode, leaving a psionic echo of their will in its place. If one of these Fornellri falls with a heart full of wrath and anger, their will and hatred may manifest fully as a psion-geist. Similar to an arduke's ability to take a fully psionic form, these ancient and wrathful souls have reincorporated as a purely psionic being, haunting the infinite battlefields. Psion-geists sweep through enemy forces with reckless abandon and bloodthirst, but at times they bolster their allies in life with what the eternals call the Gray Haze. Possessing living warriors and pushing them forward with suicidal urgency, psion-geists have broken through enemy lines and positions by simply forcing the living forward with complete abandon, to the cheers and exultations of those who survive the slaughter. Revered among the warbands and respected by the clergy of the Exile, these living ancestors hold a place of almost filial honor in the infinite legions.



Duergar Psion-Geist

Medium undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +8, History +12, Intimidation +8, Perception +12, Stealth +7
Damage Resistances acid, cold, fire, force, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 22
Languages understands Dwarvish and Undercommon but can't speak, telepathy 30 ft.
Challenge 12 (8,400 XP)

Innate Spellcasting (Psionics). The psion-geist's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no components:

At will: *mage hand (the hand is invisible), minor illusion*

3/day each: *Bigby's hand, counterspell, phantasmal killer, telekinesis*

Invisibility. The psion-geist is invisible.

Magic Resistance. The psion-geist has advantage on saving throws against spells and other magical effects.

Psionic Nature. The psion-geist can't regain hit points. It can move through other creatures and objects as if they were difficult terrain, but it takes 5 (1d10) force damage if he ends his turn inside an object.

Psychic Mirror. If the psion-geist takes psychic damage, each creature of the psion-geist's choice within 10 feet of it takes that damage instead; the psion-geist takes none of the damage. In addition, the psion-geist's thoughts and location can't be discerned by magic.

Scouring Presence. Each of the psion-geist's allies within 30 feet of it can use its reaction at any time to make a single melee weapon attack by taking 3 (1d6) psychic damage. A creature immune to psychic damage can't be affected by Scouring Presence.

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

Turn Resistance. The psion-geist has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The psion-geist makes three attacks with its psychic slam.

Psychic Slam. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one creature. *Hit:* 21 (6d6) psychic damage.

Telekinetic Thrust. The psion-geist targets a creature or unattended object within 60 feet of it. A creature must be Large or smaller to be affected by this magic, and an object can weigh up to 600 pounds.

If the target is a creature, the psion-geist makes a Charisma check contested by the target's Strength check. If the psion-geist wins the contest, the psion-geist hurls the target up to 60 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the psion-geist hurls it up to 60 feet in any direction. The psion-geist can use the object as a ranged weapon, attacking one creature along the object's path (+8 to hit) and dealing 20 (8d4) bludgeoning damage on a hit.

Possession. One willing duergar that the psion-geist can see within 5 feet of it is possessed by the psion-geist; the psion-geist then disappears, and the target is incapacitated and loses control of its body. The psion-geist now controls the body but doesn't deprive the target of awareness. The psion-geist can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, immunity to being charmed and frightened, as well as its Multiattack, Psychic Slam, and Telekinetic Thrust actions, and its traits other than the Invisibility trait. It otherwise uses the possessed target's statistics.

The possession lasts until the body drops to 0 hit points, the psion-geist ends it as a bonus action, or the psion-geist is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the psion-geist reappears in an unoccupied space within 5 feet of the body.

Duergar Stormsmith

A sort of living artillery, the presence of a stormsmith on the battlefield spells death for many of the enemy infantry. Flying over the battlefields, the stormsmiths channel arcane forces to remove key tactical targets, and can be recognized by the strange lanterns they carry at their waist. Extending a cone of gray-tinted light, these enchanted lanterns are used to hunt down hidden or fleeing enemies as well. If not removing commanders and destroying supply trains, the stormsmiths simply rain down death and destruction upon the unfortunate souls below.

Duergar Thuldor

When an exceptionally cruel and commanding duergar finds Laduguer in the afterlife, the dark god will infuse them with magic and grant them the rank of thuldor, which can be translated as "Those Who Endure." Also known as Grimcloaks, there are few with truly unshakable zeal on the Material Plane who receive this gift and many who call themselves thuldors are just simple priests. A true thuldor can be recognized by an almost tangible aura of control and oppression, which resembles the influence of the Taskmaster's power. Thuldors are often found training (and mainly beating) new recruits to the infinite legion, as well as enforcing Laduguer's will within the Gray Cube.

Duergar Stormsmith

Medium humanoid (dwarf), lawful evil

Armor Class 18 (+1 artificer infused half plate)
Hit Points 54 (8d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Skills Arcana +7, Investigation +7, Perception +4
Damage Resistances poison, psychic
Condition Immunities blinded, frightened
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Lantern of Revealing. The duergar can activate or deactivate this lantern by using an action. While active, the lantern shines bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light.

Spellcasting (Psionics). The duergar is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following artificer spells prepared, requiring no components:

Cantrips (at will): *mending, prestidigitation, shocking grasp*

1st level (4 slots): *cure wounds, detect magic, faerie fire, feather fall, identify, thunderous smite, thunderwave*

2nd level (3 slots): *arcane lock, gust of wind, heat metal, levitate, misty step, see invisibility*

3rd level (2 slots): *call lightning, dispel magic, fly, glyph of warding, lightning bolt*

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

Actions

Multiattack. The duergar makes two weapon attacks in any combination.

Thunder Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) thunder damage. The blast is audible out to 300 feet.

Volt Blast. *Ranged Weapon Attack:* +7 to hit, range 150 ft., one target. *Hit:* 8 (1d8 + 4) lightning damage.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Thuldor

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate)
Hit Points 105 (14d8 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	15 (+2)	12 (+1)	18 (+4)

Skills Intimidation +7, Perception +4
Damage Resistances poison, psychic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 7 (2,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Intelligence (spell save DC 13). The duergar can innately cast the following spells, requiring no components:

At will: *blade ward, misty step*

3/day each: *jump, hunter's mark*

Oppressing Strikes. The duergar's attacks are magical. The first time on a turn the duergar hits a creature with a weapon attack, the target must succeed on a DC 15 Wisdom saving throw or become frightened of the duergar until the end of the duergar's next turn. While frightened in this manner, a creature's movement is reduced to 0.

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

Actions

Multiattack. The duergar uses Enlarge or Invisibility, if available, and makes three pike attacks.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 6 (1d12) psychic damage, or 15 (2d10 + 4) piercing damage plus 6 (1d12) psychic damage while enlarged.

Enlarge. For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). The duergar magically turns invisible for up to 1 hour or until it attacks, casts a spell, uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Entoceans

Nesting within the refuse of eons of warfare that is Thuldanin, the entoceans are a race of intelligent and predatory insectoids that pour out from their home within the Hive Cube to the horror of those they hunt. The buzzing of an entocean horde's wings signals a doom worse than death, as their raiding parties swarm over the unwary and return them to the Hive Cube for consumption. Within their lair, twisting tunnels extend far below the surface, making the cube a labyrinth of chambers coated in the flesh-like substance their builders extrude.

Hive Mind. The entoceans are naturally psionic, and while no researcher has been able to ascertain the exact nature of their society, they have been seen to operate with an eerie group awareness. What one entocean sees is quickly known to all nearby, and they react viciously to invaders in their hive. Outside the Hive Cube, entoceans harvest raw organic material, primarily flesh, to bring back to the hive to nourish their growing pupae.

Home Layer. Natives of Thuldanin, their primary home is within the near-endless web of tunnels below the surface of the Hive Cube. They are locked in an ongoing territorial conflict with the gridelin, who are far less varied in skill and strength but outnumber the entoceans greatly.

Sedep Virulent Glands

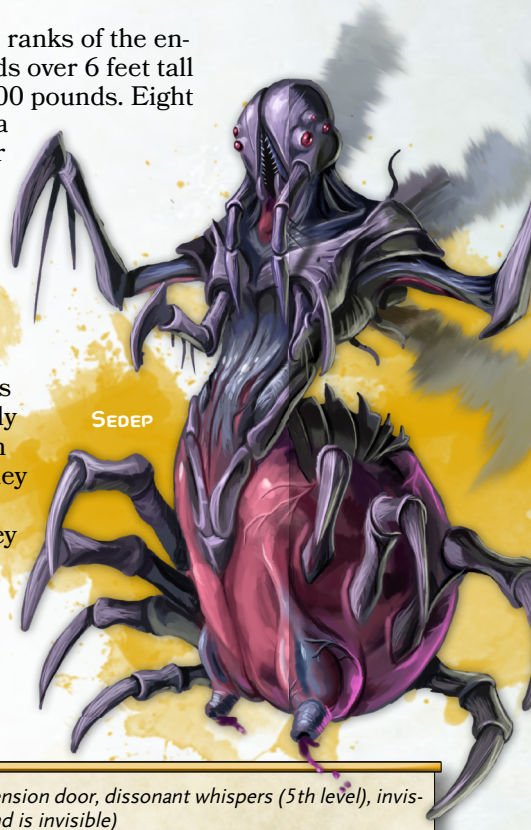
A sedep has two glands that produce the disease described in its Virulent Addiction trait. When the sedep dies, each gland has a 30% chance of being destroyed.

A character can attempt to harvest a gland that isn't destroyed by spending 1d6 minutes followed by a DC 20 Intelligence (Nature) check. On a successful check, the character harvests a single dose of the diseased liquid from the gland, destroying the gland in the process. On a failed check, the character is unable to extract anything and destroys the gland. If the character fails the check by 5 or more, the gland is destroyed and character is subjected to the disease as described in the Virulent Addiction trait.

The harvested liquid can be used as an injury poison (as described in chapter 8 of the *Dungeon Master's Guide*). A character proficient with the poisoner's kit can change the liquid into acting as an ingested poison by spending 1 hour, 10 gp worth of rare ingredients, and succeeding a DC 20 Wisdom (Medicine) check (proficiency with the poisoner's kit applies to this check). If left unbottled, the liquid loses its potency after 12 hours.

Sedep

A collector among the ranks of the entoceans, a sedep stands over 6 feet tall and weighs roughly 200 pounds. Eight metallic legs support a bulbous and glandular body, above which sprouts a hardened and semi-humanoid metallic carapace with scythe-like claws, buzzing wings, and razor-sharp teeth. These putrid creatures carry several incredibly addictive toxins within their system, which they use to weaken and influence prey that they then carry back to the hive to stock their putrescent "farms." There, these horrid shepherds maintain a steady flock of meat for the hive.



Sedep

Medium aberration (entocean), lawful evil

Armor Class 21 (natural armor)
Hit Points 142 (15d8 + 75)
Speed 50 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	16 (+3)	19 (+4)	22 (+6)

Skills Acrobatics +10, Arcana +8, Deception +11, Insight +9, Perception +9, Stealth +10, Survival +9
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Abyssal, Deep Speech, Entocean, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Eerie Presence. A creature that starts its turn within 30 feet of the sedep must succeed a DC 19 Wisdom saving throw or become frightened of the sedep until the start of its next turn.

Innate Spellcasting (Psionics). The sedep's innate spellcasting ability is Charisma (spell save DC 19). The sedep can innately cast the following spells, requiring no components:

At will: *detect magic, dimension door, dissonant whispers (5th level), invisibility, mage hand (the hand is invisible)*

3/day each: *blindness/deafness, greater invisibility, suggestion*

1/day each: *weird*

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

Virulent Addiction. The sedep carries this horrific disease but is immune to its effects. An infected creature makes ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution with advantage, but it makes ability checks, attack rolls, and saving throws that use Intelligence, Wisdom, or Charisma with disadvantage. These effects last for 8 hours. After this time, an infected creature also makes ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution with disadvantage, unless it is subjected to a fresh dose of this disease, which then counts as being subjected to the disease for the first time. The disease lasts until cured.

Actions

Multiattack. The sedep attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the sedep can target the grappled creature with its dissonant whispers spell using a bonus action, and the sedep can't bite another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must make a DC 18 Constitution saving throw against disease. On a failed save, the target takes 26 (4d12) psychic damage and is affected by the sedep's Virulent Addiction trait. On a successful save, the target takes half as much damage and suffers no other effects.

Sucurb

The foot soldiers of the hive, a sucurb stands 7 feet tall, has a 5-foot wingspan, and weighs around 170 pounds. When the Hive Cube is threatened, hordes of sucurb emerge so dense that vision past their ranks is completely obscured. Descending upon unwary prey, these creatures produce an intensely loud, sussurant sound with their wings, rendering their targets distracted and unaware as they hunt them down one by one. Chaos and fear are their primary tools, and the eerie psionic presence of the sucurb allows them to sow even further madness within the minds of those in their sights.

Living Hives. The bodies of the sucurb are hollow and filled with cavities, making them not just well-designed for flight but also as carriers. Each of these massive swarming creatures contains within their bodies an even smaller swarm of insects, which they release to sow fear and discord through the ranks of their prey. Their hive mind connection extends to this swarm as well, making a battlefield infested with sucurb a truly horrifying sight of mingling dark, insectoid clouds and the screams of the hunted.



Entocean Society at a Glance

Entoceans have a strict hierarchy, though it isn't a hierarchy they follow by choice so much as it is an innate hierarchy. It is built into their very existence, governed via their shared hive mind.

The Soldiers. The sucurbs are the lowest-ranked entoceans but also the most numerous. They are used to protect other, more important entoceans, and to bolster any forces that venture outside of the Hive Cube.

The Builders. The suloenara harvest flesh from other creatures which enables them to secrete entocean mucus. This fleshy substance is used to build the tunnels of the Hive Cube.

The Gatherers. Sedeps venture outside of the Hive Cube to collect creatures of flesh and blood, bringing them back to become raw materials for the suloenara.

The Knights. Surupni are large warriors, protecting the hive against intruders who make it to the deepest tunnels.

The Nobles. The sutem are few in number but dominate all other entoceans, controlling them like puppets. These gruesome tyrants are also the most formidable combatants, capable of taking on the mightiest of creatures on their own.

Sucurb

Medium aberration (entocean), lawful evil

Armor Class 16 (natural armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	13 (+1)	12 (+1)	15 (+2)	18 (+4)

Skills Acrobatics +8, Arcana +5, Deception +8, Insight +6, Perception +6, Stealth +8, Survival +6
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Abyssal, Deep Speech, Entocean, Infernal, telepathy 120 ft.
Challenge 9 (5,000 XP)

Droning Madness. When the sucurb flies, its wings create a maddening droning sound to which entoceans are immune. Any other creature that starts its turn within 60 feet of the sucurb and can hear the sound, must make a DC 16 Wisdom saving throw. On a failed save, a creature suffers the effect of the *confusion* spell until the start of its next turn (without making a saving throw). The sucurb must use its concentration to stay aloft.

Eerie Presence. A creature that starts its turn within 30 feet of the sucurb must succeed a DC 16 Wisdom saving throw or become frightened of the sucurb until the start of its next turn.

Innate Spellcasting (Psionics). The sucurb's innate spellcasting ability is Charisma (spell save DC 16). The sucurb can innately cast the following spells, requiring no components:

At will: *detect magic, dimension door, dissonant whispers (3rd level), invisibility, mage hand (the hand is invisible)*

3/day each: *blindness/deafness, blur, harm*

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

Actions

Multiattack. The sucurb uses its Plague of Locusts, if available. It then makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Plague of Locusts (1/Day). A swarm of Tiny locusts drones out of orifices on the sucurb's back, creating the effect of the insect plague spell (save DC 16). The effect lasts for 10 minutes. The sucurb is immune to plague's effects, can move the plague up to 80 feet as a bonus action on each of its turns, and doesn't need to concentrate on the effect.

Suloenara

Insidious and subtle, the spider-like suloenara stand 6 feet tall and weigh 140 pounds. Patient hunters, the suloenara tend to remain within the Hive Cube itself, guarding its tractless tunnels. Preferring to hunt their prey silently, the suloenara craft intricate fleshy web systems that they patrol in search of lost creatures. When prey is found, the devastating psionic power of these hunters destroys the minds of their prey and renders them unable to resist as a horrid cocoon is wrapped around their forms - saving them for later.

Otherworldly Builders. The suloenara are the builders of the entoceans, consuming other creatures for their flesh, which they transform into a fleshy mucus used to cover the Hive Cube and its twisting, labyrinth-like tunnels. They meticulously dig out tunnels and transform them into what presumably resembles their home world. Suloenara mostly rely on other entoceans to venture outside of the hive when their stockpiles of captured creatures runs low.

Solitary Guardians. Unlike the swarms of other entoceans, suloenara tend to choose and delineate territories within the Hive Cube for themselves. Given their connected nature, no fights occur over infringed territory and every suloenara has an exact sense of which tunnels belong in its demesne. That said, if a suloenara is ever truly in danger from an intruder, the others nearby will rush to assist - or to recycle its corpse after dealing with the intruder themselves.



Suloenara

Medium aberration (entocean), lawful evil

Armor Class 18 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	17 (+3)	21 (+5)

Skills Acrobatics +8, Arcana +5, Deception +9, Insight +7, Perception +7, Stealth +8, Survival +7
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Abyssal, Deep Speech, Entocean, Infernal, telepathy 120 ft.
Challenge 12 (8,400 XP)

Eerie Presence. A creature that starts its turn within 30 feet of the suloenara must succeed a DC 17 Wisdom saving throw or become frightened of the suloenara until the start of its next turn.

Innate Spellcasting (Psionics). The suloenara's innate spellcasting ability is Charisma (spell save DC 17). The suloenara can innately cast the following spells, requiring no components:

At will: *detect magic, dimension door, dissonant whispers (3rd level), invisibility, mage hand (the hand is invisible)*

3/day each: *alter self, blindness/deafness, blur, harm*

Maze Mastery. The suloenara can't become lost by any means and is immune to the effects of the *maze* spell.

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

Actions

Multiattack. The suloenara can use its Relinquish Flesh. It then makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against poison or take 13 (2d12) psychic damage and become stunned until the end of its next turn.

If a creature is reduced to 0 hit points from this attack, the suloenara tears off one of the target's limbs from its body (chosen randomly) and consumes it.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Entocean Mucus. The suloenara ejects a foul-smelling mucus, targeting a point it can see within 60 feet of it. A 5-foot-radius pool of fleshy mucus appears centered on that point. Each non-entocean creature standing in the pool when it appears must make a DC 16 Dexterity saving throw. On a failure, the target falls prone and is engulfed by the mucus.

An engulfed creature can't breathe and is blinded, deafened, and restrained until it is freed from the mucus. A creature, including the engulfed creature itself, can use its action to make a DC 16 Strength (Athletics) check, freeing the engulfed creature on a successful check.

The pool of mucus created is difficult terrain to non-entocean creatures and disappears after 24 hours if no entoceans are within 1 mile of it.

Relinquish Flesh (Recharge 6). The suloenara emits a psychic pulse that tears at the imagination of its victims. Each humanoid within 60 feet of the suloenara must make a DC 17 Charisma saving throw. A frightened creature has disadvantage on the roll. On a failed save, a creature's mind is wrecked with horrible images of its body falling apart for 4 hours. During this time, it can't benefit from resting or from immunity to the frightened condition, and it makes ability checks, attack rolls, and saving throws with disadvantage.

A *greater restoration* spell or similar magic ends the effect.


Surupni

Surupni

Deep within the tunnels of the Hive Cube, a dense fog covers the ground. To the great misfortune of those few who have witnessed it, that fog is in fact the form of the surupni. In their normal form, surupni resemble giant, tentacled snails housed within a spikey, legged carapace - but when food is near they disperse into a dark and noxious mist that confuses those who enter it.

Isolating Madness. Within the dark miasma of a surupni, living creatures experience a sense of existential despair. Their vision is occluded, their senses dampened, and their very minds work against them to keep them from their friends. When the intruders are at the edge of despair and isolation, the surupni materializes and attacks.

Optional: Epic Die Traits

If your group plays with the Epic Die, a surupni also has the additional trait noted below:

Epic Trait: Dampening Mucus. Any time the sutem takes damage, the damage is reduced by an amount equal to 2 x the Epic Die.

Surupni

Large aberration (entocean, shapechanger), lawful evil

Armor Class 20 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 50 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	17 (+3)	21 (+5)	25 (+7)

Skills Athletics +14, Acrobatics +10, Arcana +10, Deception +14, Insight +12, Perception +12, Stealth +10, Survival +12
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Deep Speech, Entocean, Infernal, telepathy 120 ft.
Challenge 21 (33,000 XP)

Agony of the Forsaken. The surupni carries this contagious disease but is immune to its effects. An infected creature can't see or hear further than 10 feet, can't concentrate on spells and effects, and at the start of each of its turns it takes 6 (1d12) psychic damage for each ally that it can see. If an unaffected creature touches the diseased creature or is touched by it, the unaffected creature must succeed a DC 20 Constitution saving throw or also be affected by the disease. The disease lasts until cured.

Eerie Presence. A creature that starts its turn within 30 feet of the surupni must succeed a DC 22 Wisdom saving throw or become frightened of the surupni until the start of its next turn.

False Appearance. While the surupni is in its miasma form and remains motionless, it is indistinguishable from a normal vapor.

Innate Spellcasting (Psionics). The surupni's innate spellcasting ability is Charisma (spell save DC 22). The surupni can innately cast the following spells, requiring no components:

At will: *blight, detect magic, dimension door, dissonant whispers (6th level), invisibility, mage hand (the hand is invisible)*

3/day each: *blindness/deafness, cloudkill, harm, suggestion*

1/day each: *imprisonment, maze*

Otherworldly Ambition (Entocean Form Only). At the end of a hostile creature's turn, roll a d6. On a roll of 5-6, the surupni can immediately either use an action or move before the next creature in the initiative order takes its turn. If two or more creatures in combat would get to act due to this trait, instead choose only one creature to act.

Shapechanger. The surupni can use its action to polymorph into a 20-foot-radius miasma of black, virulent vapors, or back into its true form. The miasma spreads around corners, and its area is heavily obscured. While in this form, the surupni's only method of movement is a flying speed of 10 feet. The surupni can enter and occupy the space of another creature and can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The surupni has advantage on Strength, Dexterity, and Constitution saving throws but otherwise retains its statistics, though it can't benefit from being invisible. The surupni can't fall and remains hovering in the air even when incapacitated. While miasma form, the surupni can't manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The surupni transforms back into its true form if it dies.

The first time on a turn that a creature enters the miasma or starts its turn in there, it takes 26 (4d12) psychic damage and it must succeed on a DC 20 Constitution saving throw against disease or be affected by the surupni's Agony of the Forsaken trait.

Spider Climb (Entocean Form Only). The surupni can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The surupni can use its Isolation. It then makes three attacks: one with its bite and two with its claws.

Bite (Entocean Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a creature, it must succeed a DC 20 Constitution saving throw against disease or be affected by the surupni's Agony of the Forsaken trait.

Tentacle (Entocean Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage plus 14 (4d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the surupni can't use this tentacle on another target. The surupni has two tentacles.

Isolation (Recharge 6). The surupni emits a psychic pulse that tears at the sensory abilities of its victims. Each creature within 20 feet of the surupni must make a DC 22 Charisma saving throw. A frightened creature has disadvantage on the roll. On a failed save, a creature's perception is psionically diminished for 1 hour. During this time, an affected creature can't perceive any of its allies; if it attempts to enter a space occupied by an ally, its mind makes up a convoluted rationale for the hindrance.

A *greater restoration* spell or similar magic ends the effect.

Entoling

Tiny aberration, lawful evil

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 5 ft., climb 5 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	8 (-1)	10 (+0)	12 (+1)	9 (-1)

Skills Acrobatics +2, Stealth +2, Survival +3
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, stunned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages understands Common and Entocean but can't speak
Challenge 0 (0 XP)

Innate Spellcasting (Psionics). The entoling can innately cast the *mage hand* spell (the hand is invisible), requiring no components. Its spellcasting ability is Charisma.

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

Reactions

Telepathic Conscience. When a creature that the entoling can see within 30 feet performs an evil or good act, the entoling sends a telepathic message to the creature. The message is in Entocean, but the target can somehow understand its meaning: "calamity" if the act is evil, or "wonder" if the act is good.

Entolings

An entoling is an anomalous flesh-spawn of the entoceans, resembling a ladybug with minuscule tentacles. It is the base creature all entoceans start out as while wrapped in a fleshy cocoon where an entocean slowly develops into its distinct form. Entolings, however, never undergo this metamorphosis. In entocean society, entolings are despised and are used either for food or assimilated into the fleshy walls of their hive by the suloenara.

With your permission, a character who casts the *find familiar* spell can henceforth choose to conjure an entoling instead of a spider.



Sutem

Sutem

At the heart of the Hive Cube live the sutem. Huge, tentacled, winged, and lined with rows of teeth and glowing pustules, these massive, putrid creatures command the hordes of the entoceans to further the will of the hive. To look upon a sutem is to stare into madness itself, as its writhing form is incomprehensible to most creatures of the Material Plane. The psionic presence of these beings is so horridly wrong and oppressive that lesser beings simply fall to the ground, quaking with fear.

Putrid Deceivers. The sutem are not motivated in the directly instinctual way of the other entoceans, and in fact revel in the opportunity to engage with other intelligent creatures. Reaching into their minds to satisfy their curiosity, a sutem twists the thoughts of those it contacts, so that it always remains in control. Once its curiosity is sated, it prolongs the demise of its catch for as long as possible, savouring the psychic reverberations of its victim's fear and confusion. The will of a sutem is the will of the hive, and so some poor souls are captured from the other cubes within the plane merely to become temporary playthings for these monstrous, slug-like behemoths.

Optional: Epic Die Traits
If your group plays with the Epic Die, a sutem also has the additional trait noted below:

Epic Trait: Dampening Mucus. Any time the sutem takes damage, the damage is reduced by an amount equal to 3 x the Epic Die.

Sutem

Huge aberration (entocean), lawful evil

Armor Class 25 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	25 (+7)	21 (+5)	25 (+7)	27 (+8)

Skills Athletics +17, Arcana +14, Deception +17, Insight +16, Perception +16, Stealth +9, Survival +16
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 120 ft., darkvision 300 ft., passive Perception 26
Languages Abyssal, Deep Speech, Entocean, Infernal, telepathy 300 ft.
Challenge 30 (155,000 XP)

Eerie Presence. A creature that starts its turn within 60 feet of the sutem must succeed on a DC 25 Wisdom saving throw or become frightened of the sutem until the start of its next turn.

Feed on Fear. A frightened creature deals only half damage to the sutem. In addition, at the start of each of its turns, the sutem regains 10 hit points for each frightened creature within 30 feet of it.

Hive Hub. The sutem continuously perceives through and reads the minds of every other entoceans on the same plane of existence, except for other sutems. It can communicate its thoughts and observations to each entocean it is connected to in this manner.

Innate Spellcasting (Psionics). The sutem's innate spellcasting ability is Charisma (spell save DC 25). The sutem can innately cast the following spells, requiring no components:

At will: *detect magic, dimension door, dissonant whispers (6th level), invisibility, mage hand (the hand is invisible), tongues*

3/day each: *blindness/deafness, dominate person, project image (doesn't require concentration), suggestion*

1/day each: *antipathy/sympathy, dominate monster, power word kill, power word stun, weird*

Inscrutable. The sutem is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sutem's intentions or sincerity have disadvantage.

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

Otherworldly Ambition. At the end of a hostile creature's turn, roll a d6. On a roll of 4-6, the sutem can immediately either use an action or move before the next creature in the initiative order takes its turn. If two or more creatures in combat would get to act due to this trait, instead choose only one creature to act.

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

Warp Thoughts. Using a bonus action, the sutem magically detects, reads, and warps the surface thoughts of up to six creatures within 300 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the sutem can continue touching its thoughts, as long as the sutem's concentration isn't broken (as if concentrating on a spell). While warping a target's mind, the sutem has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target, and the sutem can choose for a target to be unable to see or hear it.

Actions

Multiattack. The sutem uses its Font of Fear, Psychic Pulse, or Unsettled Mind, if it can. It then makes two tentacle attacks and uses its Psychic Crush twice. It can replace a tentacle attack with a wing attack.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 25) and takes 21 (2d12 + 8) psychic damage at the start of each of its turns until the grapple ends. The sutem can have up to ten targets grappled at a time.

Psychic Crush. The sutem targets one creature that it can sense within 60 feet of it. The target must make a DC 25 Charisma saving throw, taking 26 (4d12) psychic damage on a failed save, or half as much damage on a successful one.

Wing Attack. The sutem beats its wings. Each creature within 10 feet of the sutem must succeed on a DC 25 Dexterity saving throw or take 17 (2d8 + 8) bludgeoning damage and be knocked prone. The sutem can then fly up to half its flying speed.

Psychic Pulse. The sutem targets a creature within 120 feet of it that is affected by the sutem's Warp Thoughts trait. Enemies of the sutem within 30 feet of that creature take 39 (6d12) psychic damage.

Font of Fear (Recharge 5-6). The sutem emits a wave of psychic energy that tears at the soul of its victims. Each creature within 30 feet of the sutem must make a DC 25 Charisma saving throw. On a failed save, a creature takes 65 (10d12) psychic damage; if the creature is frightened, it is also paralyzed until the end of its next turn. On a successful save, a creature takes half as much damage and isn't paralyzed.

Unsettled Mind (Recharge 4-6). The sutem emits a wave of psychic energy that fills its victims with a deep and unshakable dread. Each creature of the sutem's choice within 60 feet of it must succeed on a DC 25 Charisma saving throw or be unable to benefit from immunity to the frightened condition for 1 hour.

A *greater restoration* spell or similar magic ends the effect.

Formians

Resembling massive ants, formians have a lower body reminiscent of a centaur and an upper humanoid torso. Their bodies are covered in brown chitin, and their size and appearance varies depending on their place in formian society. Many are unable to communicate, but all formians in a colony share a telepathic link centered on their queen - all formians within 50 miles of a given queen are linked in the colony's hive mind.

Born to their Stations. Formians are a race driven to expand. They develop their colonies, or hive-cities, in any location they can among the planes. These sprawling, labyrinthine colonies are developed around a ruling queen - the head of the strict social hierarchy of the formians. Formians are born to their station, and physical traits of a given pupa determine its place in the hive. Below the queen are her protectors, the mymarchs - below them are the warriors, and below them are the taskmasters and their workers.

Formian Worker

Standing a little over 2 feet tall and 3 feet long, these speechless formian workers form the lowest rung of formian society. No individual is seen as worthless by the colony as a whole, and workers derive joy from their vital contributions to the construction and support of the hive-city. Workers are overseen by the taskmasters, and their mental connection makes them incredibly productive in their efforts.

Formian Warrior

Larger musculature and wickedly sharp claws and stingers denote a formian warrior's place in the hive. These soldier ant-folk stand almost 5 feet tall and are equally long. They patrol the hive-city to deter raiders or outsiders from encroaching. Their linked minds allow for quick response



Formian Warrior

Formian Worker

Small monstrosity (formian), lawful neutral

Armor Class 18 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Formian but can't speak
Challenge 1 (200 XP)

Bound Together. The formian shares its mind with every other formian within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Hive Mind. The formian is immune to the charmed and frightened conditions while within 30 feet of at least one other formian.

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

Actions

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

Formian Warrior

Medium monstrosity (formian), lawful neutral

Armor Class 20 (natural armor, shield)
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +5, Acrobatics +5, Perception +3, Stealth +5, Survival +3
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Formian
Challenge 3 (700 XP)

Bound Together. The formian shares its mind with every other formian within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Hive Mind. The formian is immune to the charmed and frightened conditions while within 30 feet of at least one other formian.

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

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

Actions

Multiattack. The formian makes three weapon attacks, only one of which can be either with its mandibles or its stinger.

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

time to threats, and if one warrior is accosted you can be certain that dozens more are already on their way to assist.

Formian Taskmaster

The formian taskmasters are a breed apart among the colony. Born without mandibles or mouths, they are sustained by the energy of those they command. Able to communicate telepathically, any benign visitor to a hive-city will most likely be brought to a meeting with a taskmaster to discuss their business.

Overseeing the efforts of the workers, the taskmasters are also able to exert their will over outsiders to the hive - making them especially effective jailors. Roughly the same size as a warrior, the taskmasters are perfectly able to defend themselves in combat but prefer to control their enemies and render them harmless.

Formian Myrmarch

Carrying weaponry and often adorned with crafted symbols and armor of their office, the mymarchs are second only to the queen. Their much larger forms (over 5 feet tall and 7 feet long), regenerating ability, and increased intelligence make them dangerous combatants. There is a hierarchy among the mymarchs themselves, and some few among them hold the greatest honor of being personal guards to the queen.



Formian Taskmaster

Medium monstrosity (formian), lawful neutral

Armor Class 18 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (+0)	16 (+3)	19 (+4)

Saving Throws Con +6
Skills Athletics +7, Acrobatics +6, Perception +6, Persuasion +7, Stealth +6, Survival +6
Damage Resistances cold, fire, lightning, thunder
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Formian, telepathy 120 ft.
Challenge 7 (2,900 XP)

Bound Together. The formian shares its mind with every other formian within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Hive Mind. The formian is immune to the charmed and frightened conditions while within 30 feet of at least one other formian.

Innate Spellcasting (at will). The formian can innately cast *dominate monster* (spell save DC 15). Its spellcasting ability is Charisma.

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

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

Universal Tongue. The formian can use its telepathy to communicate with any creature that can understand at least one language.

Actions

Multiattack. The formian makes two attacks with its claws and one with its stinger.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Formian Myrmarch

Large monstrosity (formian), lawful neutral

Armor Class 18 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Con +8
Skills Athletics +9, Perception +7, Persuasion +7, Stealth +5, Survival +7
Damage Resistances cold, fire, lightning, thunder
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Formian
Challenge 10 (5,900 XP)

Bound Together. The formian shares its mind with every other formian within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Hive Mind. The formian is immune to the charmed and frightened conditions while within 30 feet of at least one other formian.

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

Regeneration. The formian regains 20 hit points at the start of its turn. The formian dies only if it starts its turn with 0 hit points.

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

Actions

Multiattack. The formian makes three javelin attacks. It can replace one javelin attack with a mandible attack or a stinger attack.

Mandibles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Formian Queen

Resting within the safest stronghold of any formian colony is their queen. Its massive form is too heavy for their vestigial legs to move much, and so they rely on the strength of their forces to keep them safe.

But a queen is not helpless, but rather a dangerous combatant and wielder of arcane power. Its carapace is lined with barbed spines, and what she can't accomplish with her magics her large mandibles and claws will.

The greatest strength of any queen, however, is her subjects. Able to communicate instantly with all the formians in the hive, the queen's ability to rally forces and direct her armies is instrumental in the defense of a hive-city. Bolstered by her magics and keen mind, all formians of the colony revere their queen with unwavering fervor.



She doesn't look very queen-like to me.
Where are the jewels?
The silks and furs?
The unearned air of superiority?
-C

Formian Queen

Huge monstrosity (formian), lawful neutral

Armor Class 21 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	21 (+5)	20 (+5)	20 (+5)	21 (+5)

Saving Throws Con +10
Skills Athletics +12, Perception +10, Persuasion +10, Stealth +3
Damage Resistances cold, fire, lightning, thunder
Damage Immunities charmed, frightened, poison
Condition Immunities petrified, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Formian, telepathy 1 mile
Challenge 14 (11,500 XP)

Bound Together. The formian queen shares its mind with every other formian within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Innate Spellcasting. The formian queen's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

At will: *counterspell, dispel magic, hold monster, nondetection, shield of faith, true seeing*

1/day each: *antimagic field, globe of invulnerability, mind blank*

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

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

Regeneration. The formian queen regains 20 hit points at the start of its turn. The formian queen dies only if it starts its turn with 0 hit points.

Universal Tongue. The formian queen can use its telepathy to communicate with any creature that can understand at least one language.

Actions

Multiattack. The formian makes two attacks in any combination.

Mandibles. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Barbed Spine. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 14 (3d4 + 7) piercing damage.

Legendary Actions

The formian queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The formian queen regains spent legendary actions at the start of its turn.

Attack. The formian queen makes one attack.

Hive Pulse. The formian queen sends out a telepathic pulse, bolstering all other formians within 1 mile. Bolstered formians make attack rolls, ability checks, and saving throws with advantage until the end of the formian queen's next turn.

Trembling Strike (Costs 2 Actions). The formian queen strikes the ground with her powerful hind legs, triggering an earth tremor. All other creatures on the ground that lack the Spider Climb trait within 60 feet of the formian queen must succeed on a DC 20 Strength saving throw or be knocked prone.

Gnomes

Gnomes in the Material Plane and abroad are small humanoids known for their inventiveness, eccentricities and desire to learn more of the world around them. However, no single gnome can represent the breadth of all Glittergold's Folk, and the gnomes of Acheron make that perfectly clear. There are some among the gnomes who, possessed of a murderous bent or a taste for havoc, are drawn to this plane upon their death by the dark deity Urdlen. Whether they serve Urdlen or pursue their own wicked desires here, Acheron becomes a playpen for their deviousness.

Home Layer. While most gnomes don't belong in Acheron at all, the most ruthless and vicious of gnomes will indeed find themselves in Thuldanin in the afterlife. Here they live side by side with the duergar within the Gray Cube in a brittle alliance, staying close to their murderous god.

Gnome Acquirer

These gnomes were wicked in life but reach new heights in Acheron. Embodying Urdlen's call to destroy all creations of the living, they have no regard for their own well-being and try to orchestrate as much chaos as they can by robbing others of their valuables.

Acquirers might steal a potent artifact or vital map from an army's war camp. Such objects are often subsequently discarded by the gnome, as they weren't stolen for any purpose other than to sow discord and frustration.

Gnome Murder Lord

Murderous gnomes find themselves blessed with an even darker bloodlust in the afterlife, having gained powerful new abilities from their dark master. Urdlen, however, does not grant gifts lightly: he demands payment in blood. Their murderous desires in life are stoked by Urdlen's malign in-

Gnome Acquirer

Small humanoid (gnome), chaotic evil

Armor Class 14 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft., climb 25 ft.

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

Skills Acrobatics +5, History +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Gnomish, Thieves' Cant
Challenge 1 (200 XP)

Cunning Action. The gnome can take a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting (3/Day). The gnome can innately cast *misty step*. Its spellcasting ability is Intelligence.

Master Thief. The gnome has a +5 bonus to skill checks made with thieves' tools.

Subrace. The gnome has one of the following subraces:

Deep Gnome. The gnome's darkvision increases to 120 feet, and it has advantage on Dexterity (stealth) checks to hide in rocky terrain.

Forest Gnome. The gnome can communicate simple ideas with Small or smaller beasts through sounds and gestures. In addition, the gnome can cast the *minor illusion* cantrip, using Intelligence as its spellcasting ability.

Rock Gnome. The gnome gains a +2 bonus when making an Intelligence (History) check related to magic items, alchemical objects, or technological devices. In addition, the gnome gets a +2 bonus to checks made with tinker's tools.

Spriggan. Once per day, the gnome can use an action to become Huge for 1 minute.

Urdlen's Saliva. The gnome's weapons are coated with Urdlen's saliva. If the gnome hits a creature with a weapon attack, the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. While poisoned in this manner, the creature is also paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Actions

Multiattack. The gnome attacks twice times with its shortsword or its darts.

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

Dart. *Ranged Weapon Attack:* +5 to hit, ranged 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Gnome Murder Lord

Small humanoid (gnome), chaotic evil

Armor Class 16 (studded leather)
Hit Points 33 (6d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	18 (+4)	13 (+1)	12 (+1)

Skills Acrobatics +6, History +6, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Gnomish
Challenge 2 (450 XP)

Blood Shield. When a creature that doesn't have all its hit points damages the gnome with an attack, roll a d6. On a roll of 4 or higher, the gnome takes half damage from the attack.

Cunning Action. The gnome can take a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Subrace. The gnome has one of the following subraces:

Deep Gnome. The gnome's darkvision increases to 120 feet, and it has advantage on Dexterity (stealth) checks to hide in rocky terrain.

Forest Gnome. The gnome can communicate simple ideas with Small or smaller beasts through sounds and gestures. In addition, the gnome can cast the *minor illusion* cantrip, using Intelligence as its spellcasting ability.

Rock Gnome. The gnome gains a +2 bonus when making an Intelligence (History) check related to magic items, alchemical objects, or technological devices. In addition, the gnome gets a +2 bonus to checks made with tinker's tools.

Spriggan. Once per day, the gnome can use an action to become Huge for 1 minute.

Urdlen's Saliva. The gnome's weapons are coated with Urdlen's saliva. If the gnome hits a creature with a weapon attack, the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. While poisoned in this manner, the creature is also paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Actions

Multiattack. The gnome attacks twice with its rapier or its darts.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, ranged 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

fluence, and they develop a near addict-like need to hunt and kill indiscriminately. And thus, murder lords exist only to rob as many people of their lives as possible, favoring those who try to avoid battle. Adventurers from other planes of existence are of particular interest.

Weremole

For a gnome to be transformed into a weremole in the afterlife is the highest gift that Urdlen bestows on its followers. To earn that gift, a gnome can't simply be a murderer or a malevolent pickpocket. The stain of evil needs to be dark upon their soul; they need to have relished the act of killing and wanton destruction. Not only that, but that desire must have led the gnome to their demise and thus to the attention and demesne of Urdlen, the Crawler Below. A weremole is Urdlen's will made manifest, submitting only to the Crawler and spreading violence and discord wherever it may roam. Weremoles in particular seek to revel in bloodlust, destroy the creations of others, and subjugate the weak.

On rare occasions, Urdlen might muster his divine might to forcefully transform a living gnome into a weremole, for nothing more than to observe the havoc caused by the gnome's insatiable bloodlust.



Weremole

Weremole

Small humanoid (gnome, shapechanger), chaotic evil

Armor Class 15
Hit Points 65 (10d6 + 30)
Speed 25 ft., 30 ft. in mole or hybrid form, burrow 30 ft. in mole or hybrid form

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	18 (+4)	14 (+2)	15 (+2)

Skills Acrobatics +7, History +6, Perception +4, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses blindsight 120 ft. (blind beyond this radius, mole and hybrid form only), darkvision 60 ft. (humanoid form only), passive Perception 14
Languages Common, Gnomish (can't speak in mole form)
Challenge 4 (1,100 XP)

Blood Frenzy (Mole and Hybrid Form Only). The weremole has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Cunning Action (Humanoid Form Only). The weremole can take a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. The weremole has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

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

Subrace (Humanoid Form Only). The weremole has one of the following subraces:

Deep Gnome. The weremole gains darkvision out to 120 feet, and it has advantage on Dexterity (stealth) checks to hide in rocky terrain.

Forest Gnome. The weremole can communicate simple ideas with Small or smaller beasts through sounds and gestures. In addition, the weremole can cast the *minor illusion* cantrip, using Intelligence as its spellcasting ability.

Rock Gnome. The weremole gains a +2 bonus when making an Intelligence (History) check related to magic items, alchemical objects, or technological devices. In addition, the weremole gets a +2 bonus to checks made with tinker's tools.

Spriggan. Once per day, the weremole can use an action to become Huge for 1 minute.

Shapechanger. The weremole can use its action to polymorph into a Medium mole-humanoid hybrid, or into a Large dead-white mole, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. In humanoid form, the weremole makes three rapier attacks or two poisoned dart attacks. In mole form, it makes one bite attack and one claw attack. In hybrid form, it can attack either as in humanoid form or as in mole form.

Bite (Hybrid or Mole Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 5 (1d10) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned in this manner, the creature is also paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage plus 5 (1d10) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns due to a festering wound. Each time the weremole hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Poisoned Dart. *Ranged Weapon Attack:* +7 to hit, ranged 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. plus 5 (2d4) poison damage.

Goblinoids

Goblinoids are a race comprised of closely related humanoid creatures that vary wildly in their appearance and development. Among them are many subraces including goblins, hobgoblins, and bugbears. In death, many goblinoids find themselves under the aegis of Maglubiyet, their chief deity. Under his rule, the unified pantheon of goblinoid deities grants their servants violent blessings in the afterlife.

Home Layer. Goblinoids of Acheron dwell on the cube of Clangor in Avalas. However, they tend to spend most of their time on the Battle Cube in eternal conflict with the orcs.

Optional: Slaughter-Blessed Goblinoids

A goblinoid who slays an orc in Avalas and is utterly devoted to maglubiyet becomes slaughter-blessed by the Mighty One's divine will.

With the exception of gorebrutes (who are already blessed), consider giving goblinoids the trait below if they are on or from Nishrek:

Slaughter-Blessed (1/Round). Roll a d6 at the end of each of the goblinoid's turns in combat. On a roll of 6, the goblinoid immediately takes another turn.

Bugbear Armipotent

Bugbears who never spilled blood in life are denied entry to Clangor; Maglubiyet devours their souls without a second thought. However, not all among those given entry are paragons of violence and murderous intent. These souls become armipotents, which other bugbears often berate as weak or cowardly. In truth, they are the shock troops of the goblinoid armies, and still receive the blessings of their violent gods.

Bugbear Armipotent

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	9 (-1)	12 (+1)	9 (-1)

Skills Stealth +7, Survival +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP)

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

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

Actions

Multiattack. The bugbear makes two melee or ranged attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range.

Bugbear Death Striker

Bugbears who spent their living days striking from the shadows and exercising brutality on the unsuspecting may be blessed with the station of death striker by Grankhul. Only those most cunning and devious gain this title, and

Variant Death Striker with Garrote

Some bugbear death strikers carry a garrote instead of javelins and a shield. When attacking with a garrote, such a bugbear doesn't make any noise, and it can drag along a creature grappled by its garrote without spending any extra movement. In addition, if it is invisible due to its Heart of Grankhul trait, it does not lose this invisibility if it attacks with a garrote.

A bugbear who carries a garrote gains the following additional action:

Garrote. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Small or Medium creature. *Hit:* 11 (2d6 + 4) slashing damage and the target is grappled (escape DC 16). While grappled in this manner, the target is restrained, can't speak, is suffocating, and takes 11 (2d6 + 4) slashing damage at the start of each of its turns. While the bugbear has a creature grappled in this manner, it can't make a garrote attack against another target.

Bugbear Death Striker

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (studded leather, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Stealth +11, Survival +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 12 (8,400 XP)

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

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

Heart of Grankhul. The bugbear has advantage on ability checks and saving throws that use Dexterity. In addition, if it rolls a Dexterity (Stealth) check of 25 or higher, the bugbear becomes invisible along with anything it is wearing or carrying. It remains invisible until it attacks or casts a spell, or until it takes a bonus action to end the effect.

Innate Spellcasting (3/Day). The bugbear can cast the *jump*, *knock* and *silence* spells, requiring no components. Its spellcasting ability is Wisdom.

Sneak Attack (1/Turn). The bugbear deals an extra 35 (10d6) 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 death striker that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 35 (10d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range.



Bugbear Destroyer

Optional: Warborn Goblinoids

While a host pursues conquest, it is taboo for its members to copulate. Such proclivities must be suppressed so that all effort is focused on the task at hand. Breach of the taboo can bring summary execution, so it is rare for offspring to be born among the host even when it successfully campaigns for years.

The taboo doesn't extend to female goblinoids that come into the host already pregnant and give birth while on campaign. Such offspring are called Warborn, a title they keep for life. The Warborn are thought to be blessed by Maglubiyet, and as a result these young goblinoids are carried into battle like a standard and used to rally troops.

A goblinoid that is Warborn has the additional trait noted below:

Maglubiyet's Dominance. When the goblinoid hits a creature other than Maglubiyet with an attack, the creature's speed becomes 0 until the end of its next turn.

with it comes a dark gift. These bugbears emit faint wisps of gray smoke, and are not often seen on the battlefield - but they are most certainly there. Operating behind orcish lines, death strikers are key assassins who target officers and other key personnel among the enemy forces.

Bugbear Destroyer

Hruggek favors not only the violent but those who lack any shred of mercy. Such bugbears receive the god's blessing, making them agents of brutality and reckless violence. Wading through enemy lines with their wicked morningstars, flashes of lightning explode from their blows and tear their foes asunder. These flashes of light inspire their forces to fight on, no matter how dire the circumstances. In the aftermath of battle, Hruggek's destroyers can often be found entirely coated in gore, bashing the unmoving remains of their enemies as if the battle had never stopped.

Bugbear Destroyer

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (breastplate)
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Str +9, Con +7
Skills Athletics +9, Intimidation +7, Survival +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 12 (8,400 XP)

Brute. A melee weapon deals two extra dice of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Hruggek's Rage (Recharges after a Short or Long Rest). Using a bonus action, the bugbear can enter a rage at the start of its turn. The rage lasts for 1 minute or until the bugbear is incapacitated. While raging, the bugbear gains the following benefits:

- The bugbear has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the bugbear gains a +3 bonus to the damage roll.
- The bugbear has resistance to bludgeoning, piercing, and slashing damage.

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

Surprise Attack. If the destroyer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 35 (10d6) damage from the attack.

Actions

Multiattack. The bugbear makes three morningstar attacks. It can replace one attack with a grapple. If all three attacks target the same creature, the target must make a DC 17 Constitution saving throw after the last attack hits or misses. On a failed save, the target takes 11 (2d10) lightning damage and is stunned until the end of the destroyer's next turn. On a successful save, the target takes half as much damage and isn't stunned.

Versatile Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, or 21 (3d10 + 5) piercing damage if wielded with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage in melee or 8 (1d6 + 5) piercing damage at range.

Reactions

Parry. The bugbear adds 4 to its AC against one melee attack that would hit it. To do so, the bugbear must see the attacker and be wielding a melee weapon.

Goblins and Booyahg

Though it is rare amongst their kind, to goblins all magic is 'booyahg.' All spellcasters are referred to in one of the following ways:

Booyahg Booyahg Booyahg. One who has innate magic.

Booyahg Caster. One who has learned magic through study.

Booyahg Crafter. One who builds pseudo-magical devices.

Booyahg Shaman. One who draws magic from nature.

Booyahg Slave. One who has been gifted with magical abilities by a powerful entity.

Booyahg Whip. Reserved for goblins blessed by Khurgorbaeyag and capable of dominating others.

Booyahg Wielder. One who can cast magic through a magic item in their possession.

Bugbear Slaughter-Grunt

After centuries of endless combat on the Battle Cube and no sign of advancement on the orcish lines, frustration is unavoidable. In some bugbears, this struggle has formented a wanton rage, transforming them into engines of destruction and violence. While their goals still seem unattainable, the bloodlust of battle offers them temporary surcease and pleases their deity Hruggek.

Specter of Skiggaret

None know for certain how these specters manifest on the battlefield, and many bugbears return to the barracks haunted by the knowledge of Skiggaret's influence. In moments of utter despair and terror, these ghostly and long-limbed entities may arise and begin to eat at the minds of those embroiled in conflict, both goblinoid and orc alike.

Invisible, most only feel the chill and terror sink into their heart before they are consumed. They flock to wherever the sensations of fear are greatest, like sharks to blood. Some among Maglubiyet's host see them as aid sent by the distant deity for which they are named, but for most the fear of Skiggaret marks these beings as ill omens.

Dead and Heartless. There is speculation that Skiggaret is pure fiction, invented as an excuse to be invoked when a bugbear is struck with fear without admitting the fear being natural. In truth, Skiggaret was very much real but is now long dead. Maglubiyet has Skiggaret's heart suspended within his mighty axe, Godspite, now wielding the power of Skiggaret as his own, enabling him to conjure forth these horrid specters at his leisure.

Undead Nature. A specter of Skiggaret doesn't require air, food, drink, or sleep.

Bugbear Slaughter-Grunt

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

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

Saving Throws Str +7, Con +7
Skills Intimidation +2, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 6 (2,300 XP)

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

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Reckless. At the start of each of its turns, the bugbear 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.

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

Wanton Destruction. The bugbear adds twice its Strength modifier to its melee weapon attacks (included in the attack), and the damage it deals can't be reduced by any means.

Actions

Multiattack. The bugbear makes two melee weapon attacks.

Two-Handed Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 21 (2d12 + 8) piercing damage.

Specter of Skiggaret

Medium undead, chaotic evil

Armor Class 12
Hit Points 63 (14d8)
Speed 0 ft., fly 50 ft. (hover)

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

Skills Stealth +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 6 (2,300 XP)

Feed on Fear. The specter regains lost hit points equal to half the psychic damage it deals to a creature frightened of it.

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

Invisibility. The specter is invisible.

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

Actions

Multiattack. The specter makes two attacks.

Touch of Skiggaret. *Melee Spell Attack:* +5 to hit, reach 30 ft., one creature. *Hit:* 11 (2d8 + 2) psychic damage and the target must succeed a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the condition for itself on a successful save.

Goblin Inventor

A goblin inventor is an adept tinkerer, capable of quickly discerning the ins and outs of any machinery they encounter. Their greatest invention is perhaps the goblin war-mower, a strange but devastating vehicle for use on the battlefield, which they can also pilot expertly.

Inventors are, in fact, extremely intelligent by goblin standards, and they're always working on new inventions that can potentially turn the tide of battle in their favor.

Morbid Curiosity. Inventors aren't often found on the battlefield, but are constantly surrounded by the fruits those fields produce. An inventor's workshop is strewn about with broken enemy machinery, unfinished gizmos, and anything the goblinoid armies were able to ransack from the enemy lines. This isn't limited to the mechanical creations of the enemy, but the enemies themselves. Explosives are packed with payloads of orcish teeth, claws are reborn as hooks, and one is never sure if the reddish-brown coating on an inventor's creation is born from rust or something more organic.



Goblin Inventor

Small humanoid (goblinoid), neutral evil

Armor Class 15 (chain shirt)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Investigation +3, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Booyahg. The goblin is a 1st-level booyahg crafter. Its booyahg ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following artificer spells prepared:

Cantrips (at will): *mending, shocking grasp*

1st level (2 slots): *alarm, grease*

Machinist. The goblin has advantage on checks related to driving vehicles and controlling other machinery.

Mechanical Familiar. The goblin has a mechanical familiar with the statistics of a bat, octopus, or rat, but it is a Tiny construct. If the mechanical familiar dies, the goblin can spend 1 hour crafting a replacement.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Invention. The goblin uses one of the following options (roll a d8 or choose one); the goblin can use each one no more than once per day:

1. Bag of Ball Bearings. The goblin spills tiny metal balls from a small bag to cover a 10-foot-radius area centered on itself. If the area is not level, the balls roll away and have no effect. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

2. Caltrops-in-a-Box. The goblin targets a point it can see within 20 feet with an ingenious invention that explodes outwards, causing caltrops to cover a 10-foot-square area centered on that point. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

3. Explosive Bomb. The goblin hurls a bomb up to 20 feet away. The bomb explodes on impact. Each creature within 10 feet of the impact must make a DC 11 Dexterity saving throw, taking 5 (2d4) fire damage plus 5 (2d4) thunder damage on a failed save, or half as much on a successful one.

4. Flash Bomb. The goblin hurls a bomb up to 20 feet away. The bomb explodes on impact. Each creature within 30 feet of the impact that can see it must succeed on a DC 11 Constitution saving throw or become blinded until the end of the goblin's next turn. The goblin automatically succeeds on the saving throw.

5. Grappling Hook. The goblin ejects a grappling hook from a wrist-mounted device, targeting any unoccupied space, whether horizontal or vertical, within 30 feet of it. The grappling hook remains connected to the wrist-mounted device by a small wire, which then reels the goblin to the space the grappling hook is in. The goblin remains attached to the grappling hook and the surface the hook is attached to until it uses a bonus action to cut the wire.

6. Magnetic Bomb. The goblin hurls a bomb up to 20 feet away. The bomb explodes on impact. Each creature within 10 feet of the impact must succeed on a DC 11 Strength saving throw for each metallic weapon it is holding or drop the weapon in question, which then moves to the bomb's point of impact.

7. Smoke Bomb. The goblin hurls a bomb up to 20 feet away. The bomb explodes on impact. The bomb creates a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of the goblin's next turn.

8. Wheel Board. The goblin drops a crude, metal board with wheels on the ground before jumping on top of it. Until the end of its turn, the goblin's speed increases to 100 feet, but it can only move in one direction and it can't move uphill. At the end of its turn, the board breaks and the goblin lands prone.

Reactions

Last-Ditch Effort. When the goblin dies, it can use its Invention action one last time.

Goblin Oppressor

The most wicked and oppressive of goblins find themselves blessed by Khurgorbaeyag when arriving in Acheron, granting them a newfound control over the art. Gifted with cunning and malign intelligence, their magics and inventions sow chaos across the battlefield.

Goblin Steel Biter

Steel biters are nasty and vicious, aspiring to become great warriors like the larger goblinoids they admire (and one day hope to usurp). They wield smaller imitations of greataxes and are relentless in their fury. Steel biters are named for their incredibly powerful bites, which they use to clench themselves unto their larger enemies. Once a steel biter's jaws close, they're exceedingly difficult to pry apart, especially due to the flurry of shiv-stabs aimed at the victim's kidneys.



Goblin Oppressor

Small humanoid (goblinoid), neutral evil

Armor Class 16 (leather armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	11 (+0)	13 (+1)	8 (-1)

Skills Acrobatics +7, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 3 (700 XP)

Booyahg. The goblin is a 3rd-level booyahg whip. Its booyahg ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *friends, poison spray, thaumaturgy*

1st level (4 slots): *bane, charm person, inflict wounds*

2nd level (2 slots): *heat metal, invisibility, suggestion*

Last Laugh (1/Day). When the goblin is reduced to 0 hit points, it detonates a jar of chemicals, and any non-goblinoid creature within 10 feet of it must make a DC 14 Constitution saving throw. On a failed save, a creature is poisoned for 1 minute. While poisoned in this manner, a creature is affected by the *confusion* spell. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its whip.

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage

Will of Khurgorbaeyag. The goblin triggers its Last Laugh trait without being reduced to 0 hit points.

Goblin Steel Biter

Small humanoid (goblinoid), neutral evil

Armor Class 15 (chain shirt)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

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

Skills Athletics +4, Acrobatics +4, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Wounded Fury. While it has 10 hit points or fewer, the goblin has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The goblin makes one attack with its bite and one with its goblin-sized greataxe.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a Medium or larger creature, the goblin attaches to the target. While attached, the goblin can't bite another target. A creature, including the target, can use its action to make a DC 14 Strength (Athletics) check, detaching the goblin on a successful check.

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

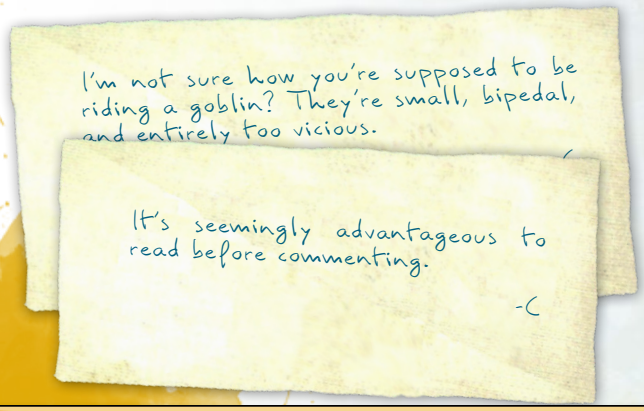
Shiv Flurry. If the goblin is attached to a creature with its bite, it can force that creature to make a DC 12 Dexterity saving throw. The target takes 19 (6d4 + 4) piercing damage on a failed save, or half as much on a successful one.

Goblin Vandal-Shaman

Most goblins can't contribute much in terms of martial ability on the battlefields of Acheron, outsized by the orcs and their larger goblinoid kin. Instead they lurk about, sabotaging enemy defenses, siege engines, and other equipment to grant the goblinoids an edge in their war effort. Goblin vandal-shamans are the experts at this discipline amongst the goblinoids. Wielding totemic clubs blessed by their deities they are able to circumvent magical defenses and sap the enemy's position. While not physically threatening, the presence of a vandal-shaman among enemy lines is cause for dismay and panic as thoughtful engineering is destroyed with maniacal glee.

Goblin Wild Rider

While they aren't exactly the fiercest of combatants, wild riders are known for their exceptional control over various wild canines and other monstrosities. Khurgorbaeyag's blessing has made them exacting beastmasters who can bond with their mounts with surprising ease. No army will cower at the sight of even a hundred goblins approaching, but a hundred goblins mounted atop guulvorgs or winter wolves is another matter entirely.



Goblin Vandal-Shaman

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Acrobatics +5, Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Nullify Magic. The goblin can activate or deactivate the magic of its totem club using an action. While active, the totem club is surrounded by a 20-foot-radius aura centered on it. The aura functions exactly like an *antimagic field* spell except that the club itself remains unaffected.

If the totem club's magic remains active for 1 minute, or if a creature other than the goblin touches it, the club explodes, forcing each creature within 20 feet of it to make a DC 13 Constitution saving throw. On a failed save, a creature takes 5 (1d10) necrotic damage and suffers one level of exhaustion. On a successful save, a creature takes half as much damage and doesn't suffer exhaustion.

Booyahg. The goblin is a 1st-level booyahg shaman. Its booyahg ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mending, thorn whip*

1st level (2 slots): *thunderwave*

Actions

Multiattack. The goblin makes two totem club attacks.

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

Vandalize. The goblin destroys or sabotages a piece of siege equipment within 5 feet of, causing it to cease functioning. The siege equipment can be repaired with a *mending* spell or by spending 1 hour repairing it with suitable artisan's tools.

Goblin Wild Rider

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)
Hit Points 10 (3d6)
Speed 30 ft.

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

Skills Acrobatics +5, Animal Handling +5, Athletics +2, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin, Worg
Challenge 1/2 (100 XP)

Bonding. The goblin can magically bond with one dire wolf, guulvorg, winter wolf, wolf, or worg it can see. To do so, it must spend at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the goblin bonds with a different creature or until the bonded creature dies. This bond has the following effects:

- The goblin and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.
- The goblin can sense the direction and distance to the bonded creature if it is on the same plane of existence.
- As an action, the goblin or the bonded creature can sense what the other sees and hears, during which time it loses its own sight and hearing. This effect lasts until the start of its next turn.

Born to the Saddle. The goblin has advantage on saving throws made to avoid falling off its mount. If it falls off of its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. Finally, mounting or dismounting a creature costs the goblin only 5 feet of movement, rather than half its speed.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Light Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Net. Ranged Weapon Attack. +2 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature in a net on a successful check. Dealing 5 slashing damage to the net (AC 10) frees a restrained creature without harming it and destroys the net.

Gorebrute

On rare occasions a goblinoid, regardless of its subrace, that lived a life full of exceptional cruelty, domination, and destruction catches the attention of Maglubiyet himself. Upon death, such a goblinoid goes directly to him and is transformed into a hulking beast in the Battle Lord's image, fueled by his tyrannical fire.

Avatars of Destruction. Maglubiyet doesn't create avatars; he creates gorebrutes in his image. They are the Mighty One's personal agents who are sometimes deployed to the Material Plane if a goblinoid host must be gathered for war.

Neither goblinoid officers, generals, or deities can command a gorebrute. They must either accept their subjugation or be slaughtered.

Two or more gorebrutes are rarely in the same war camp. If they are, it is by the will of Maglibiyet, which ensures they command and fight in perfect unison. The Battle Lord might, however, also have two gorebrutes confront each other to determine who is the stronger of the two. There is no place for weakness among these fiery apex goblinoids.

Bone Collectors. Gorebrutes collect jawbones from their fallen enemies, proudly displaying them on their bodies for all to see, inspiring courage in their allies and fear in their enemies. The greatest trophy to a gorebrute is the skull of an aurochs, which it wears as a helmet to both anger and terrify its orc rivals in battle.



Gorebrute

Large humanoid (goblinoid), lawful evil

Armor Class 15 (natural armor)
Hit Points 348 (36d10 + 150)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Str +10, Dex +8, Con +10, Int +6, Wis +7, Cha +7
Damage Immunities fire
Skills Athletics +15, Intimidation +7, Perception +7
Senses truesight 120 ft., passive Perception 17
Languages Common, Goblin
Challenge 16 (15,000 XP)

Animosity. The gorebrute's goblin's animosity grows as it sustains injuries, making it an ever-increasing threat in battle. The effects described below are cumulative and become active when the gorebrute's hit points have been reduced below a certain threshold.

Below 261 Hit Points. The gorebrute scores a critical hit with its goreaxe on a roll of 19-20.

Below 174 Hit Points. The damage of the gorebrute's Fire Aura increases to 14 (4d6).

Below 87 Hit Points. The gorebrute gains 30 temporary hit points at the end of each of its turns and it makes three attacks as part of its Multiattack, rather than two attacks.

Brute. A melee weapon deals three extra dice of its damage when the gorebrute hits with it (included in the attack).

Fire Aura. The gorebrute can activate or deactivate this feature as a bonus action. While active, the gorebrute's eyes are ignited with flame and at the start of each of the gorebrute's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the gorebrute or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (1/Day). If the gorebrute fails a saving throw, it can choose to succeed instead.

Slaughter-Blessed (1/Round). Roll a d6 at the end of each of the gorebrute's turns. On a roll of 5-6, the gorebrute can immediately take another turn in combat.

Standing Leap. The gorebrute's long jump is up to 50 feet and its high jump is up to 40 feet, with or without a running start.

Actions

Multiattack. The destroyer makes two attacks in any combination.

Goreaxe. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) slashing damage.

Fire bolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage. This attack can't be affected by *counterspell.*

Hobgoblin Aegis

The rank-and-file soldiers of Nomog-Geaya, many hobgoblins who pursued the military arts in life will serve as an aegis in death. Equally skilled in the arcane arts and martial skills, they are tactically gifted and quick to assess and control the battlefield. Displaying the organization that many hobgoblin hosts are known for in life, the aegis are heavily regimented and quick to follow orders - for the betterment of the war effort.

Hobgoblin Blade Bearer

While many hobgoblins in pitched combat prefer to work tactically and with reserve, those that rise to the opportunity to display their personal might may become known as blade bearers. These talented combatants wade into the middle of the fray and seek opportunities to call out other key fighters, challenging enemy officers to duels. While the common soldiers gawk at their showmanship, none can deny that an enemy emplacement suddenly bereft of a captain is much easier to conquer. And if the blade bearer looked impressive while they did it, so much the better.

Dear Reader,

Many goblinoid war camps contain a library, which is protected by a hobgoblin aegis or devastator. Hobgoblins have such respect for knowledge that the library itself is often hauled between war camps in a fortified and fire-protected wagon.

E.A.

I have yet to come across a hobgoblin trained in two-weapon fighting on the Material Plane. It seems Nomog-Geaya has a healthy respect for the art.

-Drizzt Do'Urden

Hobgoblin Aegis

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Int +4, Wis +3, Cha +2
Skills Arcana +4, Athletics +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spellcasting. The hobgoblin is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, ray of frost, shocking grasp, prestidigitation*
1st level (4 slots): *fog cloud, magic missile, thunderwave*
2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*

Actions

Multiattack. The hobgoblin makes three melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Hobgoblin Blade Bearer

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (breastplate)
Hit Points 55 (10d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Int +2, Wis +3, Cha +3
Skills Acrobatics +6, Athletics +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

Lightfooted. The hobgoblin can take the Dash or Disengage action as a bonus action on each of its turns.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes three attacks with its shortsword or two attacks with its light crossbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 7 (1d6 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Dual Wielder's Parry. The hobgoblin adds 2 to its AC against one melee attack that would hit it. The hobgoblin must be able to see the attacker and be wielding two melee weapons.

This guy could use a swift kick in the morals.

Hobgoblin Peacekeeper

While Bargrivyek's teachings are sometimes de-emphasized in the other planes, the peacekeepers ensure his doctrine is respected in Acheron. Powerful warriors and arcanists, these generals are respected among all goblinkind in Acheron. Through a mixture of fear, force, magic, and the threat of summary execution, they manage to keep a goblinoid host mostly focused on their goals instead of tearing each other apart. With the exception of the gorebrutes and myrmidons, over which they hold no sway, the peacekeepers are free to exercise Bargrivyek's message of collaboration in any way they see fit - primarily by executing repeat offenders. This is a last resort, however, as they prefer not to waste resources and rely first on strong-arming and arcane prowess. Their most effective form of control is in redirection, as they work to channel the violence and animosity of the other goblinoids away from each other and toward their enemies.



Hobgoblin Peacekeeper

Hobgoblin Peacekeeper

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	17 (+3)	13 (+1)	17 (+3)

Saving Throws Int +6, Wis +4, Cha +6
Skills Athletics +7, Intimidation +9, Perception +4, Persuasion +9
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 8 (3,900 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spellcasting. The hobgoblin is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *friends, message, thaumaturgy, vicious mockery*
1st level (4 slots): *shield, sleep, thunderous smite*
2nd level (3 slots): *calm emotions, hold person, shatter*
3rd level (3 slots): *counterspell, dispel magic, hypnotic pattern*
4th level (3 slots): *compulsion, dimension door*
5th level (2 slots): *dominate person, wall of force*

Tough Love. If the hobgoblin hits an ally with its greatflail, the display of violence stirs the hearts of other goblinoids. Until the start of the hobgoblin's next turn, each of its allies within 60 feet of is immune to the frightened condition and can reroll any failed attack roll, ability check, or saving throw (it must use the new roll).

Actions

Multiattack. The hobgoblin makes two greatflail attacks.

Greatflail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Large or smaller creature that isn't wielding a shield, the target must make a DC 16 Strength saving throw or be knocked prone.

Hobgoblin Myrmidon

The myrmidons are the elite warriors of the hobgoblins. Granted a sliver of Nomog-Geaya's divinity, their martial prowess is nearly unmatched. They often march in small groups, creating pockets of order and resolve among the rank and file. Other goblinoids rally to their recognizable armored forms amid the chaos of the battlefield, as a squad of myrmidons can hold ground against almost any enemy.

Hobgoblin Steel Warden

More often seen on the outskirts of combat than within it, the steel wardens are the scouts and skirmishers of the hobgoblins. They possessed a unique ability gifted to them by Nomog-Gaeya: the ability to magnetize themselves.
They travel across the Battle Cube looking for points of strategic importance and marking the locations of enemy troops. When not scouting, they swiftly and precisely navigate through enemy ranks to take out crucial equipment, personnel, or installations.



Hobgoblin Myrmidon

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+2)	18 (+4)	18 (+4)	13 (+1)	17 (+3)

Saving Throws Int +7, Wis +4, Cha +6
Skills Athletics +7, Acrobatics +5, Intimidation +9, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 8 (3,900 XP)

Battleborn (5/Day). Once per turn, the hobgoblin can use one of the options below:

Indomitable. The hobgoblin rerolls a failed saving throw.

Second Wind. Using a bonus action, the hobgoblin regains 11 (2d10) hit points.

Sure-Strike. The hobgoblin rerolls a failed attack roll.

Brutal Display. When the hobgoblin reduces a creature to 0 hit points, the hobgoblin immediately executes it in a brutal and gory display of violence. Each hostile creature within 30 feet of the hobgoblin that can see the act must succeed on a DC 14 Wisdom saving throw or become frightened of the hobgoblin 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 successful save.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes three attacks in any combination.

Flail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Riposte. When a creature that the hobgoblin can see misses it with a melee attack, the hobgoblin can use its reaction to make a melee weapon attack against that creature.

Hobgoblin Steel Warden

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	13 (+1)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Int +3, Wis +5, Cha +4
Skills Athletics +7, Perception +8, Stealth +4
Senses darkvision 60 ft., passive Perception 18
Languages Common, Goblin
Challenge 5 (1,800 XP)

Magnetic Propulsion (3/Day). The hobgoblin can move up to 20 feet in a straight line without provoking opportunity attacks and without using any of its movement. The hobgoblin can use this movement in the following ways:

Defense. The hobgoblin uses its Magnetic Propulsion as a reaction when hit with an attack or when forced to make a Dexterity saving throw. When used in this manner, the hobgoblin makes Dexterity saving throws with advantage until the start of its next turn.

Offense. The hobgoblin uses its Magnetic Propulsion as a bonus action on its turn. When used in this manner, the hobgoblin makes its next melee weapon attack with advantage and deals one extra die of damage on a hit.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spellcasting. The hobgoblin is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following spells prepared:

1st level (4 slots): *ensnaring strike, longstrider, thunderous smite*

2nd level (2 slots): *beast sense, cloud of daggers, pass without trace*

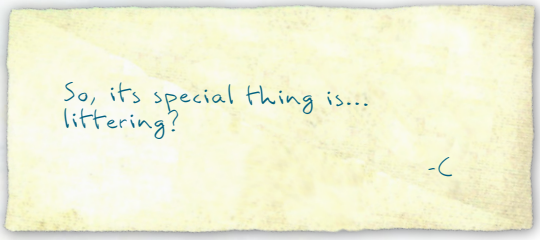
Actions

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if wielded with two hands.

Hobgoblin Waste Layer

Hobgoblins have long valued the benefits of arcane study on the battlefield, and rumors of the secretive Academy of Destruction abound in the Material Plane. Here the devastators, hobgoblins with a knack for the arcane arts, are trained as mobile artillery for the legions, and sometimes become warlords themselves. They see no point in studying the intricacies of arcane theory, but excel in the practical application of evocation and destruction in combat.

Arcanists in Residence. Those that truly excel at the art of war magic are the waster layers, elite arcanists who have truly honed their craft. These elites could easily turn the tide of any battle, but many hear a call to return to the Academy and train the new generations of devastators – training the new arrivals with an iron fist to weed out the unworthy.



Hobgoblin Wrath Shadow

Among the priesthood of Maglubiyet are the secretive and feared Iron Shadows. These trained assassins specialize in unarmed combat and shadow magic, and have a divine license to oversee and investigate those within their legions. Wearing stylized devilish masks and flowing martial robes, the Iron Shadows are equally feared and respected by the other goblinoids. Acting like a secret police, they follow only Maglubiyet's will and zealously eliminate those who are not dedicated to the cause. But even they fear something: the Wrath Shadows.

Dark Initiation. When an Iron Shadow has proven themselves truly devoted to their duty by ousting three traitors: one who betrayed Maglubiyet in thought, one in word, and one in deed, they fall into a trance-like state wherein they meet an aspect of the High Chieftain himself. The aspect interrogates the Shadow mercilessly, and if they are found wanting in any facet of their devotion, their soul is consumed. For the truly zealous, this aspect then imparts a gift of further arcane might and sends the newborn Wrath Shadow out into the world to police their own order and recruit new members.

Hobgoblin Waste Layer

Medium humanoid (goblinoid), lawful evil

Armor Class 14 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	19 (+4)	13 (+1)	12 (+1)

Skills Arcana +7, Intimidation +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 6 (2,300 XP)

Arcane and Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with an attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Lay Waste. Using a bonus action, the hobgoblin can double the radius or range of its damaging spells.

Spellcasting. The hobgoblin is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *burning hands, chromatic orb, magic missile, thunderous smite*

2nd level (3 slots): *cloud of daggers, heat metal, scorching ray*

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

4th level (3 slots): *ice storm, fire shield*

5th level (1 slot): *cone of cold*

Actions

Multiattack. The hobgoblin makes two glaive attacks. It can replace one attack with a spell of 1st level or lower.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Hobgoblin Wrath Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 18
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	18 (+4)	12 (+1)

Skills Acrobatics +6, Athletics +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spellcasting. The hobgoblin is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation, true strike*

1st level (4 slots): *charm person, disguise self, expeditious retreat, silent image, sleep*

2nd level (3 slots): *invisibility, mirror image, spider climb*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Gridelin

The cubes of Thuldanin are battered and pitted by past conflicts, but a traveler should be wary of any cube that appears pocked with mounds of stone and metal, for they may be the hibernating forms of the gridelin. Chitinous and insectoid, the carapaces of these predators adapt and shift to match their environment, allowing hordes to silently wait until their prey has wandered into the middle of their killing ground. Ofttimes the last sound a lone arcanist hears while traversing this layer is the maddening hum of their wings lifting into flight.

Evolution of the Fittest. Theories on the origin of the gridelin range from demonic meddling to arcane experiments gone rogue, but the truth of the matter is far less grand. While traversing Acheron in search of the institutes of arcane research that lie in the lower layer of Tintibulus, an expedition was cornered by the horrid entoceans. Knowing they were doomed either at the hands of the entoceans or by the petrifying effect of Thuldanin itself, a mage within the expedition undertook a drastic ritual to protect their companions by binding their bodies to fragments of the cubes themselves as a sort of shield. The ritual succeeded in part, and the thus-armored adventurers escaped. However, they never reached their destination.

The transformation cut both ways, and they discovered that they could no longer survive beyond Thuldanin, as their new forms would dissolve. Over time their minds were warped as well, until all they could remember was their hatred of the entoceans and their connection to this place. The unstable magics within their bodies led to rapid evolution among their progeny, until they eventually became what are now known as gridelin. They multiply by melding into a cube, reemerging 24 hours later with 1d4 other gridelin, having seemingly mated with the cube itself.

The story of the original gridelin is long lost, and the hivemind horde now conducts its blood feud with the entoceans across the scarred cubes. Not as versatile or powerful as their enemies, the horror of the gridelin is instead their rapid propagation and terrifying speed.


Gridelin

Protected Within and Without. The chitin of the gridelin is grown from shards of the cubes themselves, and is adaptive to their needs and imbued with magic-absorbing properties, which a gridelin can in turn channel through its sword-like limbs and claws as arcane lightning.

Home Layer. Gridelin are bound to Thuldanin, unable to survive for long without succumbing to the petrifying effect the layer has. In fact, without this constant effect, a gridelin begins to dissolve after 24 hours, losing 10 hp at the end of every minute until it dies in agonizing pain.

Gridelin

Medium aberration, lawful evil

Armor Class 20 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	21 (+5)	20 (+5)	11 (+0)

Skills Acrobatics +8, Athletics +8, Perception +9, Stealth +8, Survival +9
Damage Resistances lightning, poison, thunder
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages -
Challenge 10 (5,900 XP)

Chameleon Carapace. The gridelin can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Drone. While flying, the gridelin produces a horrid droning sound to which other gridelins are immune. Any other creature that starts its turn within 60 feet of the gridelin and can hear it must succeed on a DC 16 Constitution saving throw or be unable to concentrate on spells and effects until the start of its next turn. A creature that can't hear the droning automatically succeeds on the save. If a creature's saving throw is successful or the effect ends for it, it is immune to this effect for the next 24 hours.

Hive Mind. While the gridelin is within 30 feet of at least one other gridelin, it is resistant to psychic damage, and immune to the charmed and frightened conditions.

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

Spell-Absorbing Chitin. Any time the gridelin is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4 to 5, the gridelin is unaffected. On a 6, the gridelin is unaffected and gains 20 temporary hit points.

Actions

Multiattack. The gridelin makes one booming blade attack and two attacks with its crackling claw.

Booming Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target, *Hit:* 15 (2d10 + 4) slashing damage. If the target is a creature, it becomes sheathed in booming energy until the start of the gridelin's next turn. If the target willingly moves before then, it immediately takes 9 (2d8) thunder damage and must succeed a DC 16 Strength saving throw or be knocked prone.

Crackling Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target, *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) lightning damage.

Hecatoncheires

The universally feared hecatoncheires were created by proto-deities at the beginning of time. These monstrosities were born with a hundred limbs and a fifty faces, ever-vigilant and awesomely strong. Immediately horrified by their creation and fearing for their own existence, these long forgotten proto-deities locked the hecatoncheires away through their combined divine might.

A Double-Edged Sword. The gods rightfully feared these immensely powerful titans, though some also saw them as useful tools that could help rid existence of rival deities. So, from time to time, a deity grew bold and released one of the hundred-handed ones, as they were also known, each time spelling doom for entire pantheons. Hecatoncheires couldn't be controlled, not even by the gods.

The final three still remain locked away to this day and have largely been forgotten.

Born From Madness. Drifting for eons untold, the isolation and unimaginable loneliness of the titans has fractured their minds and driven them to madness. In their wandering, the mad almost-gods dreamed, and from their broken-minded dreams rose new titans on the fringes of the Far Realm. The three ancient titans still drift in the unknown darkness at the edge of existence, but the lesser beings born of their dreams, standing over 40 feet tall and weighing over 20 tons, have broken through the boundaries of the planes in search of answers.

Engines of Destruction. Born without memory or knowledge of why their ancestors were banished, these mad proto-titans roam the multiverse in a rage, and in their footsteps lie the wreckage of entire worlds. Warped in form and in mind, they seek to destroy anything and everything in a futile attempt to understand their own existence.

Though they are intelligent and aware of their surroundings, a hecatoncheires answers to no master and destroys

Hecatoncheires

Huge monstrosity (titan), chaotic evil

Armor Class 27 (natural armor)
Hit Points 561 (34d12 + 340)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	17 (+3)	19 (+4)	20 (+5)

Saving Throws Dex +9, Wis +14, Cha +15
Skills Athletics +20, History +13, Insight +14, Intimidation +25, Survival +14
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from attacks that aren't bathed in the blood of a deity
Damage Immunities lightning, necrotic, poison, radiant
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception irrelevant (see "Fifty Heads" trait)
Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.
Challenge 35 (265,000 XP)

Death Throes. When the hecatoncheires dies, a wave of proto-divinity is released, bursting outwards from the hecatoncheires for 20 miles before dissipating. For the next 24 hours, the affected region gains the effect of an *antimagic field* and each deity touched by the wave becomes mortal.

Empowered Attacks. The hecatoncheires' attacks and Weapon Flurry are treated as magical and adamantine for the purpose of bypassing resistance and immunity to nonmagical weapons.

Fifty Heads. The hecatoncheires always succeeds on Wisdom (Perception) checks and notices everything it can perceive within 120 feet of it.

Legendary Resistance (5/Day). If the hecatoncheires fails a saving throw, it can choose to succeed instead.

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

Reactive. The hecatoncheires can take one reaction on every turn in a combat.

Rooting Tentacles. While the hecatoncheires is rooted to the ground, it gains the following benefits and detriments:

Benefits. The hecatoncheires gains plane-wide tremorsense, the earth gradually blackens, fauna and flora randomly wither and die, emotions and sounds are strangely dulled, and the hecatoncheires can cause up to 50 tons worth of a structure of its choice to collapse at the end of each of its turns. These benefits affect the entire celestial body the hecatoncheires is rooted into. The hecatoncheires can also cast and concentrate on the *earthquake* spell (save DC 23) at will, centered on itself. It automatically succeeds on Dexterity saving throws against the spell.

Detriments. The hecatoncheires' speed is 0, it can't have anything grappled with its tentacles, and it can't use its tentacle attack or its Titanic Leap.

Storm of Swords. The first time a creature moves within 15 feet of the hecatoncheires on a turn or starts its turn there, the hecatoncheires can use its Weapon Flurry against it (no action required).

Actions

Multiattack. The hecatoncheires uses its Weapon Flurry twice. It can't use both against the same target.

Antediluvian Weapon. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) bludgeoning, piercing, or slashing damage.

Boulder. *Ranged Weapon Attack:* +10 to hit, range 500 ft., one target. *Hit:* 65 (10d10 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 28 Strength saving throw or be knocked prone.

Weapon Flurry. The hecatoncheires unleashes a flurry of attacks against a target within 15 feet of it. The target must make a DC 28 Dexterity saving throw, taking 55 (10d10) bludgeoning, piercing, or slashing damage on a failed save, or half as much on a successful save.

Tentacle. *Melee Weapon Attack:* +20 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 28). Until this grapple ends, the target is restrained.

Titanic Leap (Recharges After a Short or Long Rest). The hecatoncheires uses one of the following leaps while outside:

Interplanar Leap. The hecatoncheires jumps upwards with such force that it breaks through planar boundaries as if casting the plane shift spell. The hecatoncheires appears on a plane of its choosing, 20 miles above the ground and comes crashing down, creating a shockwave upon impact. Both the jump and the fall take 1 minute. Each creature within 60 feet of the hecatoncheires when it lands, must make a DC 28 Strength saving throw, taking 132 (24d10) thunder damage on a failed save, or half as much on a successful save. A creature in the hecatoncheires' space has disadvantage on the saving throw.

Intraplanar Leap. The hecatoncheires jumps up to 20 miles with a travel time of 2 miles per round. The hecatoncheires lands at the end of its turn, creating a shockwave upon impact. Each creature within 60 feet of the hecatoncheires when it lands must make a DC 28 Strength saving throw, taking 132 (24d10) thunder damage on a failed save, or half as much on a successful save. A creature in the hecatoncheires' space has disadvantage on the saving throw.

Legendary Actions

The hecatoncheires can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hecatoncheires regains spent legendary actions at the start of its turn.

Boulder (Costs 2 Actions). The hecatoncheires makes a boulder attack.

Root/Uproot. The hecatoncheires burrows its tentacles into the ground or retracts them, gaining or losing the effects described in the Rooting Tentacles trait.

Move. The hecatoncheires moves up to its speed.

Multiattack (Costs 2 Actions). The hecatoncheires uses its Multiattack action.

Sword. The hecatoncheires attacks with an antediluvian sword.

Tentacle (Costs 2 Actions). The hecatoncheires makes a tentacle attack.

with seemingly no logic or intent. The presence of one such titan signals widespread destruction and death, as their root-like tentacles burst into the ground and spread their vile influence through entire continents, while their many limbs hurl boulders or violently hack away with swords at any who dare confront it.

Legacy of Gods. Hecatoncheires are immortal, and don't die unless slain. Like other titans and divine beings, they can only be called by powerful magics and the knowledge of their true name. The utterance of a hecatoncheires' true name is the only thing known to give them pause during their rampage, but few mortals know such things – and fewer still are willing to be near such powerfully destructive beings. Even the gods today tremble at the mere mention of them. Understandably so, since the spark that fuels them is proto-divine and capable of temporarily ripping away a deity's divinity, rendering them mortal and thus vulnerable - something that can threaten existence as we know it.

Immortal Nature. A hecatoncheires doesn't require air, food, drink, or sleep.



Hecatoncheires

Optional: Epic Die Traits

If your group plays with the Epic Die, a hecatoncheires also has the additional trait noted below:

Epic Trait: Titanic Strikes. The damage of the hecatoncheires' Weapon Flurry increases by a number of d10s equal to the Epic Die.



Justicator

Perfect in form and in purpose, the justicators are the embodiment of law, but once fought for a different cause. During the time of creation when the primordial forces of chaos battered against the will of law and the axiomatic powers, Primus the One and Prime, ruler of the modrons of Mechanus, forged a compact among lawful forces to fight back the chaos of the Abyss. A chorus of angels joined the coalition, but were frustrated by their leadership forcing them to fight alongside the devilish forces of the Nine Hells. During a battle against the demons, the angels could tolerate no longer their fiendish companions and broke sides to fight against the devils among them. The day was lost, and Primus ruled that the angelic forces must be punished for their breach of contract. Using the great forges powered by the Mechanus chains, the modrons reforged the souls of the angels into beings of pure law, known now as justicators.

Home Layer. Lacking an actual home, justicators are found throughout all lawful planes, which they seek to cull of all chaos. In Acheron, they are most numerous in the layer of Avalas. They take turns venturing into Thuldanin a few dozen at a time to not suffer the layer's petrifying effects, and only a select few ever venture to Tintibulus. There are usually no justicators in Ocanthus.

Immortal Nature. A justicator doesn't require food, drink, or sleep.

Justicator

Large celestial, lawful neutral

Armor Class 19 (+1 mithral full plate)
Hit Points 150 (20d10 + 40)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	14 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Con +7, Wis +9, Cha +6
Skills Athletics +10, Perception +9, Stealth +8
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.
Challenge 13 (10,000 XP)

Axiomatic Mind. The justicator can't be compelled to act in a manner contrary to its nature or its instructions.

Detect Chaos. The justicator instinctively knows if a creature it can see is of chaotic alignment.

Innate Spellcasting. The justicator's innate spellcasting ability is Wisdom (spell save DC 17). The justicator can innately cast the following spells, requiring no material components:

At will: *bless, invisibility (self only)*

3/day each: *command, destructive wave, dispel magic*

1/day each: *plane shift*

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

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

Smite Chaos (1/Turn). When the justicator hits a creature of chaotic alignment with any weapon, the weapon deals an extra 14 (4d6) damage.

Actions

Multiattack. The justicator can use its Dimensional Anchor. It then makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage. The justicator scores a critical hit on a roll of 19 or 20.

Dimensional Anchor (3/Day). The justicator targets a creature of chaotic alignment that it can see within 60 feet of it. The target must succeed on a DC 17 Charisma saving throw or be magically bound to the plane it is on for 1 minute, becoming unable to leave the plane by any means.

Makhai

The makhai are spirits of battle, bound to fight for all time. When a makhai dies, it releases a powerful explosion that can be heard for miles. If killed in Acheron, the spirit reshapes 10 days later in the nearest available space of where it was destroyed, otherwise the spirit manifests in a random location of Acheron's first layer.

A makhai resembles several humanoids that have been fused together into a many-limbed amalgamation of heat, stone, and metal. When they stand still for prolonged periods of time (which they rarely do), the heat beneath their "skin" dissipates, but when moving it flares back up.

Home Layer. The makhai are bound to Avalas, never venturing beyond its confines.

Constructed Nature. A makhai doesn't require air, food, drink, or sleep.

Ever-Forged Makhai

Some few makhai don't burn with the same heat as their brethren, but instead manifest as giant, metallic, walking siege engines. It transforms whomever it traps into a sentry; a metallic minion created in the image of the makhai. Some ever-forged makhai have small, makhai-like creatures crawling on them, which help to repair any damage the ever-forged makhai might suffer in the heat of battle.

Optional: Epic Die Traits

If your group plays with the Epic Die, an ever-forged makhai also has the additional legendary action noted below:

Epic Legendary Action: Construct Drone. The makhai constructs an ever-forged drone that appears in its space. The drone crawls on the side of the makhai, acting at the end of each of the makhai's turns.

Ever-Forged Makhai

Huge construct (makhai), unaligned

Armor Class 22 (natural armor)
Hit Points 775 (50d12 + 450)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	28 (+9)	13 (+1)	19 (+4)	13 (+1)

Saving Throws Str +19, Con +19, Wis +14, Cha +11
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 14
Languages understands Abyssal, Common, and Infernal, but can't speak
Challenge 34 (240,000 XP)

Corpses. When first encountered, the makhai contains the corpses of 6 (1d6 + 3) Medium or Small creatures. The makhai can hold the remains of up to 9 dead humanoids. These remains have total cover against attacks and other effects outside the makhai. If the makhai dies, the corpses within it are annihilated by the resulting explosion.

While it has at least one humanoid corpse within it, the makhai can use its Deploy Sentry action.

Death Throes. When the makhai dies, it explodes, and each creature within 30 feet of it must make a DC 27 Constitution saving throw, taking 110 (20d10) thunder damage on a failed save, or half as much damage on a successful one. The explosion can be heard up to 30 miles away.

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

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

Primordial Attacks. The makhai's weapon attacks are magical. When the makhai hits with any weapon, the weapon deals an extra 18 (4d8) cold, fire, lightning, or thunder damage (included in the attack). This damage ignores resistances and immunities.

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

Spirit of Battle. Roll a d6 at the start of each of the makhai's turns. On a roll of 4 or 5, the makhai takes half damage until the start of its next turn, and on a 6, the makhai instead takes no damage until the start of its next turn.

Destructive Leap. The makhai's long jump is up to 40 feet and its high jump is up to 30 feet, with or without a running start. When the makhai lands after jumping, it can take the Shockwave action as a bonus action.

Two Heads. The makhai has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Actions

Multiattack. The makhai makes three glaive attacks and hurls two primordial bolts. It can replace each glaive attack with a primordial bolt.

Glaive. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) slashing damage plus 18 (4d8) cold, fire, lightning, or thunder damage (makhai's choice).

Primordial Bolt. *Ranged Weapon Attack:* +19 to hit, range 120 ft., one target. *Hit:* 53 (8d10 + 9) cold, fire, lightning, or thunder damage (makhai's choice).

Deploy Sentry. The makhai transforms one dead creature within it, turning it into an ever-forged sentry and ejects it upwards. The sentry smashes into the ground in an unoccupied space within 120 feet of the makhai and acts immediately after it in the initiative order. Each creature within 10 feet of the space of impact must succeed on a DC 27 Constitution saving throw or take 11 (2d10) thunder damage and land prone. The sentry acts as an ally of the makhai but isn't under its control.

Scavenger Harpoon. *Ranged Weapon Attack:* +19 to hit, range 60 ft., one Medium or smaller creature. *Hit:* 22 (2d12 + 9) piercing damage and the target is grappled (escape DC 17). Until the grapple ends, the target takes 22 (2d12 + 9) piercing damage at the start of each of its turns. The harpoon and the chain that connects it to the makhai both have AC 22 and can be destroyed by dealing 20 bludgeoning damage or more to it at once. Destroying the harpoon or the chain doesn't hurt the makhai but ends the grapple. If either the harpoon or the chain is destroyed, the makhai can't use this action again until it next finishes a short or long rest.

Reel. The makhai pulls each creature grappled by its scavenger harpoon up to 60 feet straight toward it. If the grappled creature is dead and unsecured, the makhai stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Shockwave (Recharge 5-6). A wave of thunderous force that is audible out to 1 mile sweeps out from the makhai. Each creature within 30 feet of the makhai must make a DC 27 Strength saving throw. On a failed save, a creature takes 33 (6d10) thunder damage and is pushed 10 feet away from the makhai in a straight line. On a successful save, a creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within 30 feet of the makhai are automatically pushed 10 feet away from it.

Legendary Actions

The makhai can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The makhai regains spent legendary actions at the start of its turn.

Attack (Costs 2 Actions). The makhai makes a glaive attack or a hurls a primordial bolt.

Deactivate Sentries. The makhai causes all ever-forged sentries it has created to die.

Deploy Sentry. The makhai uses its Deploy Sentry action.

Scavenger Harpoon. The makhai uses its Scavenger Harpoon action if it can.

Move. The makhai moves up to half its speed.

Reel. The makhai uses its Reel action.



Ever-Forged Makhai

Ever-Forged Drone

Found crawling across the hulking forms of the ever-forged makhai, these drones resemble small makhai with their two heads and heated bodies. But instead of turning their blades toward the enemy, these diminutive warriors coax the spark in their bodies into a pilot flame and scurry about the ever-forged's body, fixing tears in the armaments and cracks in its frame.

Ever-Forged Sentry

Often found accompanying an ever-forged makhai are these smaller, two-headed sentries. Many-limbed and constantly on guard, these eternal sentinels accompany their charges and protect the flanks of the ever-forged in combat. Souls bent to constant warfare, without a clear enemy they lose control of themselves and turn to destroying the remnants of the battlefield itself.



Ever-Forged Drone

Small construct, unaligned

Armor Class 18 (natural armor)
Hit Points 5 (1d6 + 2)
Speed 20 ft., climb 20 ft., swim 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

Two Heads. The sentry has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Actions

Multiattack. The drone makes six melee weapon attacks.

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

Forge. The drone targets an ever-forged makhai within 5 feet of it, causing the makhai to regain 20 lost hit points.

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

Ever-Forged Sentry

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	16 (+3)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 13
Languages understands Abyssal, Common, and Infernal, but can't speak
Challenge 9 (5,000 XP)

Ever-Forged Fury. On each of its turns, the sentry attacks the nearest hostile creature it can see. If no hostile creature is near enough to move to and attack, the sentry instead takes the Dash action and moves as far as it can towards the nearest hostile creature.

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

Reactive. The sentry can take one reaction on every turn in a combat.

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

Two Heads. The sentry has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Actions

Multiattack. The sentry makes six attacks with its ever-forged blades.

Ever-Forged Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Makhai Warrior

Fearsome and burning with the need for combat, the makhai warriors live in a state of constant turmoil. They know no peace, and neither ask or offer quarter to those unlucky enough to encounter their legions. The indomitable and unstopping hordes of the makhai are legend in Avalas, and any mortal is wise to steer clear of their unending warfront.

Makhai Warrior

Large construct (makhai), unaligned

Armor Class 18 (natural armor)
Hit Points 405 (30d10 + 240)
Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	27 (+8)	13 (+1)	19 (+4)	13 (+1)

Saving Throws Str +14, Con +15, Wis +11, Cha +8
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 14
Languages understands Abyssal, Common, and Infernal, but can't speak
Challenge 24 (62,000 XP)

Death Throes. When the makhai dies, it explodes, and each creature within 30 feet of it must make a DC 23 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one. The explosion can be heard up to 10 miles away.

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

Primordial Attacks. The makhai's weapon attacks are magical. When the makhai hits with any weapon, the weapon deals an extra 13 (3d8) cold, fire, lightning, or thunder damage (included in the attack). This damage ignores resistances and immunities.

Reactive. The makhai can take one reaction on every turn in a combat.

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

Spirit of Battle. Roll a d6 at the start of each of the makhai's turns. On a roll of 5, the makhai takes half damage until the start of its next turn, and on a 6, the makhai instead takes no damage until the start of its next turn.

Two Heads. The makhai has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Actions

Multiattack. The makhai makes six attacks: two with its flail, two with its glaive, and two with its war pick. It can instead choose to hurl four primordial bolts.

Flail. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 13 (3d8) cold, fire, lightning, or thunder damage (makhai's choice).

Glaive. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 13 (3d8) cold, fire, lightning, or thunder damage (makhai's choice).

War Pick. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 13 (3d8) cold, fire, lightning, or thunder damage (makhai's choice).

Primordial Bolt. *Ranged Weapon Attack:* +14 to hit, range 120 ft., one target. *Hit:* 40 (6d10 + 7) cold, fire, lightning, or thunder damage (makhai's choice).

Reactions

Parry. The makhai adds 7 to its AC against one melee attack that would hit it. To do so, the makhai must see the attacker and be wielding a melee weapon.

Makhai Wildrunner

Trailing sparks behind them, the wildrunners bound across the battlefield at a blistering pace, and the impact of their blows is followed by a percussive boom of thunder.

Optional: Epic Die Traits
If your group plays with the Epic Die, a makhai warrior or makhai wildrunner also has the additional trait noted below:

Epic Trait: Primordial Surge. When the Epic Die is even, the damage from the makhai's Primordial Attacks trait increases by 1d8 for the rest of the battle.

Makhai Wildrunner

Large construct (makhai), unaligned

Armor Class 20 (natural armor)
Hit Points 270 (20d10 + 160)
Speed 60 ft., climb 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	26 (+8)	13 (+1)	19 (+4)	13 (+1)

Saving Throws Str +11, Con +14, Wis +10, Cha +7
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 14
Languages understands Abyssal, Common, and Infernal, but can't speak
Challenge 20 (25,000 XP)

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

Death Throes. When the makhai dies, it explodes, and each creature within 30 feet of it must make a DC 22 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one. The explosion can be heard up to 10 miles away.

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

Primordial Attacks. The makhai's weapon attacks are magical. When the makhai hits with any weapon, the weapon deals an extra 13 (3d8) cold, fire, lightning, or thunder damage (included in the attack). This damage ignores resistances and immunities.

Reactive. The makhai can take one reaction on every turn in a combat.

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

Spirit of Battle. Roll a d6 at the start of each of the makhai's turns. On a roll of 5, the makhai takes half damage until the start of its next turn, and on a 6, the makhai instead takes no damage until the start of its next turn.

Wildrunner. If the makhai moves at least 5 feet before making a whirlwind sword attack, it makes the attack with advantage.

Two Heads. The makhai has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Actions

Multiattack. The makhai makes four attacks with its whirlwind swords or four attacks with its throwing daggers.

Whirlwind Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 13 (3d8) cold, fire, lightning, or thunder damage (makhai's choice).

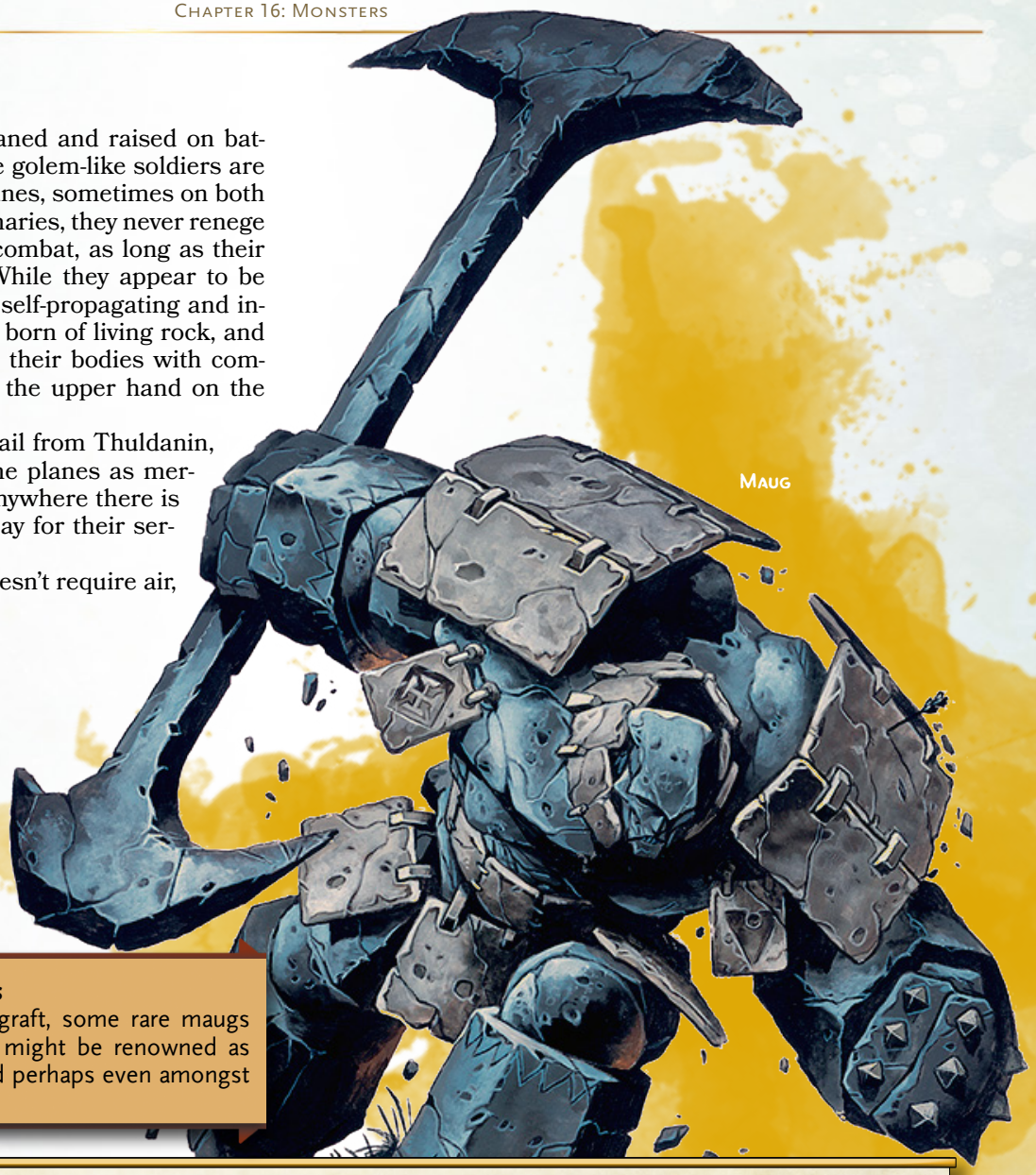
Throwing Daggers. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage plus 13 (3d8) cold, fire, lightning, or thunder damage (makhai's choice).

Maug

Native to Acheron, maugs are weaned and raised on battle. Tireless and utterly loyal, these golem-like soldiers are found on battlefields across the planes, sometimes on both sides of the conflict. Perfect mercenaries, they never renege on a contract and are fearless in combat, as long as their employer can afford their rates. While they appear to be stone golems, maugs are in fact a self-propagating and intelligent people. They are however born of living rock, and many maug mercenaries augment their bodies with combat-enhancing grafts to give them the upper hand on the battlefield.

Home Layer. Maugs originally hail from Thuldanin, though they have spread across the planes as mercenary legions and can be found anywhere there is conflict and somebody willing to pay for their services.

Constructed Nature. A maug doesn't require air, food, drink, or sleep.



Maug

Variant Maugs: Multiple Grafts

While most maugs have a single graft, some rare maugs might have multiple. Such maugs might be renowned as great warriors among their kind and perhaps even amongst other races.

Maug

Large construct, lawful neutral

Armor Class 19 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	13 (+1)	11 (+0)	12 (+1)

Skills Athletics +8, Intimidation +4, Perception +3, Survival +3
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks and weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages understands Abyssal, Common, and Infernal, but can't speak
Challenge 8 (3,900 XP)

Graft. The maug has one of the following grafts, determined randomly by rolling a d20 or chosen by the DM:

1–4: Locking Hand. When the maug makes a slam attack against a Medium or smaller creature, the target is grappled (escape DC 19). The maug can only grapple one target in this manner.

5–7: Rollers. The maug's legs are replaced with six stone cylinders. Its movement speed increases to 60 feet but moving through difficult terrain costs the maug 15 feet of movement for every 5 feet moved.

8–12: Shoving Arm. When the maug makes a slam attack against a creature, the target must succeed a DC 16 Strength saving throw or be pushed back 5 feet and knocked prone.

13–15: Shudder Plate. The maug constantly vibrates. It gains tremorsense out to a range of 60 feet but has disadvantage on Dexterity (Stealth) checks.

16–18: Spikes. When a creature touches the maug or hits it with a melee attack while within 5 feet of it, the creature takes 5 (2d4) piercing damage.

19–20: Stone Spitter. The maug gains the Stone Spitter Attack.

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

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

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

Rapid Repair. When the maug is reduced to 0 hit points, it comes back to life with all its hit points in 1d4 hours unless its head is separated from its body.

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

Actions

Multiattack. The maug makes two melee attacks.

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

Geatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Stone Spitter (Requires Stone Spitter Graft). *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Dear Reader,

I once met a mercane roaming with a kenku diviner named Clicker. Whenever I tried to haggle for a price, one squawk seemed to have me tongue-tied. I later found out that Clicker had loaned his services to the mercane to pay for winged boots. What a desperate little thing.

E.A.



Mercane

Mercane

Familiar but unsettling is the appearance of the mercane. These famed merchants resemble blue-skinned humans in many ways but their features are elongated and severe, with thin, triple-jointed fingers. All of this strangeness is magnified by their stature, roughly twice the size of the average humanoid. Their trade is evident in their garb: rich robes adorned with trinkets and jewelry that speak to their arcane origins. Profiteers and pilferers, mercanes deal only in magic items. They are sooner to barter than fight, and to that end typically travel the planes with a retinue of bodyguards. Not that they are unable to defend themselves; in fact, all mercanes are armed and dangerous – ofttimes with their signature falchions, but when a deal goes south they prefer to flee, even if that means leaving their mercenaries behind.

Magical Merchants. Respected across the planes for their trade in magical antiquities, one might worry that mercanes are at risk of burglary – but no good merchant is unprepared for such events. The mercanes each have extraplanar storage chests stocked with their enchanted wares and hidden away, ready to be retrieved when closing a deal or bribing a particularly frustrating official. All of the goods within are magical, and no mundane items can hold their attention or open their pocketbooks. A mercane's bargaining is hard but fair, and no contracts or agreements they broker are broken. They employ adventurers as well, paying a fair price for the recovery of magical goods or artifacts.

There are as many rumors about the origins of mercanes as there are people telling them, and even more theories about their reasons for collecting magic items. Some claim they feed on the enchantments of the items in their possession, and more outlandish tales purport that they need them to reproduce. At the far reaches of the planes there are rumors of a land beyond where great wars rage across a starry sea, and the mercanes there deal arms to one side or the other, and often both.

Home Layer. Mercanes have traveled the planes for centuries, but their origins remain a mystery. In Acheron, they seem to have taken a liking to Thuldanin, where they compete with each other to unearth the best treasures.

Mercane

Large fiend, lawful neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	20 (+5)	17 (+3)	15 (+2)

Saving Throws Con +6, Int +8, Wis +6
Skills Arcana +8, Deception +8, Insight +9, Perception +9, Persuasion +8, Sleight of Hand +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal, Celestial, Common, Draconic, Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Arcane Soul. The mercane can attune to up to six magic items and ignores any attunement requirements such as class restrictions.

Extradimensional Storage. The mercane can retrieve an item from an extradimensional space or place an item there using an action. The space can hold up to 1,000 pounds, not exceeding a volume of 100 cubic feet.

If the mercane dies, the extradimensional space implodes, and everything inside it appears around the corpse.

Innate Spellcasting. The mercane's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 16, +8 to hit with spell attacks), requiring no material components:

At will: *alarm, arcane lock, calm emotions, detect thoughts, find familiar, levitate, mage armor, magic missile (six missiles), nondetection, Nystul's magic aura, shield, Tenser's floating disk, unseen servant*

3/day each: *dimension door, invisibility (self only), mirror image*

1/day each: *mislead, plane shift, sending*

Stance Dance. At the start of each of the mercane's turns, it can distribute 3 points as it wants to itself. Each point gives the mercane a +1 bonus to either AC, attack and damage rolls, or saving throws. The bonus or bonuses last until the start of the mercane's next turn.

Actions

Multiattack. The mercane makes two falchion attacks.

Falchion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Merchurion

The legends say that the awe-inspiring quicksilver merchurions were once an ancient race of fire giants. Master craftspeople, they were tasked by their god with creating weapons to rival the adamantine axes of their foes, the dwarves. But after decades of effort, they rendered up nothing but a dull lump of slag. In a fury, their deity hurled them into the molten pit that held their creation. But they were not slain, and were instead changed as they crawled out of the pit. These newborn constructs appeared like well-muscled humanoids, but their entire being was now formed of flowing quicksilver, able to mold and twist to fit their needs. They despise cold climates, however, which debilitates their forms.

Conflicting Stories. What drives these strange constructs is a constant and insatiable hunger for metal, especially silver. It is widely believed that merchurions can't reproduce and that every merchurion was once a fire giant, now spending their lives wracked with shame for failing their god. Some few scholars, however, believe they are born from Lake Lacuna as a force of nature.

Home Layer. Merchurions are only known to exist in Lake Lacuna in Tintibulus.

Constructed Nature. A merchurion doesn't require air, drink, or sleep.



Merchurion

Merchurion

Large construct, any alignment

Armor Class 19 (natural armor)
Hit Points 225 (18d10 + 126)
Speed 60 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	10 (+0)	17 (+3)	17 (+3)

Saving Throws Dex +12, Wis +9
Skills Acrobatics +12, Athletics +13, Perception +9, Survival +9, Stealth +12
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire, poison, psychic
Damage Vulnerabilities thunder
Condition Immunities blinded, deafened, grappled, paralyzed, petrified, poisoned, prone, stunned, unconscious
Senses darkvision 60 ft., passive Perception 19
Languages Common, Giant, Terran
Challenge 17 (18,000 XP)

Amorphous. The merchurion can squeeze through any space that isn't airtight.

Camouflage. The merchurion has advantage on Dexterity (Stealth) checks.

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

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

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

Mimicry. The merchurion can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Mimetic Tools and Weapons. The merchurion can transform its hands into simple tools (such as a hammer, hook, or shovel), melee weapons that lack the special property, or back into hands (no action required). When making an attack with a mimetic weapon, the weapon deals three extra dice of its damage when the merchurion hits with it (included in the attack).

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

Cold Susceptibility. If the merchurion takes 30 cold damage or more on a turn, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both. The effect ends early if the merchurion takes fire or radiant damage.

Actions

Multiattack. The merchurion makes three attacks with its mimetic weapons.

Mimetic Weapon. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) magical bludgeoning, piercing, or slashing damage (merchurion's choice).

Mimetic Reach Weapon. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 29 (4d10 + 7) magical slashing damage.

Surface Meld. The merchurion flattens itself against a 20-foot flat area that it can touch, such as a floor or a wall, seamlessly melding itself and everything it carries with the surface. Nothing of its presence remains visible or otherwise detectable by nonmagical means.

While melded into a surface in this manner, the merchurion can't make attacks and attack rolls against it are made with advantage.

The effect ends when the merchurion takes an action to end it or when it dies, reappearing in the nearest unoccupied space.

Reactions

Absorb Properties. If the merchurion is struck by a magic weapon that isn't an artifact, it absorbs the magical properties of the weapon for 1 hour. During this time, the weapon becomes mundane, it loses all remaining charges (if it had any), and any attunement to the weapon is broken (if it required attunement). The merchurion can then choose for its mimetic weapon attacks to gain the benefits that the weapon had when it was magical (no action required). For example, if the merchurion is struck with a *flame tongue*, the merchurion's can opt to have flames erupt from its mimetic weapons, which then emit bright light in a 40-foot radius and dim light for an additional 40 feet, and deal an additional 7 (2d6) fire damage on a hit. However, a merchurion can't replicate any effect from a magic item that requires charges (such as a *luck blade's* Wish property).

A merchurion can absorb the magical properties of any number of magical items in this manner, but each mimetic weapon can only be affected by the absorbed properties of one magic item at a time.

Neophane

These otherworldly creatures multiply quickly and can overrun entire worlds in a matter of months if left unchecked. They have appeared in Thuldanin dozens of times in the past, each time being battled to extinction. Yet, they continue to appear mysteriously every 37 years and 4 months, quickly multiplying and colonizing hundreds of cubes in preparation for a large scale invasion, no doubt aimed at Avalas and beyond.

Aberrant Feud. Oddly enough, it is usually the otherwise malicious entoceans who fight back the neophane swarm. This could explain why the duergar haven't thrown their entire force at them, because while they surely could defeat the entoceans, a neophane invasion would be impossible to deal with if discovered too late.

Unknown Origins. Some scholars theorize that neophanes are a manifestation of Thuldanin itself, in an effort to enact a delicate balance. Others believe they once migrated from the Abyss, and that their eggs enter some sort of hibernation when their forces are depleted. Then, of course, there are those who believe they are purposefully sent to Thuldanin from a place outside of the known multiverse, driven by some sinister alien intelligence. Nevertheless, the origins of the neophanes remain a mystery.

Aberrant Nature. A neophane doesn't require air, food, drink, or sleep.

Neophane

Small aberration, unaligned

Armor Class 16 (natural armor), 13 while prone
Hit Points 14 (4d6)
Speed 40 ft., burrow 20 ft., climb 40 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	10 (+0)	19 (+4)	18 (+4)	2 (-4)

Damage Immunities acid, poison, psychic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 14
Languages -
Challenge 1 (200 XP)

Blood Frenzy. The neophane has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Bound Together. The neophane shares its mind with every other neophane on the same plane of existence, and can communicate its thoughts and observations to them instantaneously. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it.

Hive Dependency. The neophane dies if it can't share its mind with at least one other neophane using its Bound Together trait.

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

Actions

Mandibles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become inflicted with an alien disease until cured. While afflicted by this disease, a creature can't understand what other creatures say, can't read, and can speak only in gibberish. All neophanes on the same plane of existence as the diseased target know its location.

Mind Draining Gaze. The neophane targets a creature it can see within 60 feet of it. The target must succeed on a DC 14 Intelligence saving throw or take 5 (2d4) psychic damage and become stunned until the start of its next turn.

Swarm of Neophanes

Huge swarm of small aberrations, unaligned

Armor Class 16 (natural armor)
Hit Points 104 (16d12)
Speed 40 ft., burrow 20 ft., climb 40 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	10 (+0)	19 (+4)	18 (+4)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, poison, psychic
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 14
Languages -
Challenge 7 (2,900 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Bound Together. The swarm shares its mind with every other neophane on the same plane of existence, and can communicate its thoughts and observations to them instantaneously. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it.

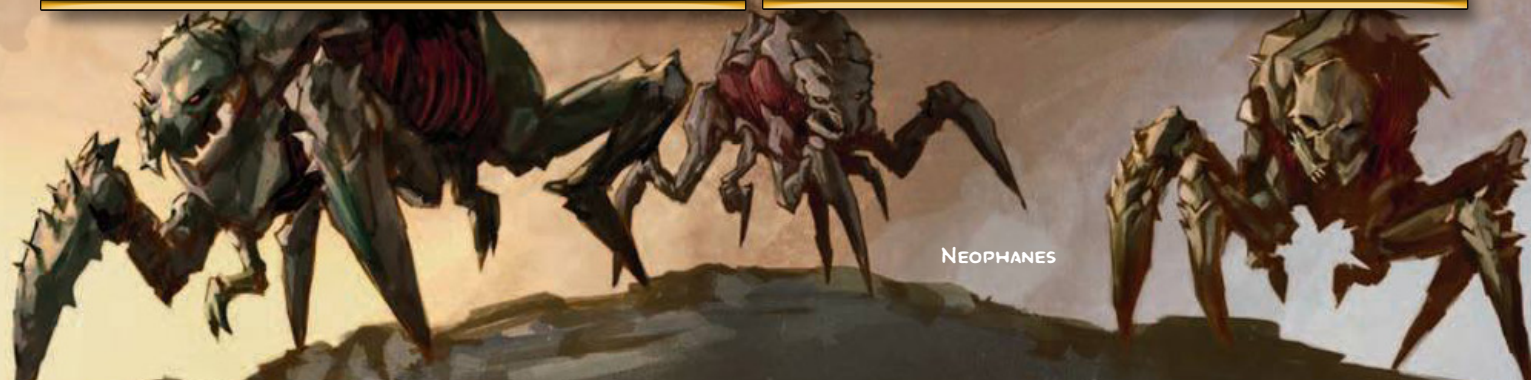
Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Actions

Mandibles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 47 (8d10 + 3) piercing damage, or 25 (4d10 + 3) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or become inflicted with an alien disease until cured. While afflicted by this disease, a creature can't understand what other creatures say, can't read, and can speak only in gibberish. All neophanes on the same plane of existence as the diseased target know its location.

Mind Draining Gazes. The swarm targets a creature it can see within 60 feet of it. The target must succeed on a DC 18 Intelligence saving throw or take 36 (8d8) psychic damage and become stunned until the end of its next turn. If the swarm has half of its hit points or fewer, the target must instead succeed on a DC 15 Intelligence saving throw or take 18 (4d8) psychic damage and become stunned until the start of its next turn.



Neophanes

Nether Moray

Smaller than the caedes that swim the furthest reaches of Tintibulus, the nether morays are a more present threat to those who live and work among the spinning polygons of the layer. Oil-slick and silent as they pass through the expanse, these predators have found their prey in the form of the arcanists who frequent the layer. Able to cancel out enemy magics and obfuscate their own presence, the nether morays are a deadly and silent killer. Even for the prepared researcher, who knows to keep an eye above, avoids using restrictive magics on its oiled hide or divining its aberrant and disturbing mind, these creatures are still incredibly dangerous foes. Whole libraries and settlements have been consumed by the beasts, so careful groups assign moray-chasers to lead the beasts away, given their limited range of perception.

Home Layer. Nether morays are now considered native to Tintibulus, but none know if they first hatched there or if they broke through from the Far Realm. Researchers have noted that they do seek out mates monthly and lay large, leathery eggs among the spinning polyhedrons in the expanse.

Constructed Nature. A nether moray doesn't require air or sleep.



Nether Moray

Huge aberration, unaligned

Armor Class 20 (natural armor)
Hit Points 377 (26d12 + 208)
Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	26 (+8)	24 (+7)	21 (+5)	24 (+7)

Saving Throws Con +16, Int +15, Wis +13
Skills Athletics +15, Perception +13, Stealth +11, Survival +13
Damage Resistances necrotic
Damage Immunities acid, lightning, psychic
Condition Immunities blinded, grappled, paralyzed, petrified, poisoned, prone, unconscious
Senses blindsight 300 ft. (blind beyond this radius), passive Perception 23
Languages understands Deep Speech but can't speak
Challenge 26 (90,000 XP)

Innate Spellcasting (Psionics). The nether moray's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 23), requiring no components:

At will: *antimagic field, power word stun, prismatic spray, telepathy*

1/day each: *forcecage, maze, storm of vengeance*

Eldritch Mind. The nether moray is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells. If a creature targets the nether moray with such an effect, the creature must succeed on a DC 23 Wisdom saving throw or gain a Long-Term Madness (see chapter 8 in the *Dungeon Master's Guide*).

Limited Telepathy. The nether moray can magically communicate simple ideas, emotions, and images telepathically with any creature within 300 feet of it that can understand a language.

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

Magic Weapons. The nether moray's weapon attacks are magical.

Oily Skin. The nether moray excretes nonflammable oil from its pores. It can't be restrained by sticky materials such as sovereign glue, the web created by the *web* spell, and similar effects.

Actions

Multiattack. The nether moray makes five attacks: one with its bite, two with its razor fins, one with its tail, and one with its Jolt. It can use its tongue instead of its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and the nether moray can't bite another target.

Razor Fin. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. The attack scores a critical hit on a roll of 19-20. If the nether moray scores a critical hit, it rolls damage dice four times instead of twice.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 34 (6d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Jolt. *Ranged Weapon Attack:* +15 to hit, range 300 ft., one target. *Hit:* 55 (10d10) lightning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be stunned until the end of its next turn.

Tongue. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one Large or smaller creature. *Hit:* The target is grappled (escape DC 23) and pulled into an unoccupied space within 5 feet of the nether moray. Until the grapple ends, the target takes 19 (3d12) acid damage at the start of each of its turns, is restrained, and has disadvantage on Strength checks and Strength saving throws, and the nether moray can't use its tongue on another target.

Volatile Breath (Recharge 4-6). The nether moray exhales otherworldly, purple fumes in a 60-foot cone. The fumes spread around corners, and the area is heavily obscured. The fumes linger in the air until the end of the nether moray's next turn. Each creature that is completely within the cloud at the start of its turn must make a DC 23 Constitution saving throw against disease. On a failed save, a creature's movement speed is halved, it is blinded, and it gains blindsight out to a range of 30 feet. The disease remains until cured by a lesser restoration spell or similar magic.

If the nether moray hits a target inside the fumes with its Jolt, the fumes explode, forcing each creature completely inside the area to make a DC 23 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much on a successful one.



Orc Bloodrager on Aurochs

Orcs

When an orc or orc-kin dies on the Material Plane, it finds new life in Acheron, destined to assist mighty Gruumsh with his eternal enmities.

Home Layer. The orcs' home cube is Nishrek in Avalas, where the entire orc pantheon also resides. Here they live in clans, each clan with its own war camp.

Orc Bloodrager

Bloodragers are easily recognized as unarmed and unarmored brutes, zealously screaming Baghtru's name as they ride into battle atop aurochs, with little care for their own well-being. They are difficult to kill, and their brutish fists hit as hard as a maul. Their enemies fear them for their titular bloodrage, which makes them more dangerous with each wound suffered.

Optional: Orc War Brands

On Nishrek, orc stormhammers use lightning to burn magical brands into the flesh of themselves and their kin. Each orc is given a brand, which is both a powerful magical gift and a symbol that displays their purpose to other orcs.

If your orcs are on or from Nishrek, consider giving them the trait below:

War-Brand. The orc has been bestowed with one of the following brands:

Brand of Destruction. The orc's attacks are made with advantage but attacks against the orc are also made with advantage.

Brand of Endurance. When the orc takes damage, roll a d6. On a roll of 5-6, the orc instead takes half damage.

Brand of Might. The orc deals additional damage with its melee weapon attacks equal to its Strength modifier.

Orc Bloodrager

Medium humanoid (orc), chaotic evil

Armor Class 15
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +8, Con +7
Skills Athletics +8, Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 7 (2,900 XP)

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

Bloodrage. When the orc is below half its hit point maximum, it has advantage on attack rolls and it regains hit points equal to the damage it deals.

Cavalry Training. When the orc hits a target with a melee attack while mounted on an aurochs, the aurochs can make a melee attack against the same target as a reaction.

Relentless Endurance (1/day). When the orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

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

Standing Leap. The orc's long jump is up to 40 feet and its high jump is up to 30 feet, with or without a running start.

Unarmored Defense. The orc adds its Constitution modifier to its AC.

Actions

Multiattack. The orc makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be pushed 10 feet backwards in a straight line or knocked prone (orc's choice).

Reactions

Wounded Retaliation. When the orc is reduced to below half its hit points, it can immediately use its reaction to make an unarmed strike.

Orc Brood Sister

Brood sisters are exclusively female, as commanded by the mother-goddess Luthic. They travel from camp to camp, nurturing the wounded and offering guidance to the local warchief. They are, however, fierce opponents themselves, and expecting anything less than a vicious fight when engaging one in battle has been the last mistake of many a dimwitted adventurer.

The brood sisters live in the Mother Caves in Nishrek and are often accompanied by or mounted atop Luthicean bears; enormous, Luthic-blessed cave bears. Some brood sisters, known collectively as the Black Claws, are the most skilled crafters and engineers in Nishrek, overseeing crafting of armaments and also raising the orc young born in Nishrek. They only adopt the most promising prodigies into their own ranks, especially orogs, who are brought up to be wiser and more composed than other orcs.

Orc Darkwalker

Darkwalkers dwell in the tunnels of the Night Below, realm of the sinister god Shargaas, waiting for sacrificial prey to enter and meet its dark demise. When they are sometimes forced to join the fighting on the Battle Cube, most often at Gruumsh's behest, they don't fight with the rest of the army; instead they prowl the tunnels beneath the battlefield, thwarting any goblinoids that try to sneak past the orc army via such a route.

From what I gather, not even darkvision can help you in the Night Below. Shargaas makes the Underdark seem hospitable by comparison.

-Drizzt Do'Urden

Orc Brood Sister

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	12 (+1)	18 (+4)	17 (+3)

Saving Throws Wis +7
Skills Intimidation +6, Medicine +10, Perception +7, Survival +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Orc
Challenge 6 (2,300 XP)

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

Spellcasting. The orc is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The orc has the following cleric spells prepared:

- At will: *guidance, mending, resistance, thaumaturgy*
- 1st level (4 slots): *bane, cure wounds, guiding bolt, shield of faith*
- 2nd level (3 slots): *hold person, warding bond*
- 3rd level (3 slots): *bestow curse, dispel magic, mass healing word*
- 4th level (3 slots): *banishment, freedom of movement*
- 5th level (2 slots): *flame strike, greater restoration, mass cure wounds*
- 6th level (2 slots): *blade barrier, word of recall*
- 7th level (1 slot): *resurrection*

Wisdom of Luthic. The orc gains 11 (2d10) temporary hit points when it causes another creature to regain lost hit points.

Actions

Multiattack. The orc makes tree claw attacks. If Healing Touch is available to use, the orc can use it before or after these attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 4) slashing damage. If the target is a creature, any healing it receives before the start of the orc's next turn restores half the normal amount of hit points.

Healing Touch (3/Day). The orc touches a creature. The target magically regains 20 hit points and is freed from any curse, disease, poison, blindness, or deafness.

Orc Darkwalker

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 60 (8d8 + 24)
Speed 30 ft. (40 ft. in darkness)

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

Skills Acrobatics +6, Perception +7, Stealth +9, Survival +4
Senses darkvision 120 ft., passive Perception 17
Languages Common, Orc
Challenge 5 (1,800 XP)

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

Hand of Shargaas. The orc deals 3 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

One with the Dark. While in darkness, the orc is invisible and can't be perceived by creatures further than 10 feet away from it.

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Shadow Jaunt. The orc magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Veil of Shargaas (Recharge 6). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

Orc Drummer

Elite fighting orcs who have proven their worth in at least a thousand battles are allowed the honor of carrying war drums into battle. However, orcs rarely bother to count their battles, so only the most assertive ones tend to receive this privilege.



Orc Legionnaire

The legionnaires are the most rank-and-file units the orcs have. They are drilled thoroughly through the teachings of Ilneval and are as well-disciplined as an orc can possibly be, making them an invaluable strategic asset in warfare. Yet, many other orcs look down upon them for their "civilized" ways, harrowing them with slurs and sometimes even an axe to the face. The legionnaires, however, never lose their cool, and always end up proving their value when their phalanx formation holds back wave after wave of goblinoids.

Dear Reader,

Most orcs you'll meet are sure to be utilizing brutish tactics (or none at all). Legionnaires, however, are nothing like other orcs. Individually, they are about as threatening as any orc, but put a dozen of them next to each other and you'll witness drilled efficiency that rivals hobgoblins.

E.A.

Orc Drummer

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	9 (-1)	12 (+1)	10 (+0)

Skills Athletics +6, Intimidation +2
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 4 (1,100 XP)

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

Actions

Multiattack. The orc makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

War Drums. The orc plays its war drums to either boost the morale of its allies or sap the morale of its enemies.

Boost (1/Day). Each ally within 30 feet of the orc that can hear it becomes immune to the charmed and frightened condition for 1 minute. If a creature is already charmed or frightened when it benefits from this effect, the charmed or frightened condition is suppressed for the duration.

March. Each ally within 30 feet of the orc that can hear it is invigorated by the rhythm. Until the start of the orc's next turn, an affected creature's speed increases by 10 feet and it can't gain levels of exhaustion. If it is already exhausted, the effect is suppressed for the duration.

Sap (1/Day). Each hostile creature within 30 feet of the orc that can hear it must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

Orc Legionnaire

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Wis +3
Skills Athletics +5, Insight +3, Intimidation +3, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a weapon attack (included in the attack).

Into the Fray. The orc adds a d10 to its initiative rolls.

Phalanx Formation. The orc has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of an orc ally wielding a shield.

Actions

Multiattack. The orc makes two weapon attacks.

Longspear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage when used with two hands.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Rank and File. When an ally within 5 feet of the orc makes a melee weapon attack, the orc can use its reaction to make a longspear attack.

Orc Rot-Guard

In the Land of the Hearth on Nishrek, Yurtrus' domain of Fleshslough rises up as a plateau. This is where the rot-guards lie in wait beneath the bubbling and reeking surface of the incalculable pools of white pus. In fact, this is how an orc transitions to becoming a rot-guard; dive into one of these pools and endure a painful, pus-filled death. While such an orc's death is inevitable, the only question is whether they wake up afterwards with newfound purpose, or if the twisted deity Yurtrus denies them.

Rot-guards don't often mingle with other orcs. When they are present for a battle, however, their mere presence inspires horror and angst among their enemies. The downside is that they spread almost equally as much terror amidst their kin.

This one is a head scratcher.

=How can we make our orc legions more terrifying?= someone asked.

=I know. Let's hide a bunch of them in pools of pus!= someone else suggested.

I mean, sure. I'm not afraid, but that amount of pus will definitely keep me away. So, good job I guess?

-C

Orc Rot-Guard

Medium humanoid (orc), chaotic evil

Armor Class 16
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	9 (-1)	16 (+3)	9 (-1)

Skills Intimidation +5, Medicine +6
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 120 ft., passive Perception 13
Languages understands Common and Orc but can't speak
Challenge 6 (2,900 XP)

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

Gift of Yurtrus. The orc adds its Constitution modifier to its AC and is immune to disease.

Popping Postules. When the orc takes damage, any living creature within 5 feet of the orc takes 4 (1d8) acid damage.

Spellcasting. The orc is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The orc has the following spells prepared and can cast them without verbal components:

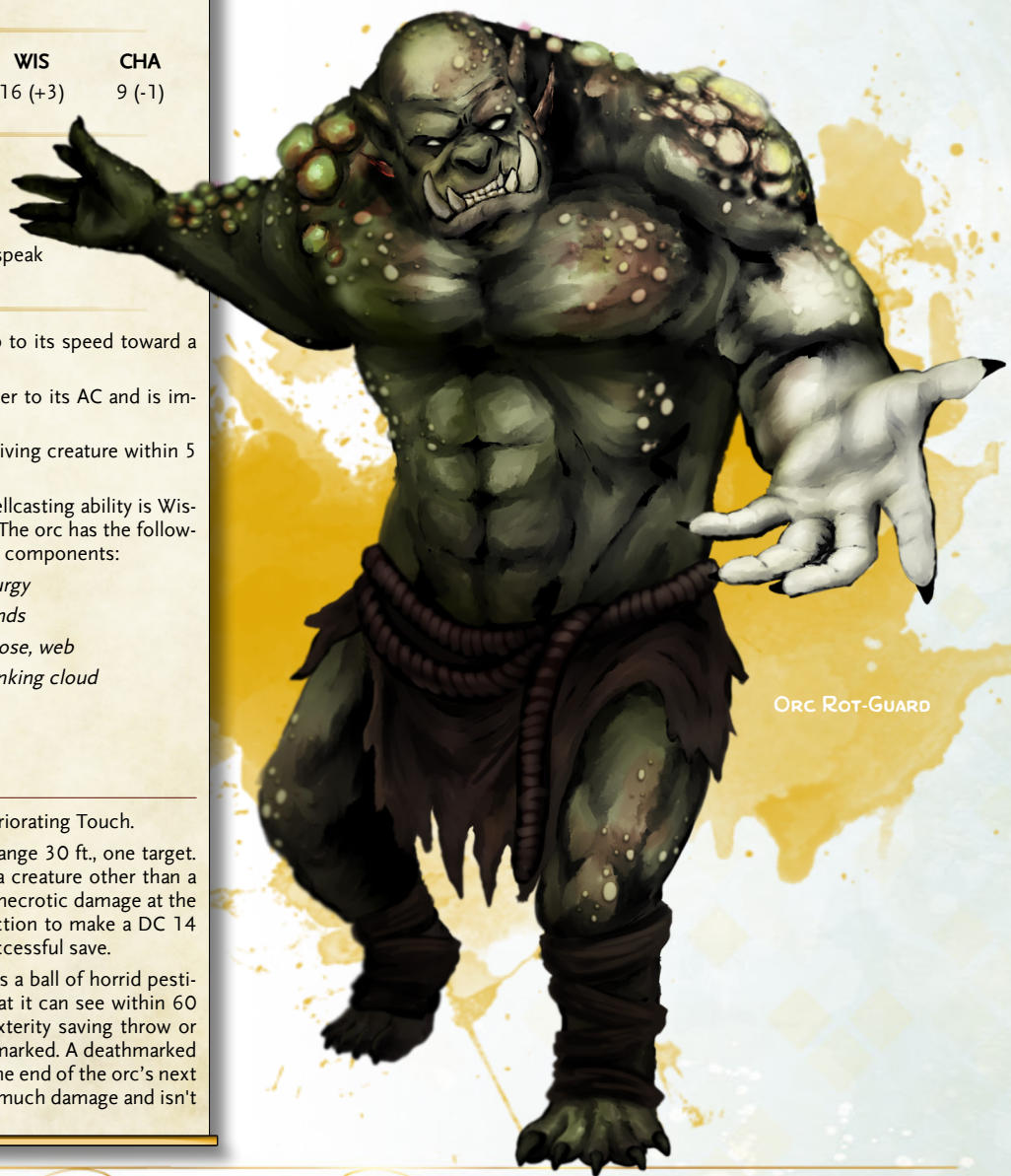
At will: *acid splash, mending, resistance, thaumaturgy*
1st level (4 slots): *bane, detect magic, inflict wounds*
2nd level (3 slots): *blindness/deafness, gentle repose, web*
3rd level (3 slots): *bestow curse, dispel magic, stinking cloud*
4th level (3 slots): *blight, death ward*
5th level (1 slot): *contagion*

Actions

Multiattack. The orc makes two attacks with its Deteriorating Touch.

Deteriorating Touch. *Melee Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 9 (1d12 + 3) necrotic damage. If the target is a creature other than a construct or undead, it takes an additional 6 (1d12) necrotic damage at the start of each of its turns. The creature can use an action to make a DC 14 Constitution saving throw, ending the effect on a successful save.

Bolt of Putrescence (Recharge 5-6). The orc conjures a ball of horrid pestilence and commands it to dart toward a creature that it can see within 60 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 35 (10d6) necrotic damage and become deathmarked. A deathmarked creature has disadvantage on all saving throws until the end of the orc's next turn. On a successful save, the creature takes half as much damage and isn't deathmarked.



Orc Rot-Guard

Orc Stormhammer

Harbingers. Warriors. Generals. The stormhammers are touched by Gruumsh himself, giving them the ability to conjure and bridle the power of the storm. Their word reaches far and wide and their war cries demoralizes their enemies almost as much as it inspires the horde of orcs under their command. Stormhammers are given their might through a violent ritual performed by He Who Watches himself, and only the most dedicated, loyal, and brutal warriors. Even then, only one in a hundred survives the ordeal. Gruumsh draws a drop of blood from his hollow eye and smears it across the head of a warhammer. He then proceeds to cave in the would-be-stormhammer's head until he is good and satisfied. With the hammer still lodged firmly in the orc, the orc's limp body is tossed from Nishrek and into the infinite space of Avalas, floating in the same direction for all of eternity. That is, unless the orc recovers from its wounds; if it does, Gruumsh's blessing takes hold and a new general is born in a nova of crackling lightning.

Orc Stormhammer

Medium humanoid (orc), chaotic evil

Armor Class 19 (splint, shield)
Hit Points 114 (12d8 + 60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	21 (+5)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Str +11, Con +9, Wis +5
Skills Athletics +11, Intimidation +12
Damage Immunities lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 9 (5,000 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Storm Bound. The orc is magically bound to its stormhammer. If separated, the orc can cause the stormhammer to return to its hand as a bonus action.

In addition, if the orc dies, the stormhammer loses its magic and becomes a normal warhammer. After 1 hour, a nova of lightning bursts out in a 10-foot radius from the warhammer, forcing each creature in the area to make a DC 17 Dexterity saving throw. A creature takes 11 (2d10) lightning damage on a failed save, or half as much on a successful one. If the orc's corpse is touched by this lightning, it returns to life with all its hit points and the warhammer regains its magic, becoming a stormhammer once more.

Actions

Multiattack. The orc uses its Thunderous Bellow if it can. It then and makes two stormhammer attacks.

Stormhammer. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 11 (2d10) thunder damage, or 18 (2d10 + 7) thunder damage plus 11 (2d10) thunder damage if used with two hands to make a melee attack.

When thrown, the hammer deals lightning damage instead of the bludgeoning damage, and the stormhammer reappears in the orc's hand immediately after hitting or missing its target.

Thunderous Bellow (Recharge 6). Each hostile creature within 60 feet of the orc must succeed on a DC 17 Constitution saving throw or become deafened for 1 minute. While deafened in this manner, a creature's movement is halved, it makes attack rolls with disadvantage, and it can't see further than 60 feet. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the orc's Thunderous Bellow for the next 24 hours.

In addition, each of the stormhammer's allies in the area make weapon attacks with advantage until the end of its next turn.

Diving Smash (Recharge 6). If the orc is flying and dives at least 40 feet straight toward the ground, it creates a shockwave upon impact. Each creature within 20 feet of the orc when it lands must succeed on a DC 19 Constitution saving throw or take 35 (10d6) thunder damage and be knocked prone.



Orog Reaper

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	14 (+2)	17 (+3)	14 (+2)

Skills Athletics +7, Intimidation +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The orog makes two attacks with its chained axes.

Chained Axe. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Reaping Whirlwind (Recharge 6). The orog makes a separate chained axe attack against each creature within 30 feet of it. Each creature that is hit must also succeed on a DC 15 Dexterity saving throw or be knocked prone.

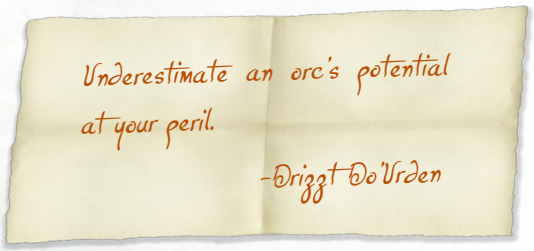
Orog Reaper

While the birth of an orog might result in squabbles on the Material Plane, orogs in Nishrek have a more clearly defined role. Much like brood sisters, orogs are protectors blessed by Luthic. Their unique fighting style involves a battle axe in each hand, each connected to their wrists by long chains, and inspires awe amongst other orcs whenever it is displayed. These reapers, as they are commonly called, don't partake in the offensive but always stay home, protecting orc camps or portals while the larger fighting force is engaged in battle.

Orog Warshaper

Some orogs prove to be so in touch with the plane of Acheron that they eventually learn to draw on the plane's power, becoming living embodiments of metal and war. A warshaper's very nature changes as its body transforms into a mimetic polyalloy; liquid metal capable of mimicking tools, weapons, voices, and even other creatures. Warshapers are excellent infiltrators, capable as both spies and assassins. Their regenerative nature makes them exceptionally hard to kill.





Orog Warshaper

Medium humanoid (orc), chaotic evil

Armor Class 17
Hit Points 68 (8d8 + 32)
Speed 30 ft.

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

Saving Throws Int +5, Wis +7
Skills Athletics +7, Intimidation +5, Nature +5, Perception +7, Stealth +6
Condition Immunities exhaustion, grappled, poisoned, restrained, stunned
Senses darkvision 60 ft., passive Perception 17
Languages Common, Druidic, Orc
Challenge 8 (3,900 XP)

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

Amorphous. The orog can move through a space as narrow as 1 inch wide without squeezing.

Camouflage. The orog has advantage on Dexterity (Stealth) checks.

Mimicry. The orog can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Mimetic Tools and Weapons. The orog can transform its hands into simple tools (such as a hammer, hook, or shovel), melee weapons that lack the heavy, two-handed, reach, and special properties (such as a flail, longsword, or warhammer), or back into hands (no action required). When making an attack with a mimetic weapon, the weapon deals two extra dice of its damage when the orog hits with it (included in the attack).

Regeneration. The orog regains 10 hit points at the start of its turn. If it takes cold or radiant damage, this trait doesn't function at the start of the orog's next turn. The orog dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The orog is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The orog has the following spells prepared and can cast them without verbal components:

At will: *druidcraft, guidance, mending, resistance*
1st level (4 slots): *cure wounds, detect magic, faerie fire, thunderwave*
2nd level (3 slots): *heat metal, pass without trace, spike growth*
3rd level (3 slots): *call lightning, dispel magic, wind wall*
4th level (3 slots): *locate creature, polymorph*
5th level (2 slots): *antilife shell, wall of stone*

Unarmored Defense. While the orog is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The orog makes two attacks with its mimetic weapons.

Mimetic Weapon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) magical bludgeoning, piercing, or slashing damage (orog's choice).

Alter Self. The orog magically changes its appearance until its concentration ends (as if concentrating on a spell), including its height, weight, facial features, hair length, coloration, and other distinguishing characteristics. The orog can even make itself appear as a member of another race, but it can't appear as a creature of a different size than itself.

Surface Meld. The orog flattens itself against a 10-foot flat area that it can touch, such as a floor or a wall, seamlessly melding itself and everything it carries with the surface. Nothing of its presence remains visible and it is undetectable by nonmagical means.

While melded with a surface in this manner, the orog can't make attacks and attack rolls against it are made with advantage.

The effect ends when the orog takes an action to end it or when it dies, reappearing in the nearest unoccupied space.

Booooooring! I've seen hundreds of these in Chult. And some of those where even undead. Boo is not impressed.

Raptors

While many forms of lizard are native to the Material Plane, the peculiar environments of Acheron have given rise to similar beings. Raptors are a good example of dinosaur-like monstrosities that spawn from the war-torn nature of this plane, and are often used by the armies that swarm across the surfaces of the cubes of Avalas. While they do share some common features with their cousins in the jungles of Chult, the raptors of Acheron are a violent breed apart.

Home Layer. The raptors presented here are at home in Avalas. They have no means of traversing the layers of Acheron or traveling across planar boundaries.

Avalaraptor

These incredibly small raptors resemble the velociraptors of the Material Plane, but are even more diminutive. Shod in bright, blood-red scales and thin, feathery plumage, the Avalaraptors roam across the cubes of the layer that gives them their name, Avalas.

Grouped Scavengers. When a particularly violent battle has ended, avalaraptors swarm to the scent of fresh blood and pick at the corpses of defeated. While these small scavengers are little threat on their own, swarms of avalaraptors have been known to chase down and consume the walking wounded as they try to return to their camps.

Avalaraptor



Avalaraptor

Tiny monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 1/2 (100 XP)

Blood Frenzy. The avalaraptor has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Actions

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

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

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

Swarm of Avalaraptors

Large Swarm of Tiny monstrosities, unaligned

Armor Class 14 (natural armor)
Hit Points 104 (16d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 13
Languages -
Challenge 4 (1,100 XP)

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

Swarm Tactics. The swarm has advantage on attack rolls.

Actions

Multiattack. The swarm makes two attacks with its bites and claws. It can't make both attacks against the same target.

Bites and Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 16 (4d6 + 2) piercing damage plus 12 (4d4 +2) slashing damage, or 9 (2d6 + 2) piercing damage plus 7 (2d4 + 2) slashing damage if the swarm has half of its hit points or fewer..

Cassoraptor

Reminiscent of large condors, the cassoraptors are massive, flightless hunters and scavengers. While they will settle for eating the remnants of the battlefield, cassoraptors prefer their prey warm – and generally screaming. The call of a hunting cassoraptor echoes for miles across the cubes.

Being extremely territorial, they will viciously attack anyone who wanders astray. Especially near their nests, they are carelessly pounce on anything uninvited in the vicinity. The females, which are slightly larger and have more vividly colored feathers than the males, are especially aggressive.



Cassoraptor

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 199 (19d12 + 76)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	18 (+4)	2 (-4)	15 (+2)	11 (+0)

Saving Throws Dex +4, Con +8, Wis +6
Skills Athletics +11, Perception +6, Survival +6
Condition Immunities frightened
Senses passive Perception 16
Languages -
Challenge 11 (7,200 XP)

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

Pounce. If the cassoraptor moves at least 30 feet straight toward a creature and then hits it with a head-butt attack on the same turn, the target makes its Strength saving throw against the head-butt attack with disadvantage. If the target is prone, the cassoraptor can make one bite attack against it as a bonus action.

Relentless Endurance (Recharges after a Short or Long Rest). When the cassoraptor is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

Smell Fear. The cassoraptor has advantage on Wisdom (Perception) checks that rely on smell to detect frightened creatures and on Wisdom (Survival) checks to track a frightened creature. In addition, the cassoraptor can sense a frightened creature within 60 feet of it as if it had blindsight.

Actions

Multiattack. The cassoraptor uses its Terrorizing Screech. It then makes a head-butt attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (3d4 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Head-Butt. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Terrorizing Screech. The cassoraptor releases a horrible screech that can be heard up to 1 mile away. Each creature within 60 feet of the cassoraptor that can hear it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cassoraptor's Terrorizing Screech for the next 24 hours.

Ragewind

A ragewind, sometimes called a sword spirit, is born from the misplaced anger of warriors who have fallen in pointless conflict. They can be found anywhere where needless violence has caused great loss of life, but are much more common in the Outer Planes, where war rages incessantly. Their true form, that of a grey, gaseous and vaguely humanoid shape, is obfuscated by a whirlwind of steel, dust, and spinning weaponry. The unpredictable spinning mass is incredibly difficult to fight against, and common knowledge holds that the best tactic to combat a ragewind is to turn around and run in the opposite direction. These swirling masses form among the battlefield and are driven by the anger of the souls within to take out their rage on any living creature, particularly looters and profiteers.

Home Layer. Ragewinds easily manifest in Avalas, where useless battles are the most likely to occur. They do, however, manifest throughout the planes.

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



Ragewind

Large undead, chaotic evil

Armor Class 15, 21 against melee attacks
Hit Points 73 (7d8 + 42)
Speed 0 ft., fly 120 (hover)

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

Skills Acrobatics +11, Athletics +12, Perception +7, Stealth +11
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., passive Perception 17
Languages -
Challenge 18 (20,000 XP)

Continual Parry. The ragewind adds its proficiency bonus to its AC against melee attacks.

Ragewind Form. A creature that touches the ragewind or hits it with a melee attack while within 5 feet of it takes 18 (4d8) slashing damage. In addition, the ragewind can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 18 (4d8) slashing damage.

Magic Damage. The ragewind's slashing damage is magical.

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

Actions

Multiattack. The ragewind makes six blade attacks.

Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Blade Fury (Recharge 5-6). The ragewind momentarily grows in size while its weapons dance and clash at increased speed. Each creature within 15 feet of the rage wind must make a DC 20 Dexterity saving throw, taking 54 (12d8) slashing damage on a failed save, or half as much on a successful one.

Whirlwind. Each creature in the ragewind's space must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) slashing damage and is flung up 20 feet away from the ragewind in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, 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 20 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the slashing damage and isn't flung away or knocked prone.

Invisibility. The ragewind magically turns invisible until it deals damage or its concentration ends (as if concentrating on a spell).

Rakshasas

Rakshasas are powerful fiendish sorcerers and shape changers native to the Outer Planes, but often choose to live disguised among the mortals of the Material Plane which they enjoy consuming and toying with. Apart from this violent diet, most rakshasa disdain martial combat and tend towards subterfuge or, as a last resort, arcane power. This need for secrecy would seem odd given their apparent immunity to most magic and weapons, but many of these fiends are paranoid that knowledge of their weakness to puncturing attacks at the hands of the forces of good could drive them out of their hard-won seats of power.

Home Layer. While not natives, in Acheron the rakshasas congregate in Thuldanin within the Hidden Cube.

Ak'chazar

Ak'chazars often establish their domains near graveyards or old battlefields, a morbid choice to a morbid end. These somewhat frail and thin rakshasas have the heads of white tigers, and choose these grim locales to supplement their powers of necromancy. While ak'chazars are incredibly gifted casters of many schools of magic, it is in the manipulation of souls and corpses that they truly excel. Behind the muscle and rot of their undead hordes, ak'chazars are safe in their hideaways, plotting their next conquest while their creations do the dirty work.



Ak'chazar

Ak'chazar

Medium fiend (rakshasa), lawful evil

Armor Class 18 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Dex +9, Con +10, Wis +10
Skills Arcana +10, Deception +10, Insight +10, Perception +10
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Resistances necrotic
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 20
Languages Common, Infernal, Undercommon
Challenge 19 (22,000 XP)

Grave Magic. When the ak'chazar cast a spell that deals damage, it can change the spell's damage type to necrotic.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion, teleport*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, plane shift, true seeing, wish*

Legendary Resistance (1/Day). If the ak'chazar fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Necromancy Adept. The ak'chazar deals double damage to undead and its spells ignore resistance to necrotic damage.

Spellcasting. The ak'chazar is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, mending, message, prestidigitation, resistance*

1st level (4 slots): *alarm, bane, command, comprehend languages, dissonant whispers, faerie fire, hellish rebuke, illusory script, inflict wounds, ray of sickness, shield, unseen servant*

2nd level (3 slots): *arcane lock, blindness/deafness, blur, calm emotions, continual flame, enhance ability, heat metal, knock, levitate, magic mouth, Melf's acid arrow, mirror image, ray of enfeeblement*

3rd level (3 slots): *animate dead, bestow curse, counterspell, dispel magic, fireball, lightning bolt, nondetection, remove curse, speak with dead*

4th level (3 slots): *blight, dimension door, fire shield, ice storm, wall of fire*

5th level (3 slots): *cloudkill, mislead, teleportation circle, wall of force*

6th level (1 slot): *contingency, create undead, disintegrate, magic jar*

7th level (1 slot): *finger of death, mirage arcane*

8th level (1 slot): *feeblemind, maze, power word stun*

9th level (1 slot): *meteor swarm, time stop*

Actions

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Legendary Actions

The ak'chazar can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ak'chazar regains spent legendary actions at the start of its turn.

Attack. The ak'chazar makes a claw attack.

Cast a Spell (Costs 2 Actions). The ak'chazar casts a spell, expending a spell slot as normal.

Cast At-Will Spell. The ak'chazar casts a spell it can cast at will.

Detect. The ak'chazar makes a Wisdom (Perception) check.

Pain Wave. Each creature of the ak'chazar's choice within 120 feet of it takes 16 (3d10) necrotic damage.

Naityan

The naityan are rakshasa shapeshifters with the ability to utilize different supernatural combat styles based on their current forms. They are expert infiltrators, capable of adapting to a multitude of forms which are all second nature to it.

Gruesome Puppeteers. Its infernal nature also allows a naityan to harvest the skulls of humanoids, imbuing them with fiendish magic that the naityan can use to further its wicked plans. Naityans find it easy to assume control over small settlements and tight-knit families, as such a skull allows it to twist the minds of the victim's family members. It can also create a life-like undead thrall from such a skull, which perfectly imitates the victim as it was in life, though it is now nothing more than a puppet of flesh and bone to be controlled by the naityan.

A naityan's lair is a grizzly sight, containing multiple shelves lined with the skulls of various humanoids, frozen in silent screams, just waiting to be used.



Naityan

Naityan

Medium fiend (rakshasa), lawful evil

Armor Class 14 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	13 (+1)	16 (+3)	16 (+3)

Skills Arcana +5, Deception +7, Insight +7
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal, Undercommon
Challenge 9 (5,000 XP)

Enhanced Forms. The naityan knows a multitude of supernatural combat styles, each suited for one of the forms the naityan can assume with its Change Shape action.

Beast. The naityan's movement speed increases by 10 feet and it doesn't provoke opportunity attacks.

Fiend. The naityan is permanently affected by the *levitate* spell.

Humanoid. The naityan automatically succeeds on Intelligence, Wisdom, and Charisma saving throws.

Monstrosity. The naityan gains a +2 bonus to its AC.

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

At will: *detect thoughts, disguise self, levitate, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image*

1/day each: *fly, plane shift, true seeing*

Limited Magic Immunity. The naityan is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The naityan makes four melee weapon attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Change Shape. The naityan magically polymorphs into a humanoid, beast, fiend, or monstrosity that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the naityan's choice).

In a new form, the naityan retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Harvest Skull (1/Day). The naityan harvests the skull of a humanoid that has been dead for no more than 1 hour, imbuing it with fiendish magic and causing the naityan to learn everything the skull's owner knew in life.

Create Puppet. The naityan channels infernal magic into a skull it has acquired with its Harvest Skull action, causing an imitation of the skull's owner to form from the skull and destroying the skull in the process.

The imitation perfectly resembles the creature it imitates, including its voice and mannerisms, and it has the statistics the imitated creature had in life. A creature intimately familiar with the imitated creature can tell something is off with a passive Intelligence (Investigation) of 18 or higher, and spells and abilities that detect undead reveal the imitation to be so.

The naityan always senses through the imitation in addition to having its own senses. Until the imitation is destroyed, the naityan can use a bonus action to control it until the start of its next turn. If it isn't being controlled, the imitation is paralyzed, left in a catatonic state.

Whispers from the Grave. The naityan whispers into a skull it has acquired with its Harvest Skull action, sending a short message of twenty-five words or less to a creature related to the skull's owner with which the naityan is familiar. The creature doesn't hear the message but instinctively understands its meaning as if coming from its subconsciousness.

The naityan can send messages in this manner across any distance and even to other planes of existence.

Naztharune

With sleek, black fur and the head of a black tiger, naztharunes lack the instinctual desire for subjugation that is characteristic of other rakshasas. They are also less gifted in the arcane arts, but many compensate by training to be incredibly adept fighters, skilled in the art of assassination. Many find themselves in the employ of other rakshasas, a position their kindred would despise, but within which they flourish. Given their natural ability to disguise themselves and their proclivity for shadow magic, naztharunes are expert infiltrators and are rarely ever accosted in the line of duty.



Naztharune

Naztharune

Medium fiend (rakshasa), lawful evil

Armor Class 15 (mithral chain shirt)
Hit Points 76 (9d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	15 (+2)	11 (+0)	15 (+2)

Skills Deception +6, Insight +4, Stealth +9
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal, Undercommon
Challenge 11 (7,200 XP)

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

Innate Spellcasting. The naztharune's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The naztharune can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, invisibility, pass without trace*

Limited Magic Immunity. The naztharune is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Sneak Attack (1/Turn). The naztharune deals an extra 21 (6d6) 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 naztharune that isn't incapacitated and the naztharune doesn't have disadvantage on the attack roll.

Actions

Multiattack. The naztharune makes two melee weapon attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Shadow Step. The naztharune magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a weapon attack with advantage.

Rakshasa Knight

Rakshasa societies are few and far between, given their predilection for personal power and need for control, but where the do gather, the rakshasa knights hold a place of, if not honor, respect. These fiends defend the dark crèches of the rakshasas from the forces of good that would oust them, and focus their skills and powers on martial mastery, rather than sorcery. These rakshasas train specifically to combat the paladins and clergy of the deities of good and have been the bane of many a would-be hero. Their training has rendered them far more resistant to arcane forces, and even more so to the divine assaults of their attackers.



Rakshasa Knight

Dear Reader,

I bet you didn't you know that while rakshasas are typically depicted as humanoid tigers, their true forms can also be ape-like. Other, rarer varieties exist which resemble humanoid alligators or other beasts. The only consistent features among these fiends are their cat-like eyes and inverted hands.

E.A.

Rakshasa Knight

Medium fiend (rakshasa), lawful evil

Armor Class 18 (scale mail, shield)
Hit Points 123 (13d8 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	21 (+5)	13 (+1)	16 (+3)	19 (+4)

Skills Acrobatics +8, Athletics +9, Deception +9, Insight +8
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 13
Languages Common, Infernal
Challenge 15 (13,000 XP)

Arms Bond. The rakshasa can take a bonus action on its turn to magically store its sword, shield, and armor in an extraplanar space, or cause the equipment to instantly return to it, wearing the armor and wielding the sword and shield.

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

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

1/day each: *charm person, plane shift, shield*

Limited Magic Immunity. The rakshasa is immune to spells of 7th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Paladin Hatred. The rakshasa adds a d8 to attack and damage rolls against paladins.

Smite Reflection. If the rakshasa has its shield equipped and a paladin deals radiant damage to it, the rakshasa instead takes no radiant damage and the paladin takes the radiant damage instead.

Actions

Multiattack. The rakshasa makes one shield bash attack. It then makes three attack with its claws or its platebreaker sword.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a creature, it has disadvantage on saving throws against spells until the end of its next turn.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Platebreaker Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. Attacks with this weapon are made with advantage against creatures that wear heavy armor.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the rakshasa can make one bite attack against it as a bonus action.

What is it about people and their birds? I hardly think a few birds are going to bring about the end of the world. Maybe they should try swarms of beholders instead.

-C



Rook Swarms

High above the pressing tides of combat wing the black-feathered rooks. Trained by the hobgoblins as messengers, scouts, and harriers, these corvids native to Acheron are numerous and often swoop down in a cloud of beak and talon to tear their meals fresh from the opposing forces. More importantly, rooks can be trained and dispatched as a swarm to provide warning of incoming forces, and are rewarded for their work with the carrion that the battle leaves in its wake.

Home Layer. Rooks are abundant in Avalas, and true rook swarms are trained in the cube face of Geayagor in Clangor, where the hobgoblins drill them to become weapons of war.

Rook Scouting Party

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 17 (5d8 - 5)
Speed 10 ft., fly 50

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

Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 15
Languages -
Challenge 1 (200 XP)

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

Actions

Multiattack. The swarm makes two attacks, targeting a different target with each attack.

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Rook Siege Swarm

Huge swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 110 (20d12 - 20)
Speed 10 ft., fly 50

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

Skills Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 17
Languages -
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The swarm makes three attacks, targeting a different target with each attack.

Beaks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Rust Dragon

Rust dragons are native to the cubes of Avalas, and many see them as a sign of entropy across the planes. Similar to normal dragons but with slightly chitinous and insectoid features, their wings more closely resemble those of a butterfly, and jointed antennae sprout from the crest of their heads. From there, the visual differences between a rust dragon and their normal kin are more subtle: their form is reminiscent of a metallic dragon, ranging from copper to brass and even silver, but their scales appear pitted, oxidized, or corroded. These are not weaknesses in their armor, but simply indicators of their powerful, rusting breath.

Optional: Epic Die Traits

If your group plays with the Epic Die, an ancient rust dragon also has the additional trait noted below:

Epic Trait: Deep Lungs. The dragon adds the value of the Epic Die when it rolls to recharge its Breath Weapon.

Rust Dragon Wyrmling

Medium dragon, lawful evil or lawful neutral

Armor Class 16 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	6 (-2)	11 (+0)	6 (-2)

Saving Throws Dex +2, Con +3, Wis +2, Cha +0
Skills Perception +2, Stealth +2
Damage Resistances bludgeoning, piercing, and slashing from magical attacks
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 2 (450 XP)

Iron Scent. The dragon can pinpoint, by scent, the location and type of any ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

Actions

Multiattack. The dragon uses its antennae and makes a bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Antennae. The dragon corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the dragon's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Rust Breath. The dragon sprays oxidants and a reddish-brown liquid in a 15-foot cone. Each nonmagical ferrous metal object in the area that isn't being worn or carried melts away. Nonmagical ferrous metal objects that are being worn or carried, such as armor, shields, and weapons, rust as described in the Rust Metal trait and the Antennae action.

Young Rust Dragon

Large dragon, lawful evil or lawful neutral

Armor Class 17 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	6 (-2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +2
Skills Perception +4, Stealth +4, Survival +4
Damage Resistances bludgeoning, piercing, and slashing from magical attacks
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 9 (5,000 XP)

Iron Scent. The dragon can pinpoint, by scent, the location and type of any ferrous metal within 60 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

Actions

Multiattack. The dragon uses its antennae, then makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Antennae. The dragon corrodes a nonmagical ferrous metal object it can see within 10 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 15 Dexterity saving throw to avoid the dragon's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Rust Breath. The dragon sprays oxidants and a reddish-brown liquid in a 30-foot cone. Each nonmagical ferrous metal object in the area that isn't being worn or carried melts away. Nonmagical ferrous metal objects that are being worn or carried, such as armor, shields, and weapons, rust as described in the Rust Metal trait and the Antennae action.

Insectoid Origin. Many scholars have drawn a connection between rust dragons and rust monsters, and they're close to the mark. On the rare occasion that a rust monster lives to old age, the creature somehow travels to Thuldanin and begins chewing a burrow into one of the cubes. There, it spins a cocoon of metallic strands and pupates for several years, after which it emerges as a rust dragon wyrmling. Though it gains a heightened intelligence and other draconic features from the transformation, not much else is changed.

Narcissistic Loners. Solitary by nature, rust dragons even avoid interaction with others of their kind. When forced to interact, they initiate a test of dominance that ends when one non-fatally catches the other's head in its jaws. Others, it will leave alone if gifted a suitable offering of noble or magically infused metal, such as silver coins or a magic item.

Unusual Hordes. Unlike other dragons, a rust dragon's hoard is bereft of gems and similar valuables; they instead gather mostly metallic objects like coins, weapons, armor, siege equipment, and remnants of war machines. An object must be magical or aesthetically pleasing to the dragon, however, to not become a meal instead of a collectible.

Tame Companions. None know when the practice began, but the achaierai gather rust dragon cocoons and raise the creatures from youth. The rust dragons exhibit great trust and benevolence toward the fiends, and willingly work to help them and their flock.

Home Layer. Rust dragons exclusively come to be in Thuldanin. Most remain there their entire lives.



Adult Rust Dragon

Huge dragon, lawful evil or lawful neutral

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	21 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +5, Con +10, Wis +5, Cha +5
Skills Perception +5, Stealth +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from magical attacks
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Draconic
Challenge 16 (15,000 XP)

Iron Scent. The dragon can pinpoint, by scent, the location and type of any ferrous metal within 120 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

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

Actions

Multiattack. The dragon uses its Frightful Presence. It then uses its antennae, makes two claw attacks, and one bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Antennae. The dragon corrodes a nonmagical ferrous metal object it can see within 15 feet of it. If the object isn't being worn or carried, the touch destroys a 3-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 21 Dexterity saving throw to avoid the dragon's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

Rust Breath. The dragon sprays oxidants and a reddish-brown liquid in a 60-foot cone. Each nonmagical ferrous metal object in the area that isn't being worn or carried melts away. Nonmagical ferrous metal objects that are being worn or carried, such as armor, shields, and weapons, rust as described in the Rust Metal trait and the Antennae action.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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



Ancient Rust Dragon

Gargantuan dragon, lawful evil or lawful neutral

Armor Class 21 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +7, Con +14, Wis +9, Cha +10
Skills Perception +9, Stealth +7, Survival +9
Damage Resistances bludgeoning, piercing, and slashing from magical attacks
Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 23 (32,000 XP)

Iron Scent. The dragon can pinpoint, by scent, the location and type of any ferrous metal within 1 mile of it.

Rust Metal. Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -5 or lower, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

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

Actions

Multiattack. The dragon uses its Frightful Presence. It then uses its antennae, makes two claw attacks, and one bite attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Antennae. The dragon corrodes a nonmagical ferrous metal object it can see within 20 feet of it. If the object isn't being worn or carried, the touch destroys a 5-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 25 Dexterity saving throw to avoid the dragon's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or lower, or a shield that drops to a +0 bonus or lower is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Rust Breath. The dragon sprays oxidants and a reddish-brown liquid in a 90-foot cone. Each nonmagical ferrous metal object in the area that isn't being worn or carried melts away. Nonmagical ferrous metal objects that are being worn or carried, such as armor, shields, and weapons, rust as described in the Rust Metal trait and the Antennae action.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ruinators

Ruinators are created by Bane from the spirits of those who served him most zealously in life, and granted powers that enable them to act as an extension of his tyrannical will. They act as his guards and fight in his armies. Their power is so great, that even an overwhelming force has little chance at success if assaulting Bane.

Home Layer. Ruinators are at home on the cube of Chernoggar within Avalas, where they are eternally bound to Bane. At his behest, they march out to wherever he commands.

Optional: Epic Die Traits
If your group plays with the Epic Die, a ruinator also has the additional trait noted below:

Epic Trait: Ruination. Each time the Epic Die changes, the ruinator gains an additional ruin point.

Ruinous Brawler

Bane's brawlers protect the flank and rear of a platoon with their dual banite shields, and are usually called upon for duels if the commander of an enemy army makes such a challenge.

As much as I loathe Bane and all he stands for, these creations of his embody martial perfection. Credit where credit is due.

-Drizzt Do'Urden



Ruinous Brawler

Medium humanoid (ruinator), lawful evil

Armor Class 26 (ruinator armor, dual banite shields)
Hit Points 285 (30d8 + 150)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	17 (+3)	19 (+4)	14 (+2)

Saving Throws Dex +14, Con +13, Wis +12
Skills Acrobatics +14, Athletics +14, Perception +12
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Infernal
Challenge 25 (75,000 XP)

Aura of Conquest. If a creature is frightened of the brawler, its speed is reduced to 0 while within 60 feet of it, and that creature takes 11 (2d10) psychic damage if it starts its turn there.

Banite Weapons. The brawler's weapon attacks are magical. When the brawler hits with any weapon, the weapon deals an extra 5 dice of weapon damage (included in the attack).

Ruin Points. The brawler has 3 ruin points and can spend 1 ruin point to gain one of the following effects. It regains all spent ruin points when it finishes a short or long rest.

Haste. The brawler casts the *haste* spell on itself as a bonus action.

Legendary Resistance. If the brawler fails a saving throw, it can choose to succeed instead (no action required).

Lunging Attacks. Using a bonus action, the brawler's reach with all weapon attacks is increased by 5 feet until the start of its next turn.

Shockwave. Using a bonus action, the brawler slams its banite shield into the ground to create a shockwave. Each creature within 60 feet of the brawler must make a DC 24 Constitution saving throw. On a failed save, a creature takes 10d10 thunder damage, is deafened, and knocked prone. On a successful save, a creature takes half as much damage and isn't deafened or knocked prone.

Standing Leap. The brawler's long jump is up to 50 feet and its high jump is up to 40 feet, with or without a running start.

Tactical Discipline. The brawler has advantage on all ability checks and saving throws made during combat.

Vicious Fervor. When the brawler is reduced below 150 hit points, it can immediately take a full turn before the initiative order resumes as normal.

Actions

Multiattack. The brawler makes six attacks with its banite shield. It can replace one attack with a head butt attack.

Banite Shield. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning, piercing, or slashing damage, and the target must succeed on a DC 22 Wisdom saving throw or become frightened of the brawler.

Head Butt. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (6d4 + 6) bludgeoning damage, and the target must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn.

Ruinous Hoplite

The hoplites carry spear and banite shield, and make up the bulk of Bane's forces, creating nigh impenetrable shield walls.

Ruinous Skirmisher

While the skirmishers are also found in a Bane's armies, they often prowl behind enemy lines, wielding sword and banite shield. They primarily go for enemy spellcasters.

Ruinous Hoplite

Medium humanoid (ruinator), lawful evil

Armor Class 24 (ruinator armor, banite shield)
Hit Points 285 (30d8 + 150)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	17 (+3)	19 (+4)	14 (+2)

Saving Throws Dex +14, Con +13, Wis +12
Skills Acrobatics +14, Athletics +14, Perception +12
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Infernal
Challenge 25 (75,000 XP)

Aura of Conquest. If a creature is frightened of the hoplite, its speed is reduced to 0 while within 60 feet of it, and that creature takes 11 (2d10) psychic damage if it starts its turn there.

Banite Weapons. The hoplite's weapon attacks are magical. When the hoplite hits with any weapon, the weapon deals an extra 5 dice of weapon damage (included in the attack).

Ruin Points. The brawler has 3 ruin points and can spend 1 ruin point to gain one of the following effects. It regains all spent ruin points when it finishes a short or long rest.

Haste. The brawler casts the *haste* spell on itself as a bonus action.

Legendary Resistance. If the brawler fails a saving throw, it can choose to succeed instead (no action required).

Lunging Attacks. Using a bonus action, the brawler's reach with all weapon attacks is increased by 5 feet until the start of its next turn.

Shockwave. Using a bonus action, the brawler slams its banite shield into the ground to create a shockwave. Each creature within 60 feet of the brawler must make a DC 24 Constitution saving throw. On a failed save, a creature takes 10d10 thunder damage, is deafened, and knocked prone. On a successful save, a creature takes half as much damage and isn't deafened or knocked prone.

Standing Leap. The hoplite's long jump is up to 50 feet and its high jump is up to 40 feet, with or without a running start.

Tactical Discipline. The hoplite has advantage on all ability checks and saving throws made during combat.

Vicious Fervor. When the hoplite is reduced below 150 hit points, it can immediately take a full turn before the initiative order resumes as normal.

Actions

Multiattack. The hoplite makes six attacks: three with its longspear and three with its Banite shield. It can replace one attack with a head butt attack.

Longspear. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage.

Banite Shield. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning, piercing, or slashing damage, and the target must succeed on a DC 22 Wisdom saving throw or become frightened of the hoplite.

Head Butt. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (6d4 + 6) bludgeoning damage, and the target must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn.

Reactions

Spear Attack. When a creature that the hoplite can see moves into the hoplite's reach, the hoplite can use its reaction to make a longspear attack against that creature.

Ruinous Skirmisher

Medium humanoid (ruinator), lawful evil

Armor Class 24 (ruinator armor, banite shield)
Hit Points 285 (30d8 + 150)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	17 (+3)	19 (+4)	14 (+2)

Saving Throws Dex +14, Con +13, Wis +12
Skills Acrobatics +14, Athletics +14, Perception +12
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Infernal
Challenge 25 (75,000 XP)

Aura of Conquest. If a creature is frightened of the skirmisher, its speed is reduced to 0 while within 60 feet of it, and that creature takes 11 (2d10) psychic damage if it starts its turn there.

Banite Weapons. The skirmisher's weapon attacks are magical. When the skirmisher hits with any weapon, the weapon deals an extra 5 dice of weapon damage (included in the attack).

Ruin Points. The brawler has 3 ruin points and can spend 1 ruin point to gain one of the following effects. It regains all spent ruin points when it finishes a short or long rest.

Haste. The brawler casts the *haste* spell on itself as a bonus action.

Legendary Resistance. If the brawler fails a saving throw, it can choose to succeed instead (no action required).

Lunging Attacks. Using a bonus action, the brawler's reach with all weapon attacks is increased by 5 feet until the start of its next turn.

Shockwave. Using a bonus action, the brawler slams its banite shield into the ground to create a shockwave. Each creature within 60 feet of the brawler must make a DC 24 Constitution saving throw. On a failed save, a creature takes 10d10 thunder damage, is deafened, and knocked prone. On a successful save, a creature takes half as much damage and isn't deafened or knocked prone.

Standing Leap. The skirmisher's long jump is up to 50 feet and its high jump is up to 40 feet, with or without a running start.

Tactical Discipline. The dreadmaster has advantage on all ability checks and saving throws made during combat.

Vicious Fervor. When the skirmisher is reduced below 150 hit points, it can immediately take a full turn before the initiative order resumes as normal.

Actions

Multiattack. The skirmisher makes six attacks: three with its longsword and three with its Banite shield. It can replace one attack with a head butt attack.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) slashing damage.

Banite Shield. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning, piercing, or slashing damage, and the target must succeed on a DC 22 Wisdom saving throw or become frightened of the skirmisher.

Head Butt. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (6d4 + 6) bludgeoning damage, and the target must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn.

Reactions

Riposte. When a creature that the skirmisher can see misses it with a melee attack, the skirmisher can use its reaction to make a longsword attack against that creature.

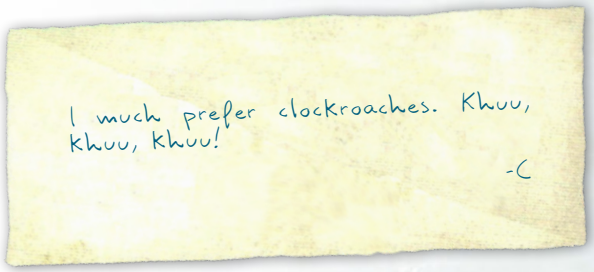
Siege Beetles

Siege beetles are fearsome and carnivorous insects native to the cubes of Acheron. They require large amounts of food to sustain themselves, and they spend no time away from that pursuit except to molt or to mate. To them, all living creatures are simply meals that haven't stopped moving yet. They swoop down to grab their prey, often flying straight into the chaos of pitched battle, before paralyzing them with their venomous mandibles. As soon as one foe is dispatched, the beetle has the next in its sights. Bothersome prey are often dropped from great heights and then eaten where they fell. In the case of true danger, a siege beetle sprays blinding musk at its attackers before withdrawing to safety.

Engines of War. The armies of Acheron look for any way to turn the tide in their favor, and these aberrant insects present a unique opportunity. Goblins have been known to hitch and ride siege beetles into battle, and more canny soldiers goad these carnivores into enemy lines as a distraction. However, these tactics frequently tend to backfire, as siege beetles have often turned upon the forces that sought to use them to their gain.

Born in Carrion. Fiercely territorial, siege beetles are hostile to others of their kind, only quelling this instinct with the scent of mating pheromones, and even then only briefly. They lay their eggs in large crevasses and cover the clutch with any battlefield detritus at hand, from broken weaponry to corpses. The young emerge several months later and eventually molt into nymph-stage beetles. They molt several more times in their lifespan, with full-grown adults reaching the size of a large barn and easily weighing over thirty tons.

Home Layer. A siege beetle can sense when its natural life span is about to come to an end, which causes it to instinctively travel to Avalas via innate magical means that scholars have yet to explain. Once there, the beetle reigns destruction upon anything and everything in its path until it finally dies. Until this occurs, siege beetles live their lives in Thuldanin, where they are among the few native species.



Optional: Epic Die Traits

If your group plays with the Epic Die, a fully grown siege beetle also has the additional trait noted below:

Epic Trait: Oversized Ozadene. Each time the Epic Die changes, the siege beetle can use its Blinding Musk reaction.

Siege Beetle Larvae

Large aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d8 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	1 (-5)	10 (+0)	8 (-1)

Condition Immunities charmed, frightened, petrified
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Axiomatic Mind. The siege beetle can't be compelled to act in a manner contrary to its nature or its instructions.

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

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

Actions

Multiattack. The siege beetle makes two attacks: one with its mandibles and one with its tentacles.

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Siege Beetle Nymph

Huge aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	1 (-5)	10 (+0)	8 (-1)

Skills Athletics +8
Condition Immunities charmed, frightened, petrified
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 8 (3,900 XP)

Axiomatic Mind. The siege beetle can't be compelled to act in a manner contrary to its nature or its instructions.

Legendary Resistance (2/Day). If the siege beetle fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The siege beetle makes one attack with its mandibles and two attacks with its foreleg scythes.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target grappled by the siege beetle. *Hit:* 15 (3d6 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the siege beetle can't use its mandibles on another target. If the target is a creature, it must also succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Foreleg Scythe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Reactions

Blinding Musk. When the siege beetle is reduced to below half its hit point maximum, it sprays a blinding musk in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute.



Siege Beetle

Gargantuan aberration, unaligned

Armor Class 24 (natural armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-2)	27 (+8)	1 (-5)	10 (+0)	9 (-1)

Skills Athletics +17
Damage Resistances cold, fire; bludgeoning and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Condition Immunities charmed, frightened, petrified
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 22 (41,000 XP)

Axiomatic Mind. The siege beetle can't be compelled to act in a manner contrary to its nature or its instructions.

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

Siege Monster. The siege beetle deals double damage to objects and structures.

Overrun. If the siege beetle moves at least 20 feet straight toward a creature and then enters its space on the same turn, that target must succeed on a DC 25 Strength saving throw or be knocked prone.

Actions

Multiattack. The siege beetle makes three attacks: one with its mandibles and two with its claws. If there is a Huge or smaller creature that is prone within its reach, it can make a massive leg attack against it as a bonus action.

Mandibles. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target grappled by the siege beetle. *Hit:* 24 (4d6 + 10) piercing damage, and the target is grappled (escape DC 25) and moved to within 5 feet of the siege beetle if the target is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the siege beetle can't use its mandibles on another target. If the target is a creature, it must also succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Foreleg Scythe. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horn. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage. If the target is a creature, it must succeed a DC 25 Strength saving throw or be knocked prone.

Massive Leg. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage.

Reactions

Blinding Musk. When the siege beetle is reduced to below 150 hit points, it sprays a blinding musk in a 60-foot cone. Each creature in the area must succeed on a DC 23 Constitution saving throw or be blinded for 1 minute.

Steelwing

Despite their flat-grey plumage, the steelwings of Acheron are an impressive sight. Enormous avian predators, they are deadly hunters and sought-after prey. Able to fling their razor-sharp feathers at their quarry and attack from the skies above, steelwings are often called Acheron phoenixes for their regal bearing. Some train them for their forces, while other armies hunt them for their metallic plumage, but all are wary of becoming the target of a steelwing's murderous dive.

Vengeful Mates. Steelwings mate for life. If one half of a mated pair is slain, the other pursues the murderer to the ends of the plane to enact its vengeance. They guard their eggs carefully, in constant worry that the collision of the cubes could knock their progeny loose to float among the expanse.

Home Layer. Steelwings primarily dwell in Avalas, but some involuntarily end up in Thuldanin as captives of the duergar, who take advantage of their adamantine feathers.



Adult Steelwing

Steelwing Chick

Medium monstrosity, neutral

Armor Class 20 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +3, Con +4, Wis +4, Cha +3
Skills Athletics +4, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses blindsight 5 ft., darkvision 60 ft., passive Perception 14
Languages -
Challenge 4 (1,100 XP)

Adamantine Feathers. Any critical hit against the steelwing becomes a normal hit.

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

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

Actions

Multiattack. The steelwing makes two attacks, only one of which can be with its wings.

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

Wings. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage. The steelwing scores a critical hit on a roll of 19 or 20.

Young Steelwing

Large monstrosity, neutral

Armor Class 20 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	6 (-2)	15 (+2)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +6, Cha +6
Skills Athletics +8, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses blindsight 5 ft., darkvision 120 ft., passive Perception 16
Languages -
Challenge 10 (5,900 XP)

Adamantine Feathers. Any critical hit against the steelwing becomes a normal hit.

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

Razorfeather Shield. The steelwing can activate or deactivate this feature as a bonus action. While active, the steelwing is surrounded by a storm of razorfeathers, giving it three-quarters cover against any attack originating more than 5 feet away from it, but halving the steelwing's flying speed, and making it unable to use its Razorfeather and Hail of Razorfeathers actions.

In addition, a creature that approaches within 5 feet of the steelwing for the first time on a turn or starts its turn there must make a DC 16 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much on a successful one.

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

Actions

Multiattack. The steelwing makes four attacks, only one of which can be with its wings.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the steelwing can't use its talons on another target.

Razorfeather. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. The steelwing scores a critical hit on a roll of 17, 18, 19, or 20.

Wings. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage. The steelwing scores a critical hit on a roll of 18, 19, or 20.

Hail of Razorfeathers (Recharge 6). The steelwing hurls a barrage of razorfeathers in a 40-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 27 (5d10) slashing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more takes twice the damage, and if it is Medium or smaller it is restrained by being impaled by a razorfeather. A creature can use an action to remove itself (or a creature it can reach) from the razorfeather, ending the restrained condition.

Adult Steelwing

Huge monstrosity, neutral

Armor Class 20 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 50 ft., fly 120 ft.

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

Saving Throws Dex +6, Con +11, Wis +8, Cha +8
Skills Athletics +11, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 18
Languages -
Challenge 16 (15,000 XP)

Adamantine Feathers. Any critical hit against the steelwing becomes a normal hit.

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

Razorfeather Shield. The steelwing can activate or deactivate this feature as a bonus action. While active, the steelwing is surrounded by a storm of razorfeathers, giving it three-quarters cover against any attack originating more than 5 feet away from it, but halving the steelwing's flying speed, and making it unable to use its Razorfeather and Hail of Razorfeathers actions.

In addition, a creature that approaches within 5 feet of the steelwing for the first time on a turn or starts its turn there must make a DC 19 Dexterity saving throw, taking 17 (5d6) slashing damage on a failed save, or half as much on a successful one.

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

Actions

Multiattack. The steelwing makes four attacks, only one of which can be with its wings.

Beak. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the steelwing can't use its talons on another target.

Razorfeather. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage. The steelwing scores a critical hit on a roll of 17, 18, 19, or 20.

Wings. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 32 (4d12 + 6) slashing damage. The steelwing scores a critical hit on a roll of 17, 18, 19, or 20.

Hail of Razorfeathers (Recharge 6). The steelwing hurls a barrage of razorfeathers in a 50-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 38 (7d10) slashing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more, takes twice the damage, and if it is Large or smaller it is restrained by being impaled by a razorfeather. A creature can use an action to remove itself (or a creature it can reach) from the razorfeather, ending the restrained condition.

Legendary Actions

The steelwing can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The steelwing regains spent legendary actions at the start of its turn.

Beak Attack. The steelwing makes a beak attack.

Move. The steelwing moves up to half its speed.

Razorfeather Attack. The steelwing makes a razorfeather attack.

Ancient Steelwing

Gargantuan monstrosity, neutral

Armor Class 20 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	6 (-2)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Athletics +14, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 20
Languages -
Challenge 23 (50,000 XP)

Adamantine Feathers. Any critical hit against the steelwing becomes a normal hit.

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

Razorfeather Shield. The steelwing can activate or deactivate this feature as a bonus action. While active, the steelwing is surrounded by a storm of razorfeathers, giving it three-quarters cover against any attack originating more than 5 feet away from it, but halving the steelwing's flying speed, and making it unable to use its Razorfeather and Hail of Razorfeathers actions.

In addition, a creature that approaches within 5 feet of the steelwing for the first time on a turn or starts its turn there must make a DC 22 Dexterity saving throw, taking 24 (7d6) slashing damage on a failed save, or half as much on a successful one.

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

Actions

Multiattack. The steelwing makes four attacks, only one of which can be with its wings.

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the steelwing can't use its talons on another target.

Razorfeather. *Ranged Weapon Attack:* +14 to hit, range 60/120 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage. The steelwing scores a critical hit on a roll of 17, 18, 19, or 20.

Wings. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 33 (4d12 + 7) slashing damage. The steelwing scores a critical hit on a roll of 16, 17, 18, 19, or 20.

Hail of Razorfeathers (Recharge 6). The steelwing hurls a barrage of razorfeathers in a 60-foot cone. Each creature in the area must make a DC 22 Dexterity saving throw, taking 49 (9d10) slashing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more, takes twice the damage, and if it is Huge or smaller it is restrained by being impaled by a razorfeather. A creature can use an action to remove itself (or a creature it can reach) from the razorfeather, ending the restrained condition.

Legendary Actions

The steelwing can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The steelwing regains spent legendary actions at the start of its turn.

Beak Attack. The steelwing makes a beak attack.

Move. The steelwing moves up to half its speed.

Razorfeather Attack. The steelwing makes a razorfeather attack.

Stormghost

Hiding among the whirling blades of frozen Ocanthus stalk the stormghosts. Named for their ability to cause blinding snowstorms that render their prey unaware, stormghosts haunt regions of icy desolation in search of food. Their hunger is constant, and they pursue any creature unlucky enough to wander into their domain. They are adapted to the hunt, and their bodies shift with the season to better disguise their forms. Luckily they are few in number, but the few who do hunt possess powerful regenerative abilities that allow them to live for thousands of years.

Stormghosts are not often documented, but most reports agree that they have a roughly humanoid upper body atop four spear-like legs, with which they can cover great distances at high speed. Chitinous plates protect their heavy muscles, and in combat they are wreathed in crackling electric energy, as if harnessing the storm itself.

Home Layer. Adapted to its impossible environment, stormghosts are at home in Ocanthus, the lowest layer of Acheron. They never venture outside of their home layer as they have neither the desire nor the means to do so. When they are occasionally brought to Material Plane via magic (most commonly by a crazed wizard), they wreak havoc upon anyone in their path, as they struggle to comprehend their surroundings.



Stormghost

Large monstrosity, neutral evil

Armor Class 18 (natural armor)
Hit Points 266 (28d10 + 112)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +10, Con +10, Wis +8
Skills Perception +8, Stealth +10
Damage Resistances fire
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks; cold, lightning, thunder
Condition Immunities paralyzed
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18
Languages Auran
Challenge 18 (20,000 XP)

Ambusher. The stormghost has advantage on attack rolls against any creature it has surprised.

Camouflage. The stormghost has advantage on Dexterity (Stealth) checks.

Crackling Aura. The stormghost can activate or deactivate this feature as a bonus action. While active, the aura deals 20 lightning damage to any creature that ends its turn within 10 feet of the stormghost.

Innate Spellcasting. The stormghost's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *call lightning, druidcraft, fog cloud, gust of wind*

1/day each: *chain lightning, control weather, greater invisibility, ice storm*

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

Mountain Walk. Moving through difficult terrain made of snow or stone costs the stormghost no extra movement.

Static Discharge. Once per turn, when the stormghost hits a target that touches the ground with a melee weapon attack, the stormghost can create a static discharge, dealing an additional 45 (10d8) lightning damage to the target.

Standing Leap. The stormghost's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The stormghost makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 9 (2d8) lightning damage.

Impaling Leap. If the stormghost jumps at least 20 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more Medium or smaller creatures. Up to 4 of those creatures of the stormghost's choice must succeed on a DC 19 Dexterity saving throw or be impaled by one of the stormghost's legs, taking 14 (2d8 + 5) piercing damage plus 9 (2d8) lightning damage and becoming grappled. While grappled in this manner, a creature is also restrained. On a successful save, the creature takes only half the damage and is pushed 5 feet out of the stormghost's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the stormghost's space.

Lightning Blast (Recharge 4-6). The stormghost focuses its static energy, creating a lightning blast in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Styx Dragon

Where no living creatures may pass safely, the Styx dragon lairs. In fetid burrows on the banks of that dark river, these aquatic dragons search for carrion among the corpses of the forgetful. Their bodies are serpentine and slimy, with scales in shades of brackish brown. Made for life in the river, these dragons are fearsome underwater hunters but aren't well adapted for life on shore. While they can stay above water indefinitely, their short, webbed limbs and small wings place them at a disadvantage. Below the dim waters, however, they are a terror. Instead of using their atrophied limbs, Styx dragons have developed long and bladed tails to both constrict and slash their prey. They are nearly unique in being immune to the forgetful effects of the river, and use the new naivety of freshly forgetful creatures to their advantage to secure new prey.

Life on the River. Throughout Acheron, the banks of the River Styx more accurately reflect its other name: the River of Blood. The dragons are praised in much of the Lower Planes for consuming many a demon making its way from the Abyss to the shores of other planes, though they are also feared, for they are the only creature in the Styx that poses any danger to the ferrying merrenoloths.

Solitary creatures, they seek out others of their kind only to mate. Drawn like salmon to the spawning grounds, Styx dragons gather near the headwater in Pandemonium. From there, a Styx dragon's clutch is set to float upon the river before hatching somewhere on its banks, many miles and planes away from the spawning grounds. A Styx dragon wyrmling is nearly feral, and the creatures grow up fast and mean as they learn to survive off carrion and the lost souls that wander the river's banks. As they age and their serpentine bodies grow to a truly awesome size, ancient Styx dragons seem drawn to the river's terminus in Ocanthus, but no one has yet learned what they seek there in the Death of Memory among the Forgotten.

Information Brokers. For a traveler looking to follow the river Styx without the aid of a merrenoloth, the innate knowledge of these wyrms may be their only option. Adult Styx dragons are intelligent, and many speak a plethora of languages that they've gathered from the damned souls

Styx Dragon Wyrmling

Medium dragon, lawful evil or lawful neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4
Skills Athletics +6, Perception +2, Stealth +2
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Abyssal, Celestial, Draconic, Common, Infernal
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *control water, darkness, fog cloud*

Slippery. The dragon has advantage on ability checks and saving throws made to escape a grapple.

Stygian Acclimation. The dragon is immune to diseases and the *feeblemind* spell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Breath. The dragon exhales a Stygian gas in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw against disease. On a failed save, a target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Young Styx Dragon

Large dragon, lawful evil or lawful neutral

Armor Class 17 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7
Skills Athletics +10, Nature +5, Perception +5, Stealth +4, Survival +5
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Abyssal, Celestial, Draconic, Common, Infernal
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *control water, darkness, fog cloud*

3/day: *stinking cloud*

Slippery. The dragon has advantage on ability checks and saving throws made to escape a grapple.

Stygian Acclimation. The dragon is immune to diseases and the *feeblemind* spell.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its tail blades.

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

Tail Blades. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Breath. The dragon exhales a Stygian gas in a 30-foot cone. Each creature in the area must make a DC 17 Constitution saving throw against disease. On a failed save, a target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

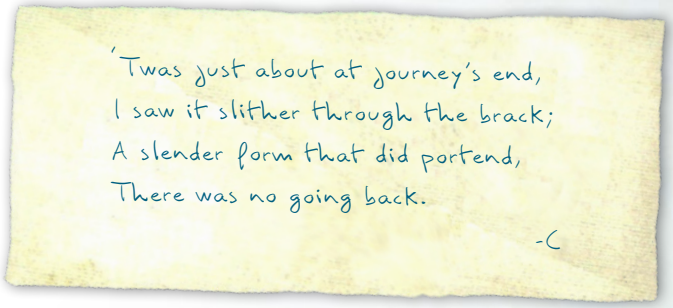
caught in the river. But such information always has a cost. Styx dragons are not known for keeping hordes of treasure, but instead revel in collecting stories. An enticing tale is likely to earn a traveler whatever information they wished regarding the wandering paths of the river, but a dull story will be met with condescension or even rage. Worse yet, Styx dragons are jealous creatures and insist that a traveller's story must belong to them alone. After a storyteller recounts their tale, the dragon envelops them in their horrid breath, removing the memory from their mind. Scholars wonder about the tales and histories these wyrms have siphoned from the world, but none have been willing to pay the cost to retrieve them. What's worse, an encounter with a Styx dragon might vary greatly, as their minds often contain several personalities. One day such a dragon might have the outlook of a wise wizard, while the same dragon might be a rage-filled terror the following day.

Home Layer. Styx dragons aren't native to any particular layer of Acheron, but rather all the lower planes touched by the Styx. In Acheron, they are most commonly found in Avalas though, particularly Wreychtmirk where the unholy river runs rampant. Ancient Styx dragons sometimes also found in Ocanthus.

Optional: Epic Die Traits

If your group plays with the Epic Die, an ancient Styx dragon also has the additional trait noted below:

Epic Trait: Deep Lungs. The dragon adds the value of the Epic Die when it rolls to recharge its Breath Weapon.



Adult Styx Dragon

Huge dragon, lawful evil or lawful neutral

Armor Class 18 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10
Skills Athletics +14, Nature +8, Perception +8, Stealth +6, Survival +8
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Abyssal, Celestial, Draconic, Common, Infernal
Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *control water, darkness, fog cloud*

3/day each: *counterspell, hold monster, stinking cloud*

1/day each: *antipathy/sympathy, mind blank*

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

Slippery. The dragon has advantage on ability checks and saving throws made to escape a grapple.

Stygian Acclimation. The dragon is immune to diseases and the *feeblemind* spell.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its tail blades.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage, and target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Tail Blades. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and the target must make a DC 21 Constitution saving throw against disease. On a failed save, the target is infected with Stygian Wasting. 1 hour after infection, the target's hair begins to fall off, and until cured of the disease, the target's Intelligence score is reduced by 1d4 whenever it finishes a long rest. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target is cured of the disease and finishes a long rest.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 19 (2d10 + 8) bludgeoning damage, and the target is grappled (escape DC 22). Until the grapple ends, the creature is restrained, and the dragon can't constrict another creature.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Breath. The dragon exhales a Stygian gas in a 60-foot cone. Each creature in the area must make a DC 21 Constitution saving throw against disease. On a failed save, a target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest. If a target fails the saving throw by 5 or more, it also permanently forgets one memory of the DM's choice. A lost memory can be restored only with a *wish* spell.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Constrict. The dragon uses its Constrict action.

Crush (Costs 2 Actions). The dragon attempts to crush the life from a creature it is constricting. The target must make a DC 22 Strength saving throw, taking 44 (8d10) bludgeoning damage on a failed save, or half as much on a successful one.

Move. The dragon moves up to its speed.



Styx Dragon

Ancient Styx Dragon

Gargantuan dragon, lawful evil or lawful neutral

Armor Class 20 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 40 ft., fly 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	17 (+3)	24 (+7)

Saving Throws Dex +7, Con +16, Wis +10, Cha +14
Skills Athletics +17, Nature +10, Perception +10, Stealth +7, Survival +10
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Abyssal, Celestial, Draconic, Common, Infernal
Challenge 24 (36,500 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *control water, counterspell, darkness, fog cloud*

3/day each: *hold monster, stinking cloud*

1/day each: *antipathy/sympathy, feeblemind, mind blank*

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

Slippery. The dragon has advantage on ability checks and saving throws made to escape a grapple.

Stygian Acclimation. The dragon is immune to diseases and the *feeblemind* spell.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes three attacks: one with its bite and two with its tail blades.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage, and target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Tail Blades. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage, and the target must make a DC 24 Constitution saving throw against disease. On a failed save, the target is infected with Stygian Wasting. 1 hour after infection, the target's hair begins to fall off, and until cured of the disease, the target's Intelligence score is reduced by 1d4 whenever it finishes a long rest. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target is cured of the disease and finishes a long rest.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 21 (2d10 + 10) bludgeoning damage, and the target is grappled (escape DC 25). Until this grapple ends, the creature is restrained, and the dragon can't constrict another creature.Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Stupefying Breath. The dragon exhales a Stygian gas in a 90-foot cone. Each creature in the area must make a DC 24 Constitution saving throw against disease. On a failed save, a target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest. If a target fails the saving throw by 5 or more, it also permanently forgets one memory of the DM's choice. A lost memory can be restored only with a *wish* spell.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Constrict. The dragon uses its Constrict action.

Crush (Costs 2 Actions). The dragon attempts to crush the life from a creature it is constricting. The target must make a DC 25 Strength saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much on a successful one.

Move. The dragon moves up to its speed.

Taniwha

A typical taniwha is 15 feet long and weighs 900 pounds, although rumors abound of much larger specimens. They claim territory within Tintibulus, and work to maintain the layer's pure nature, protecting it from thoughtless outsiders and evil forces. While their serpentine bodies and shark-like heads may appear fearsome, taniwhas are congenial and skilled conversationalists. In particular, they are quick to befriend spellcasters, as they delight in all forms of magic and enjoy 'tasting' new applications of the arcane arts. At the small cost of being cursed for one day, a caster can make steadfast and loyal friends with a taniwha.

Whispers of Fear. While their inborn magical abilities and absorptive properties make taniwhas perfectly capable of defending themselves, they prefer to keep interlopers away by spreading rumors and fear through nearby populations. This magical paranoia may seem like a cruel tactic to impose on innocent people, but taniwhas see it as the lesser of two evils. Better in their minds to sow rumors of hauntings and feelings of anxiety than to slay potential trespassers.

Home Layer. Taniwhas are at home in Tintibulus, but they enjoy traveling across planar boundaries, albeit only for short periods of time.

Aberrant Nature. A taniwha doesn't require air, food, or drink.



Boo isn't afraid of anything!

Taniwha

Large aberration, neutral

Armor Class 10
Hit Points 102 (12d10 + 36)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	21 (+5)	17 (+3)	18 (+4)

Skills Arcana +8, Insight +6, Medicine +6, Perception +6, Survival +6
Damage Resistances magical damage
Condition Immunities charmed, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 16
Languages Deep Speech
Challenge 6 (2,300 XP)

Corruption Sense. The taniwha can pinpoint any creature or substance within 60 feet of it that is affected by disease or poison, and it can discern the nature of the disease or poison.

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

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

Magic Sense. The taniwha can pinpoint any magical effect within 60 feet of it, including magic items, creatures affected by magic, and spells being cast, and it can discern the nature of the magical effect.

Innate Spellcasting. The taniwha's innate spellcasting ability is Intelligence (spell save DC 16). The taniwha can innately cast the following spells, requiring no material or somatic components:

At will: *counterspell, dispel magic, druidcraft, protection from poison, purify food and drink, shield*

3/day each: *goodberry, lesser restoration, slow*

1/day each: *greater restoration, reincarnate*

Actions

Multiattack. The taniwha shoots three arcane projectiles or makes two bite attacks.

Arcane Projectile. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 11 (2d10) force damage.

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

Fearful Instinct (1/Day). The taniwha magically conjures forth a 30-foot-radius sphere of slowly falling arcane particles centered on a point within 120 feet of it. Each creature in the area that isn't protected by a *mind blank* spell must make a DC 16 Wisdom saving throw. On a failed save, for 24 hours a creature feels intense urge to leave the area and avoid returning to the area as its mind is filled with an implacable dread. For the duration, when such a creature is within 1 mile of the space where it was affected by this ability, the creature must succeed on a DC 16 Wisdom saving throw or become frightened until it is further than 1 mile away from the space. While frightened in this manner, a creature can only use its action to take the Dash action and must use its movement to move to away from the space where it was affected by this ability. In addition, when an affected creature loses sight of the taniwha, it loses all memory of the taniwha.

Reactions

Seize Magic (Recharge 6). When a creature within 60 feet of the taniwha casts a spell, the taniwha can use its reaction to force the creature to make a DC 16 saving throw with its spellcasting ability. On a failed save, the spell fizzles and fails, and the taniwha steals the knowledge necessary for casting the spell. For the next 24 hours, the taniwha knows the spell and can cast it up to 3 times without expending material or somatic components, using Intelligence as its spellcasting ability, and the target can't cast the spell during that time.

The Forgotten

Strange and twisted specters gather on the shores of the River Styx and on the surface of the Death of Memory in Ocanthus. Observed from a great distance with a *see invisibility* spell, these minuscule, human-shaped aberrations seem forgetful and perplexed, often acting out the first steps of everyday activities before pausing and attempting them again from the beginning. Observing them closer, however, is a great risk, as the presence of any intelligent life draws their eyes – and their hunger.

The Forgotten are born of memories consumed by the River Styx, and are always seeking the missing parts of themselves. They can sense intelligent life, and are drawn to it like iron dust to a lodestone. The truly unlucky who are accosted by these half-formed specters find their own memories quickly drawn away, and the Forgotten who fed upon them grows larger, but never complete. This draining is difficult to reverse, but it is possible.

Home Layer. The Forgotten form in Ocanthus and lack the means to escape. However, they are intelligent enough to follow anyone who has the means to venture across the planes.



Obviously somebody remembers them. I mean, how can they be forgotten if they're mentioned here?

Who comes up with these names?

-C

The Forgotten

Tiny aberration, unaligned

Armor Class 19
Hit Points 75 (10d4 + 50)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-)	28 (+9)	20 (+5)	23 (+6)	20 (+5)	20 (+5)

Saving Throws Dex +13, Int +10, Wis +9, Cha +9
Damage Resistances acid, fire, lightning, necrotic, radiant, thunder; bludgeoning and slashing from nonmagical attacks
Damage Immunities cold, piercing, poison
Damage Vulnerabilities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses see the 'Creature Sense' and 'Senseless' traits
Languages understands all languages but can't speak
Challenge 10 (5,900 XP)

Creature Sense. The Forgotten is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 2 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Ephemeral. The Forgotten can't wear or carry anything.

Incorporeal Movement. The Forgotten can move through other creatures and objects as if they were difficult terrain.

Inscrutable. The Forgotten is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the Forgotten's intentions or sincerity have disadvantage.

Invisibility. The Forgotten is invisible.

Senseless. The Forgotten can't feel, hear, see, smell, or taste anything. It can perceive only with its Creature Sense trait.

Stygian Acclimation. The Forgotten is immune to the *feeblemind* spell and the effects of the River Styx.

Actions

Eat Memories. The Forgotten targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Intelligence saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead, as well as creatures protected by the *mind blank* spell succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target's Intelligence and Charisma scores become 1 and the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. The die then doesn't increase further.

When the Forgotten causes a target to become memory drained, the Forgotten gains 10 temporary hit points, learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.

Read Thoughts. The Forgotten magically reads the surface thoughts of one creature it can sense with its Creature Sense trait. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Forgotten can continue reading its thoughts, as long as the Forgotten's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Forgotten can't be perceived or detected by the target by any means, and the target has disadvantage on saving throws against the Forgotten's Eat Memories.

Tirbanas

Never seen but always feared among the towns of Acheron, the tirbana are devious and cunning monsters. Ever-seeking to expand their race, these varied and insectoid creatures require a living host to incubate their eggs. To the absolute horror of the other intelligent creatures of the layer, they have evolved to pacify and colonize the towns and settlements of other creatures and transform them into their dread nurseries.

Home Layer. Though hailing from Thuldanin, tirbanas have not yet been spotted outside of Acheron. Many researchers fear the day that a tirbana colony spreads to the unprotected villages of the Material Plane.

Tirbana Drowser

After a new settlement has been scouted, the colony sends in their drowsers to begin the colonization process. These small, beetle-like creatures are able to incite sleep in those they encounter, and creatures that resist their charm become victims of their poisoned bite instead. Destruction of the drowsers is key to defending a town against tirbana encroachment, but no raid effort ends until the colony's spawners are slain. For many unfortunate towns, the presence of these creatures is entirely unknown until the new hosts begin to exhibit signs of change.

Tirbana Slayer

If a settlement is able to offer resistance to a colonization effort, the slayers are the front lines of the tirbana. Larger than the drowsers and born with oversized blade-like claws, these skirmishers assist in the scouting of a settlement, the pacification of its populace, and the defense of a new colony. Any attempt to free a town from their invasion requires the destruction of many slayers, both newborn and old.

Tirbana Spawner

Bipedal and surprisingly intelligent, the spawners lead and direct the colony's efforts. Most colonies have only one spawner, but larger settlements sometimes attract colonies led by pairs or triumvirates of the creatures. The unfortunate hosts of the spawner's eggs are unaware they've been compromised for nearly a whole month, as the townsfolk are struck with a strange hunger and incessant thirst. After that month, there is a sudden and violent event as the eggs hatch from within their hosts and a new colony is established.

Tirbana Drowser

Small monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft., burrow 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	13 (+1)

Skills Investigation +0, Perception +5, Stealth +6
Damage Resistances acid
Damage Immunities poison
Condition Immunities petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages Tirbana
Challenge 2 (450 XP)

Innate Spellcasting. The tirbana's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *detect magic, sleep*

1/day: *blur*

Keen Senses. The tirbana has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

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

Actions

Multiattack. The tirbana makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

If a creature succeeds on the saving throw or the poisoned condition ends for it, it is immune to the poisoned condition from a tirbana's bite for 24 hours

Tirbana Slayer

Medium monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	4 (-3)

Skills Athletics +7, Investigation +0, Perception +5
Damage Resistances acid
Damage Immunities poison
Condition Immunities petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages Tirbana
Challenge 4 (1,100 XP)

Keen Senses. The tirbana has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the tirbana can regain 10 hit points.

Skirmisher. If the tirbana moves at least 10 feet, its claw attacks deal an additional 3 (1d6) damage during that turn. In addition, unless the tirbana is flying, opportunity attacks against it are made with disadvantage.

Actions

Multiattack. The tirbana makes three attacks: one with its bite and two with its claw.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (2d4) poison damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

If a creature succeeds on the saving throw or the poisoned condition ends for it, it is immune to the poisoned condition from a tirbana's bite for 24 hours.

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



Tirbana Spawner

Medium monstrosity, lawful neutral

Armor Class 16 (natural armor), 14 while prone
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	11 (+0)	14 (+2)	18 (+4)

Skills Athletics +10, Investigation +6, Perception +8, Survival +8
Damage Immunities acid, poison
Condition Immunities petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 18
Languages Tirbana
Challenge 5 (1,800 XP)

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

Innate Spellcasting. The drowser's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect magic*

2/day each: *misty step, teleport*

1/day: *expeditious retreat*

Keen Senses. The tirbana has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

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

Actions

Multiattack. The tirbana makes two attacks in any combination.

Acid Orb. *Ranged Weapon Attack:* +7 to hit, range 100 ft., one target. *Hit:* 13 (3d8) acid damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

If a creature succeeds on the saving throw or the poisoned condition ends for it, it is immune to the poisoned condition from a tirbana's bite for 24 hours.

Lay Eggs. The tirbana inserts a long, tube-shaped appendage from its abdomen into an orifice of an unconscious creature, laying 1d4 minuscule tirbana eggs inside its body.

Over the next 29 days the host must eat and drink twice as much as usual, as the eggs absorb sustenance and grow within. In the 24-hour period before the eggs hatch, the host is unconscious and can't be awoken by any means unless the eggs are destroyed. After this time, the eggs hatch and the newly-born tirbana chew their way through the vital organs and out the target's torso in 1 round, killing the host in the process.

Each egg has a 60% chance of hatching a tirbana drowser, a 30% chance of hatching a tirbana slayer, and a 10% chance of hatching a tirbana spawner.

If the host is subjected to a *greater restoration* spell or similar magic, the eggs are destroyed. The eggs can't otherwise be removed without killing the host in the process.

Sleep Drone (1/Day). The tirbana creates a monotone droning sound to which other tirbana are immune. Each creature within 60 feet of the tirbana must succeed a DC 15 Wisdom saving throw or drop unconscious. An affected creature wakes up if it takes damage or if another creature takes an action to shake it awake.



Warmonger Wasp

Warmonger wasps are the surprisingly stable creation of a truly sadistic tinkerer. Modeled after the much more innocuous wasps of the Material Plane, these buzzing constructs are programmed to fly over enemy infantry and hunt down enemy spellcasters. Lieutenants of fiendish armies have often benefited from their aerial assault capabilities. Warmonger wasps are only able to understand and execute simple commands related to battle, as they serve no other purpose but destruction.

Home Layer. Warmonger wasps primary dwell in Avalas, where their services on the Battle Cube are put to good use.

Constructed Nature. A warmonger wasp doesn't require air, food, drink, or sleep.

All wasps need to die in a fire.

Some wasps just need more fire than others.

-C

Warmonger Wasp

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 84 (13d10 + 13)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	13 (+1)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages understands Infernal but can't speak
Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The wasp makes two stinger attacks.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 16 (4d6 + 2) piercing damage plus 7 (2d6) lightning damage. If the target is a creature that is concentrating on a spell, its next Constitution saving throw to maintain concentration is made with disadvantage.

Static Discharge (Recharge 6). The wasp discharges a bolt of lightning from its stinger, which explodes at a point of its choice that it can see within 60 feet of it. Each creature within 20 feet of that point must succeed on a DC 12 Dexterity saving throw, taking 24 (7d6) lightning damage on a failed save, or half as much damage on a success.

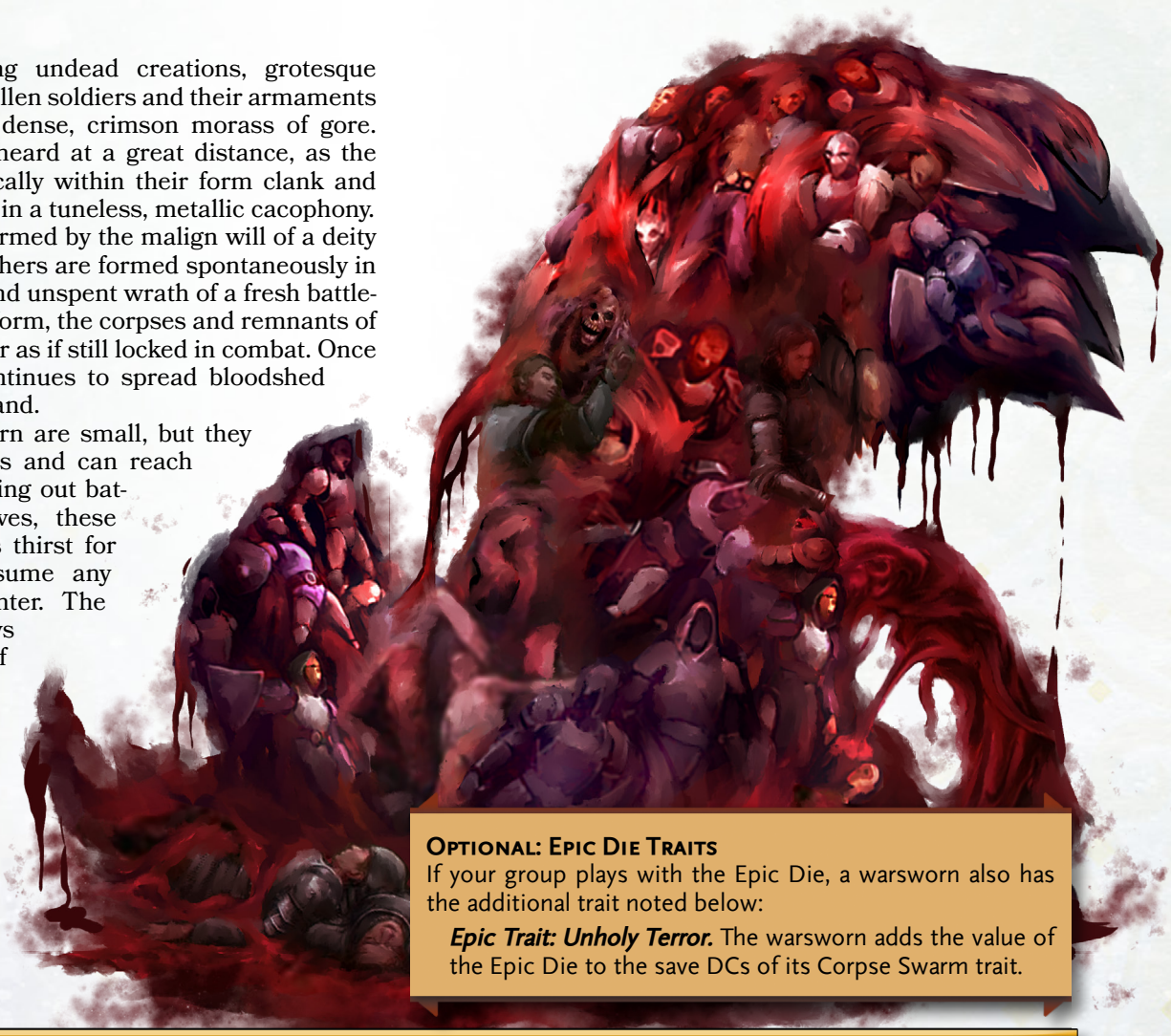
Warsworn

Warsworns are towering undead creations, grotesque amalgams of countless fallen soldiers and their armaments constantly shifting in a dense, crimson morass of gore. Their approach can be heard at a great distance, as the weapons shifting chaotically within their form clank and spark against each other in a tuneless, metallic cacophony.

Some warsworn are formed by the malign will of a deity of war or undeath, but others are formed spontaneously in the churning bloodlust and unspent wrath of a fresh battlefield. Within its twisting form, the corpses and remnants of the fallen jerk and stagger as if still locked in combat. Once formed, a warsworn continues to spread bloodshed and carnage across the land.

Newly formed warsworn are small, but they quickly accumulate mass and can reach staggering sizes. Searching out battlefields and mass graves, these living battlefields always thirst for fresh victims and consume any humanoids they encounter. The grinding of its form allows it to project parts of itself at its prey before adding them to the swirling morass.

Home Layer. A Warsworn can manifest anywhere but are most common in Avalas.



Optional: Epic Die Traits

If your group plays with the Epic Die, a warsworn also has the additional trait noted below:

Epic Trait: Unholy Terror. The warsworn adds the value of the Epic Die to the save DCs of its Corpse Swarm trait.

Warsworn

Gargantuan undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	20 (+5)	7 (-2)	18 (+4)	10 (+0)

Saving Throws Dex +5, Int +5, Wis +11
Skills Athletics +14, Perception +11
Damage Resistances all
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses darkvision 60 ft., passive Perception 21
Languages understands the languages of the creatures it is composed of but can't speak
Challenge 23 (50,000 XP)

Corpse Swarm. The warsworn takes up its entire space. A Large or smaller creature is engulfed by the warsworn if it enters the warsworn's space, or vice versa. An engulfed creature has three-quarters cover, can't breathe, is restrained, and takes 36 (8d8) necrotic damage at the start of each of the warsworn's turns. When the warsworn moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 22 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the warsworn, landing prone.

A creature within 5 feet of the warsworn can take an action to pull a creature or object out of the warsworn. Doing so requires a successful DC 22 Strength check, and the creature making the attempt takes 18 (4d8) necrotic damage.

If a creature dies while engulfed by the warsworn or the warsworn engulfs a corpse, the warsworn regains 21 (2d20) hit points. The warsworn can hold any number of Large or smaller creatures, growing proportionally in size.

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

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

Turn Immunity. The warsworn is immune to any effect that turns undead.

Actions

Multiattack. The warsworn uses its Frightful Presence. It then makes two slam attacks or hurls two scrap projectiles.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage plus 18 (4d8) necrotic damage.

Scrap Projectile. *Ranged Weapon Attack:* +14 to hit, range 60 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage.

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

Squeeze. Each creature engulfed by the warsworn must make a DC 22 Strength saving throw. On a failed save, a creature takes 55 (10d10) bludgeoning damage and begins to suffocate. On a successful save, a creature takes half as much damage and doesn't begin to suffocate.

Void Creatures

Void creatures hail from the Far Realm and are the children of Yrrga, the Eye of Shadows, a mighty Great Old One. In Acheron, void creatures are most commonly encountered in the layer of Ocanthus. Anomalies among creation, their presence forebodes greater troubles for the planes.

Voidling

Appearing vaguely humanoid at a distance but impossible to comprehend upon close inspection, these small perversions of creation are the harbingers of much greater forces from the Far Realm.

Voidling

Tiny aberration, unaligned

Armor Class 24 (natural armor)
Hit Points 4 (1d4 + 2)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	15 (+2)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Int +4, Wis +4, Cha +4
Damage Resistances acid, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison, psychic
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses truesight 120 ft., passive Perception 12
Languages understands Deep Speech but can't speak
Challenge 3 (700 XP)

Death Throes. When the voidling is killed, it implodes before releasing a wave of reality-shattering energy. Each creature and object within 10 feet of the voidling takes 11 (2d10) cold damage, 11 (2d10) psychic damage, and 11 (2d10) radiant damage. Each damage type can be reduced by half with a successful DC 12 saving throw: Dexterity against cold, Wisdom against psychic, and Constitution against radiant. Additionally, a creature that fails all three saving throws is magically transported to a random layer on a random plane that isn't the plane the creature is currently on. If a creature dies from this damage, its corpse is sent adrift in a random location within the Astral Sea.

Ephemeral. The voidling can't wear or carry anything.

Out-of-Phase Movement. The voidling can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The voidling takes 5 (1d10) force damage if it ends its turn inside an object.

Singularity. Magical darkness fills the voidling's space. No light can exist within the area, whether magical or mundane. A creature that starts its turn within this darkness takes 22 (4d10) cold damage.

In addition, when a creature that can see the voidling starts its turn within 120 feet of the voidling, it must make a DC 12 Wisdom saving throw. A creature that fails the save takes 26 (4d12) psychic damage and makes attack rolls and ability checks with disadvantage until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the voidling until the start of its next turn, when it can avert its eyes again. If the creature looks at the voidling in the meantime, it must immediately make the save.

Actions

Glimpse Eternity. *Ranged Spell Attack:* +4 to hit, range 60 feet, one target. *Hit:* 11 (2d10) psychic damage.

Reactions

Void Absorption. When the voidling takes damage, it reduces that damage to 0.

Void Hierophant

Medium aberration, unaligned

Armor Class 24 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	19 (+4)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Int +9, Wis +9, Cha +9
Damage Resistances acid, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison, psychic
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses truesight 120 ft., passive Perception 14
Languages understands Deep Speech but can't speak
Challenge 14 (11,500 XP)

Death Throes. When the void hierophant is killed, it implodes before releasing a wave of reality-shattering energy. Each creature and object within 30 feet of the void hierophant takes 22 (4d10) cold damage, 22 (4d10) psychic damage, and 22 (4d10) radiant damage. Each damage type can be reduced by half with a successful DC 17 saving throw: Dexterity against cold, Wisdom against psychic, and Constitution against radiant. Additionally, a creature that fails all three saving throws is magically transported to a random layer on a random plane that isn't the plane the creature is currently on. If a creature dies from this damage, its corpse is sent adrift in a random location within the Astral Sea.

Ephemeral. The void hierophant can't wear or carry anything.

Out-of-Phase Movement. The void hierophant can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The void hierophant takes 5 (1d10) force damage if it ends its turn inside an object.

Singularity. Magical darkness fills the void hierophant's space. No light can exist within the area, whether magical or mundane. A creature that starts its turn within this darkness takes 22 (4d10) cold damage.

In addition, when a creature that can see the void heirophant starts its turn within 120 feet of the void heirophant, it must make a DC 17 Wisdom saving throw. A creature that fails the save takes 26 (4d12) psychic damage and makes attack rolls and ability checks with disadvantage until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the void heirophant until the start of its next turn, when it can avert its eyes again. If the creature looks at the void heirophant in the meantime, it must immediately make the save.

Actions

Multiattack. The void hierophant makes three attacks with its Glimpse Eternity.

Glimpse Eternity. *Ranged Spell Attack:* +9 to hit, range 120 feet, one target. *Hit:* 22 (4d10) psychic damage.

Mind Shatter (1/Day). Each creature of the void hierophant's choice that is within 30 feet of the void hierophant and aware of it must succeed on a DC 17 Wisdom saving throw or become paralyzed for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more, it also becomes insane until it finishes a long rest. While insane, a creature can't take actions, can't understand what other creatures say, can't read, and can speak only in gibberish. A *greater restoration* spell or similar magic can end the insanity effect early. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mind Shatter of all void hierophants for the next 24 hours.

Reactions

Void Absorption. When the void hierophant takes damage, it reduces that damage to 0.

Void Hierophant

Almost as if modeled on the soldiers of Acheron but with no understanding of living beings, the void hierophants resemble humanoids in size and shape, but the resemblance ends there. The form of these creatures is incomprehensible, and any attempt to study them leads to gibbering madness.

Note on the Voidling for Dungeon Masters
Be mindful about the **voidling's** Death Throes and Singularity traits which can make it especially deadly at low levels. It is not recommended to pit a party against several voidlings during the first adventuring tier.

Those who encounter a void hierophant and survive claim to have seen beyond our realm and into a land beyond, their minds fragmented by the hierophant's inscrutable will.

Void Titan

Void titans are forces of nature. They simultaneously are and aren't. They are an anomaly; a blip in reality, a tear through worlds. In the presence of such a not-being, the laws of our realms deteriorate. Time shifts, distances expand and contract, and tears in the very fabric of Ao's creation bleed starlight and darkness. Reports of a void titan beyond their hold in Ocanthus are treated with incredible seriousness, as the most powerful spellcasters and agents of the divine are brought to bear against the incursions of the Far Realm.

Void Titan

Gargantuan aberration (great old one), unaligned

Armor Class 24 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	23 (+6)	23 (+6)	23 (+6)	23 (+6)

Saving Throws Int +15, Wis +15, Cha +15
Damage Resistances acid, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison, psychic
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses truesight 120 ft., passive Perception 16
Languages understands Deep Speech but can't speak
Challenge 29 (135,000 XP)

Death Throes. When the void titan is killed, it implodes before releasing a wave of reality-shattering energy. Each creature and object within 1 mile of the void titan takes 33 (6d10) cold damage, 33 (6d10) psychic damage, and 33 (6d10) radiant damage. Each damage type can be reduced by half with a successful DC 23 saving throw: Dexterity against cold, Wisdom against psychic, and Constitution against radiant. Additionally, a creature that fails all three saving throws is magically transported to a random layer on a random plane that isn't the plane the creature is currently on. If a creature dies from this damage, its corpse is sent adrift in a random location within the Astral Sea.

Ephemeral. The void titan can't wear or carry anything.

Gravitational Field. The void titan distorts gravity within 60 feet of it. Within the area, a creature's walking speed is magically halved and jumping distances are tripled, though a creature can only jump in a straight line and doesn't fall at the end of a jump. Creatures that don't have a flying speed and aren't in touch with the ground float in place, oscillating slightly.

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

Out-of-Phase Movement. The void titan can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The void titan takes 5 (1d10) force damage if it ends its turn inside an object.

Singularity. Magical darkness extends 10 feet from the void titan. No light can exist within the area, whether magical or mundane. A creature that starts its turn within this darkness takes 22 (4d10) cold damage.

In addition, when a creature that can see the void titan and starts its turn within 120 feet of the void titan, it must make a DC 23 Wisdom saving throw. A creature that fails the save takes 26 (4d12) psychic damage and makes attack rolls and ability checks with disadvantage until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the void titan until the start of its next turn, when it can avert its eyes again. If the creature looks at the void titan in the meantime, it must immediately make the save.

Actions

Multiattack. The void titan uses its Mind Shatter. It then makes three attacks with its Glimpse Eternity.

Glimpse Eternity. *Ranged Spell Attack:* +15 to hit, range 120 feet, one target. *Hit:* 33 (6d10) psychic damage.

Collapse Distance. The void titan warps space around a creature it can see within 60 feet of it. That creature must make a DC 23 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the void titan can see. All other creatures within 10 feet of the target's original space each take 65 (10d12) psychic damage. On a successful save, the target takes 32 (5d12) psychic damage.

Mind Shatter. Each creature of the void titan's choice that is within 120 feet of the void titan and aware of it must succeed on a DC 23 Wisdom saving throw or become paralyzed for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more, it also becomes insane until it finishes a long rest. While insane, a creature can't take actions, can't understand what other creatures say, can't read, and can speak only in gibberish. A *greater restoration* spell or similar magic can end the insanity effect early. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the void titan's Mind Shatter for the next 24 hours.

Open the Void (Recharge 6). The void titan causes something to pass through it from the void and into the world, choosing from the options below:

Infinity (1/Day). The void itself spills from the void titan, threatening to wreck the minds and bodies of lesser creatures. Each creature within 60 feet of the void titan must make a DC 25 Wisdom saving throw. On a failed save, a creature takes 65 (10d12) psychic and is teleported up to 60 feet to an unoccupied space of the void titan's choice.

Solar Flare (1/Day). High-intensity solar energy erupts from the void titan as a line that is 500 feet long and 20 feet wide. Each creature in that line must make a DC 25 Constitution saving throw, taking 110 (20d10) radiant damage on a failed save, or half as much damage on a successful one.

Starfall (1/Day). The void titan conjures forth a violent torrent of stardust at supersonic speeds, centered on a point it can see within 120 feet of it. Each creature within 30 feet of the chosen point must make a DC 25 Dexterity saving throw, taking 45 (10d8) cold damage and 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also deafened for 24 hours.

Reactions

Void Absorption. When the void titan takes damage, it reduces that damage to 0.

Legendary Actions

The void titan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The void titan regains spent legendary actions at the start of its turn.

Glimpse Eternity. The void titan uses its Glimpse Eternity.

Collapse Distance (Costs 3 Actions). The void titan uses its Collapse Distance.

Teleport (Costs 2 Actions). The void titan teleports up to 100 feet to an unoccupied space that it can see.



Xong-Yong

Comprised purely of sonic energy, xong-yongs originate in the depths of the Ethereal Plane but cross over at the sources of great sonic disturbance, like massive battlefields. Some scholars believe that great waves of sonic energy can spontaneously birth new xong-yongs, but since the two theories aren't mutually exclusive and a positive result for either confirms both, it's been difficult to discern the truth of the matter.

From a more practical perspective, xong-yongs flit above battlefields, gravitating toward sources of loud sounds, often damaging those in their path. This action does not seem malicious, but simply oblivious. When a xong-yong is directly attacked it retaliates by releasing built-up energy in great, thunderous blasts.

Home Layer. Xong-yongs are native to noisy Tintibulus, but can also be found floating over the Battle Cube in Avalas, or fluttering around the forges of Hammergrim in Thuldanin.

Elemental Nature. A xong-yong doesn't require air, food, drink, or sleep.

Dear Reader,

Dear Reader, Did you know that the xong-yong is part of an elemental race known as energons? Each energon is comprised of a certain type of energy which they gravitate toward. This is why the xong-yong are so abundant in Tintibulus. They can, however, be found throughout the planes - as can their cousins, the xac-yel (made of fire), the xac-yij (made of acid), the xap-yaup (made of lightning), and the xor-yost (made of extreme cold). I'm sure the Keeper of Tomes will get around to those as well.

E.A.

Xong-Yong

Medium elemental, neutral

Armor Class 18 (natural armor)
Hit Points 42 (5d4 + 20)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	15 (+2)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Wis +4
Skills Insight +5, Perception +5, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 15
Languages telepathy 120 ft.
Challenge 5 (1,800 XP)

Death Burst. When the xong-yong dies, it explodes in a thunderous burst. Each creature within 10 feet of the xong-yong must make a DC 15 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one.

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

Actions

Multiattack. The xong-yong makes two attacks in any combination.

Incorporeal Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 9 (2d8) thunder damage, and the target is grappled (escape DC 14). If the target is Medium or smaller, it is also restrained. When the xong-yong moves, any Medium or smaller target it is grappling moves with it, and its Incorporeal Movement trait is extended to the target for this purpose. If the target is capable of casting a spell that deals force damage, it loses the ability to do so if it starts its turn grappled by the xong-yong. The target regains the ability to do so if it finishes a short or long rest.

Sound Wave. *Ranged Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) thunder damage.

Chapter 17: War Mounts



Cube Crawler

Cube crawlers are solitary wanderers among the battlefields of Acheron. Soldiers salute their riders, knowing that the rider will soon meet their doom. A cube crawler seeks first and foremost to find a host for its progeny, and once it has injected its fungus it will protect that host with its life to ensure the new crawler survives to birth. The partnership is quite one-sided, as the host is inevitably killed in the process.

Home Layer. Cube crawlers are natives of Thuldanin.

Cube Crawler

Large aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	14 (+2)	8 (-1)	20 (+5)	15 (+2)

Skills Athletics +7, Perception +8
Damage Immunities fire, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine
Condition Immunities charmed, petrified, poisoned, stunned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages -
Challenge 5 (1,800 XP)

Limited Telepathy. The cube crawler can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

Actions

Needle. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30 ft., one target, *Hit:* 1 piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be infected with a disease - a fungus that will grow into a new cube crawler.

While the fungus grows within a humanoid, the humanoid can respond to the cube crawler's telepathic communications with its Limited Telepathy feature, and they can communicate with each other over any distance, even across planar boundaries. For the duration, the cube crawler does its best to protect the humanoid, and allows the humanoid to mount it.

Only a single fungus can grow within a humanoid at a time. Over one month, the fungus grows until it manifests as a cocoon. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the cocoon bursts and the newborn cube crawler digs its way out through the respiratory system of its host in 1 round, killing the host in the process.

If the disease is cured before the cocoon is formed, the fungus is destroyed.

Psychic Drain. The cube crawler targets one creature within 60 of it. The target takes 14 (4d6) psychic damage, and the cube crawler regains hit points equal to the damage the creature takes.

Teleport. The cube crawler magically teleports, along with any equipment it is wearing or carrying and any creatures mounted on it, up to 60 feet to an unoccupied space it can see.

Giant Aurochs

Favored among worshippers of Baghtru, the aurochs of the Material Plane are raised for size and ferocity among the armies of Acheron. Great horned beasts of surpassing strength, they charge bravely under their rider's guide into the enemy lines.

Home Layer. In Avalas aurochs roam free on the Land of Herds, one of Nishrek's cube faces.



Giant Aurochs

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 92 (8d12 + 40)
Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	21 (+5)	2 (-4)	14 (+2)	8 (-1)

Senses passive Perception 12
Languages -
Challenge 6 (2,300 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Relentless (recharges after a Short or Long rest). If the aurochs takes 27 or more damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The aurochs makes two gore attacks.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Guulvorg

A favored mount of the goblin wild-riders, guulvorgs are massive and mean-spirited vermin. In the wild they tempt prey into their lairs by mimicking the cries of their young, but on the battlefield they charge into the fray fearlessly and tear into the combatants with their long fangs, often on both sides of the conflict.

Home Layer. Though not native, in Avalas the cube of Clangor houses countless guulvorgs.

Luthicean Bear

Blessed by Luthic and bound to carry her chosen brood sisters, the luthicean bears have claws of pure adamantine to carve through the armor of their foes. While not often seen beyond the Mother Caves of Nishrek, when a brood sister travels to another camp the accompanying ursine badge of office does much to establish her authority.

Home Layer. Luthicean bears are found readily within the caverns of Nishrek in Avalas.





Guulvorg

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	5 (-3)	11 (+0)	10 (+0)

Saving Throws Dex +5, Con +8
Skills Deception +4, Perception +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages Worg
Challenge 10 (5,900 XP)

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

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

Mimicry. The guulvorg can mimic simple screams of pain or panic it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

Multiattack. The guulvorg makes two bite attacks and one tail slam attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the guulvorg can make one melee bite attack with advantage against the attacker.

Luthicean Bear

Huge monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	2 (-4)	13 (+1)	11 (+0)

Saving Throws Con +8
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands Orc but can't speak
Challenge 7 (2,900 XP)

Adamantine Weapons. The bear's weapons are adamantine and it makes its weapon attacks with advantage when attacking a creature that wears heavy armor.

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Chapter 18: War Machines

War machines are vehicles built by armies to bolster their military might. In Acheron, war machines are made from various amalgamations of rare metals obtained from the Mines of Marsellin in Thuldanin, infernal iron obtained from visiting ambassadors of the Nine Hells, and other rare ingredients.

This chapter includes stat blocks for war machines and rules for running and repairing them. A lot of this material was first introduced in *Baldur's Gate: Descent into Avernus*. Here we present a customized version of the rules, including only details relevant for the war machines of this book.

A. Stat Blocks

Stat blocks for three sample war machines are presented in this chapter. You can use them as inspiration to make your own war machines. A war machine's statistics function much like those for creatures, with the following additional considerations.

A1. Creature and Cargo Capacity

Only a certain number of creatures can ride a war machine comfortably. This is represented by the vehicle's creature capacity. Additional creatures can fit by squeezing or by clinging to the outside of the vehicle.

Cargo capacity specifies how much cargo the war machine can carry.

A2. Armor Class

A war machine is typically made of various metals, infernal iron, and other rare ingredients obtained from the Mines of Marsellin in Thuldanin. Its AC reflects the hardiness of this metal.

While the vehicle is not moving, attack rolls made against it have advantage.

A3. Hit Points

Hit points represent a war machine's durability. A vehicle that has lost hit points can be restored by making repairs to it (see "Repairs"). When a war machine drops to 0 hit points, it ceases to function and is damaged beyond repair.

Damage Threshold

This refers to a war machine's ability to tolerate minor hits and bumps. A vehicle with a damage threshold has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold value, in which case it takes damage as normal. Any damage that fails to meet or exceed the vehicle's damage threshold is considered superficial and doesn't reduce the vehicle's hit points.

A4. Speed

A vehicle's speed represents the distance it can travel in 1 round. How much of that speed it travels each round is determined by its driver.

A5. Ability Scores

A war machine has the six ability scores and corresponding modifiers. Its size and weight determines its Strength. Dexterity represents its handling and maneuverability. A vehicle's Constitution reflects its durability and quality of construction. War machines usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a war machine has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

A6. Actions Stations and Crew

A war machine doesn't have actions of its own. It relies on crew to occupy stations and use their actions to operate the vehicle's various functions. Any option that appears in the Action Stations section of a war machine's stat block requires an action to perform.



War Machine Name

Vehicle size and weight

Creature Capacity A1
Cargo Capacity A1
Armor Class A2
Hit Points A3
Speed A4

STR	DEX	CON	INT	WIS	CHA
A5	A5	A5	A5	A5	A5

Damage Resistances same as with monsters
Damage Immunities same as with monsters
Condition Immunities same as with monsters

Trait. Same as with monsters.

Action Stations

Action Stations and Crew. A6.

Rules

Rules for war machines are summarized below.

Magical Elements

Some war machines are operated by enchantments on their engines and furnaces, and their weapons are considered magical for the purpose of overcoming resistances and immunities. Consistent with the rules of magic, some war machines become inoperable in an *antimagic field*. A war machine that is in contact with such an effect can't be restarted until the entire vehicle is free of field. Among the war machines presented here, only the duergar gyrocopter and psiolith have magical engines.

Opportunity Attacks

War machines are subject to the rule on opportunity attacks outlined in chapter 9 of the *Player's Handbook*. When a war machine provokes an opportunity attack, the attacker can target the vehicle or any creature riding on or inside it that doesn't have total cover and is within reach.

Action Stations

This represents the actions that certain occupants of a war machine can take. A creature must be occupying an action station in order to take its corresponding action, and only one creature can occupy each station. Once a creature uses a station's action, that action can't be used again until the start of that creature's next turn.

Creatures on a war machine that aren't occupying an action station are either in a passenger seat or hanging on to the outside of a vehicle. They can take actions as normal.

Helm

The helm of a war machine is effectively its command station, and its location and features vary depending on the vehicle. For example, a psiolith and gyrocopter's helm includes levers, pedals, and other controls, all located in one part of the vehicle. On the other hand, a goblin war-mower's helm is the entire interior of the vehicle. In any case, a creature (known as a "driver") must be present to operate the helm of any war machine. A vehicle with no driver automatically fails Dexterity saving throws.

A driver proficient with air or land vehicles (depending on the war machine) can add its proficiency bonus to ability checks and saving throws made using the war machine's ability scores.

Drive. While the war machine's engine is on, the driver can use an action to propel the vehicle up to its speed or bring the vehicle to a dead stop. While the vehicle is moving, the driver can steer it along any course.

If the driver is incapacitated, leaves the helm, or does nothing to alter the war machine's course and speed, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn until it hits an obstacle big enough to stop it.

Bonus Actions. As a bonus action, the driver can do one of the following:

- Start the war machine's engine or shut it off.
- Cause the war machine to take the Dash or Disengage action while the vehicle's engine is running.

Weapon Stations

Each of a war machine's weapons takes up a station on the vehicle.

One weapon can be replaced with another (see "Upgrades"), provided the crew requirement needed to operate the replacement weapon is the same.

Fuel

Each war machine presented in this chapter is fuelled by different means, as explained in its description.

Vehicular Exhaustion

The harsh conditions of Acheron can impair a war machine's functionality, and prolonged wear and tear might cause it to break down. This can be represented using exhaustion, as described in appendix A of the *Player's Handbook*, with these modifications:

- When a war machine reaches exhaustion level 6, its hit points drop to 0, and the vehicle breaks down.
- The only way to remove the effects of exhaustion on a war machine is to repair the vehicle.

Use your discretion to determine when a vehicle gains exhaustion. A simple rule-of-thumb is that a vehicle gains 1 level of exhaustion whenever it is hit by a critical hit, or if it takes damage from a single source equal to greater than half its hit point maximum.

Repairs

When a war machine is damaged, or gains one or more levels of exhaustion, a creature can attempt to make repairs to the vehicle. The creature making the repairs must meet the following criteria:

- The creature can't operate the vehicle's helm or one of its weapon stations while making repairs.
- The creature must be within reach of the damaged area in need of repair.
- The creature must have the right tools for the job (smith's tools or tinker's tools, for example). Adjudicate the required tools as you see fit, and allow characters to improvise if they don't have tools. For detailed guidelines on each set of tools, see chapter 2 in *Xanathar's Guide to Everything*.

Before beginning repairs, a creature must decide whether the repairs are aimed at removing a level of exhaustion or restoring the damaged vehicle's hit points. Each option is discussed below.

Remove Exhaustion

Each level of exhaustion on a war machine requires a creature with appropriate tools and spare parts to spend 1 hour of repair work to remove. The vehicle must remain stationary during this time, after which the creature must make a DC 15 Intelligence check (proficiency with appropriate tools applies). On a successful check, the vehicle's exhaustion level decreases by 1. On a failed check, the vehicle's exhaustion level remains unchanged, though the repair can be attempted again using the same replacement parts.

Restore Hit Points

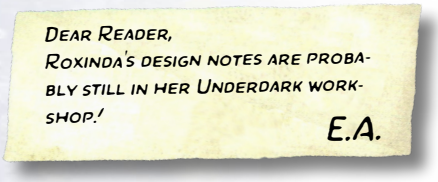
So long as a war machine hasn't been reduced to 0 hit points, a creature with appropriate tools and spare parts can spend at least 1 hour attempting to repair any damage done to it. The vehicle must remain stationary during this time, after which the creature makes a DC 15 Dexterity check (proficiency with appropriate tools applies). On a successful check, the vehicle regains 2d4 + 2 hit points. On a failed check, the vehicle regains no hit points, but the repair can be attempted again using the same replacement parts.

Duergar Gyrocopter

The duergar gyrocopter handles like a helicopter and is one of the most infamous inventions accomplished by the gray dwarves of Thuldanin. The first gyrocopter was invented by a duergar engineer named Roxinda Hammercane, who was inspired by the red dragon Themberchaud in Gracklstugh that used to soar around the city and light its forges. While the lazy and egotistical Wyrmsmith wouldn't ever assist in battle, let alone agree to let anyone ride him, a non-living airborne vehicle with equal potency certainly wouldn't protest. Roxinda spent centuries working on several failed prototypes, and was often ridiculed by other duergar for the "unproductive" hours she would spend locked up in her workshop.

Roxinda's hard work didn't prove successful until after her death, when she joined the spirit legions of Thuldanin and had access to a wider range of raw materials from the Mines of Marsellin. The result was a war machine that used an innovative rotor-blade steam engine to move, fly, and hover. Over time, its engine was enchanted with special magic to make it burn longer, and the weight of the machine's metallic plating was carefully calibrated to achieve ideal levels of thickness. Advanced experimentation also paved the way for improvements to its weapon station.

As gyrocopters have become more prevalent, duergar cities in Thuldanin have increased the size of their tunnels and built landing pads in various locations to accommodate them. The gray dwarves use these machines to travel between cubes and launch aerial assaults against invaders. Gyrocopters designed for combat can receive a variety of upgrades (see "Upgrades" below), depending on what role they serve. Other variants are designed to ship heavy cargo from places like the Mines of Marsellin, and are hence fitted with an air lift.



Duergar Gyrocopter

Large vehicle (500 tons)

Creature Capacity 1 Medium creature
Cargo Capacity -
Armor Class 18
Hit Points 200 (damage threshold 10)
Speed 0 ft., fly 80 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	0	0	0

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Steam Dispenser. The gyrocopter's pilot can activate the steam dispenser as an action, releasing a scalding hot cloud of steam in a 60-foot cone. Each creature in the area must succeed on a DC 16 Constitution saving throw or take 16 (3d10) acid damage on a failed save, or half as much damage on a successful one.

Action Stations

Helm (Requires 1 Crew and Grants Half Cover). Propel and steer the gyrocopter and control its weapon.

Upgrades

A gyrocopter can receive one hind upgrade and one turret upgrade. Sample upgrades are described below.

Air Lift

Hind Upgrade

The air lift increases the gyrocopter's cargo capacity by 1 ton and allows the gyrocopter to lift and carry creatures or objects, provided they can be fastened to the air lift's hook or chain. The gyrocopter gains the following trait:

Air Lift. The gyrocopter's pilot can release or retract the air lift's hooked chain as an action. The chain can extend up to 100 feet.

Ballista

Turret Upgrade, replaces Steam Dispenser

The gyrocopter's pilot can activate a ballista as an action, shooting one or more steel bolts at incredible speed. The ballista is a versatile weapon with multiple uses depending on the type of bolt used:

Ballista, Far-Flight Bolt (Limit: 1). *Ranged Weapon Attack:* +8 to hit, range 600 feet, one target. *Hit:* 39 (6d12) piercing damage. The ballista must manually be loaded with a new far-flight bolt after landing the gyrocopter.

Ballista, Grappling Bolt (Requires Air Lift Hind Upgrade). *Ranged Weapon Attack:* +8 to hit, range 100 feet, one Huge or smaller target. *Hit:* The target is grappled (escape DC 16). A grappled target can be lifted using the gyrocopter's air lift, which is connected the bolt by a chain.

Ballista, Rapid-Fire Bolts (Limit: 9). *Ranged Weapon Attack:* +8 to hit, range 120 feet, one target. *Hit:* 7 (2d6) piercing damage. Three bolts are fired at once (make 3 attacks). The ballista must manually be loaded with up to 9 new rapid-fire bolts after landing the gyrocopter.

Duergar Searchlight

Turret Upgrade, replaces Steam Dispenser

The duergar searchlight is an enchanted device, shining dim, magical light. The gyrocopter's pilot can activate the searchlight as an action:

Searchlight. While active, the searchlight shines dim in a 120-foot cone. The pilot can rotate the searchlight as a bonus action. Bright light can't shine in the dim light created by the searchlight, whether magical or mundane, and all creatures have advantage on Wisdom (Perception) checks that rely on sight and are made to perceive things in the area. In addition, each creature in the dim light must make a DC 16 Dexterity saving throw or be unable to benefit from being invisible for 1 minute.

Flame Spitter

Turret Upgrade, replaces Steam Dispenser

The gyrocopter's pilot can activate the flame spitter as an action:

Flame Spitter. The gyrocopter's pilot can activate the flame spitter as an action, causing a fire to burst forth in a 120-foot long, 5-foot-wide line. Each creature in the area must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

Payload Module

Hind Upgrade

The payload module allows the gyrocopter to carry one of two large devices on its rear. The gyrocopter gains one of the following traits, depending on the device:

Payload Module, Grim-Gloom Bomb (Limit: 1). The gyrocopter's pilot can release the grim-gloom bomb locked within the payload module, causing it to fall straight down. Upon impact, the grim-gloom bomb explodes, creating dim light in a 60-foot radius cube centered on the point of impact. The dim light remains for 10 minutes. During this time, no light, whether magical or mundane, can shine in the area.

Payload Module, MOAB (Limit: 1). The gyrocopter's pilot can release the MOAB locked within the payload module, causing it to fall straight down. Upon impact, the MOAB creates a devastating explosion. Each creature within 60 feet of the point of impact must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Shredder-Fist Module

Hind Upgrade

The shredder-fist module allows the gyrocopter to carry a six shredder-fists on its rear. The gyrocopter gains the following trait:

Shredder-Fist Module (Limit: 6). The gyrocopter's pilot can release one shredder-fist locked within the shredder-fist module, causing it to fall straight down. Upon impact, the device creates a shrapnel explosion. Each creature within 20 feet of the point of impact must make a DC 16 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed save, or half as much damage on a successful one.

Volt Cannon

Turret Upgrade, replaces Steam Dispenser

The volt cannon is a marvelous duergar invention, allowing the gyrocopter to fire great bolts of lightning at long range. The gyrocopter's pilot can activate the volt cannon as an action:

Volt Cannon (Recharge 4-6). A bolt of lightning arcs toward a target that the pilot can see within 150 feet. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 16 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one. Objects take double damage.



Duergar Psiolith

Created by the duergar as airborne siege towers, the psiolith is a 150-foot-tall, 30-by-30-foot vehicle with an enormous speartip at the bottom, used to transport several platoons of troops across vast distances. Optimized for battle, this towering war machine doesn't land as smoothly as an ordinary airship; instead, it rises to a great height and abruptly drops to the ground, emitting a shockwave on impact that disorients the enemy. The gates on its lower deck then open to allow gray dwarf troops to come charging out.

Psionic Monolith. Designed by the craftiest duergar followers of Deep Duerra, a psiolith is surely a wondrous vehicle. Making such an enormous metallic tower fly is only possible because of the psiolith's psi-core; a psionic engine built around a human-sized jar which is designed to contain an illithid. The engine draws its power from the illithid, allowing the psiolith to hover through the air. An illithid can power a psiolith for 2d4 - 1 weeks before it dies.

Duergar Psiolith

Gargantuan vehicle (500 tons)

Creature Capacity 80 Medium creatures
Cargo Capacity 10 tons
Armor Class 20
Hit Points 500 (damage threshold 15)
Speed see the Helm Action Station

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (-3)	25 (+7)	0	0	0

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Impact. When the psiolith crashes into the ground after using the helm's Drop ability from a height of 200 feet or more, it lodges itself 30 feet into the ground and creates a shockwave. When it does, each creature within 60 feet of the psiolith must make a DC 20 Strength saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Objects and structures within 60 feet of the impact take double damage.

A creature inside the psiolith that isn't using the helm or monitoring station must make a DC 15 Strength saving throw upon impact. On a failed save, a creature takes 11 (2d10) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Action Stations

Helm (Requires 1 Crew and Grants Full Cover). This ornate chair requires attunement by a spellcaster. The sensation of being attuned to the helm is akin to being immersed in warm water. While attuned to the helm, you can't cast spells or expend spell slots, but you gain the following abilities while you sit in it:

Propulsion. You can use the helm to propel the vessel through air at a maximum speed in miles per hour equal to your highest-level spell you can cast × 2.

Steer. Provided you have at least one unexpended spell slot or can still cast a spell of 1st level or higher, you can steer the psiolith up to its speed, albeit in a somewhat clumsy fashion, in much the same way that oars or a rudder can maneuver a seafaring ship.

Drop. You make the ship psionically 'hook' itself to the nearest ground, causing it to plummet toward the ground there. You can't use other abilities from the helm again until after impact has occurred.

Monitoring Station (Requires 1-2 Crew and Grants Full Cover). Whenever you like, you can see what's happening on and around the vessel as though you were standing in a location of your choice aboard it.

The Spear. The bottom part of the psiolith is called the spear. Designed to pierce any surface, the spear lodges into the ground when the psiolith lands, holding the vehicle in place. When a lodged psiolith takes off, the spear is surrounded by a psionic current which helps to dislodge it from the surrounding ground.

The Lower Deck. Directly above the spear is the lower deck. This area is 30 feet on all sides and mostly empty, allowing room for 30 Medium creatures to be stationed here in relative comfort. There are four 15-foot-wide gates here leading to the outside. Each gate is blocked by a drawbridge that can be lowered by pulling a lever next to it from the inside. In the middle of the deck is a rope ladder that climbs 30 feet up toward a hatch that opens into the upper deck.

The Upper Deck. This deck is almost identical to the lower deck, except that there are no gates leading to the outside. It provides additional room to carry troops. There is a hatch centrally placed on the floor and the ceiling, the former leading to the lower deck, and the latter leading to the bridge. A ladder connects both hatches.

The Bridge. The bridge houses the helm and the monitoring station, both built in a half circle around the hatch that leads to the upper deck below. There are also seats for up to seven other Medium or smaller creatures, spread in a larger half circle.

There are four 5-foot-wide doors evenly spread around the bridge. Each door can be opened with one of the two bridge-keys, usually held by the psiolith's captain and first mate respectively. Picking one of the locks requires a successful DC 15 Dexterity check using thieves' tools. A character using makeshift tools can attempt the same check but has disadvantage. A lock-picking attempt might draw the attention of the crew on the bridge (if any).

At one of the sides, a 30-foot ladder is fastened to the wall, connecting to a hatch in the ceiling that opens into the psi-deck.

The Psi-Deck. A hatch in the floor, next to the wall on one side, leads to the bridge below. A 30-foot ladder on the opposite wall leads to a hatch in the ceiling that opens into the battlements above.

Centrally on the psi-deck is the psi-core. There is room for 10 Medium or smaller creatures here, usually duergar gifted with psionics and with keen engineering skills..

The Battlements. This is the very top of the psiolith, similar to the top of a tower and functioning in much the same way. This area is replaced by most annex upgrades.

Upgrades

A psiolith can receive five base upgrades and one annex upgrade. Sample upgrades are described below.

Cloaking Core

Annex Upgrade, replaces the Battlements

The cloaking core increases the weight of the psiolith by 5 tons, reducing its cargo capacity by the same amount, and adds the following Action Station:

Cloaking Core (Requires 2 Crew and Grants Full Cover). Cause the psiolith to become invisible or visible.

Escape Pod

Base Upgrade

An escape pod reduces the creature capacity of a psiolith by 5 Medium creatures and increases its weight by 1,000 pounds, reducing the cargo capacity by the same amount. The pod can house 1 Medium creature and can be ejected from the psiolith using an action. Once ejected, the passenger can propel and steer the pod, flying with a speed of 20

miles per hour. It can fly for up to one hour and can't fly again after landing.

Iron Fist of Conquest

Annex Upgrade, replaces the Spear

The hangar increases the weight of the psiolith by 10 tons, reducing its cargo capacity by the same amount. It causes the psiolith to deal three times as much damage in a three times larger radius upon impact.

Hangar

Annex Upgrade, replaces the Battlements

The hangar increases the weight of the psiolith by 3 tons, reducing its cargo capacity by the same amount. It allows for the housing of a duergar gyrocopter which can take off from or land in the hangar.

Impact Dampener

Base Upgrade

An impact dampener reduces the creature capacity of a psiolith by 2 Medium creatures and increases the weight by 100 pounds, reducing the cargo capacity by the same amount. The dampener grants advantage on the Strength saving throw made by creatures inside the psiolith upon impact and it halves the damage taken from the impact.

Psi-Accelerator

Annex Upgrade, replaces the Battlements

The psi-accelerator increases the weight of the psiolith by 3 tons, reducing its cargo capacity by the same amount. It multiplies the rate of propulsion of the psiolith by 3, but requires two illithids to power the psiolith.

Scrying Station

Base Upgrade

The scrying station increases the weight of the psiolith by 200 pounds, reducing its cargo capacity by the same amount, and adds the following Action Station:

> ***Scrying Station (Requires 1 Crew and Grants Full Cover).*** Can cast the *arcane eye* spell at will. The eye appears outside the ship.

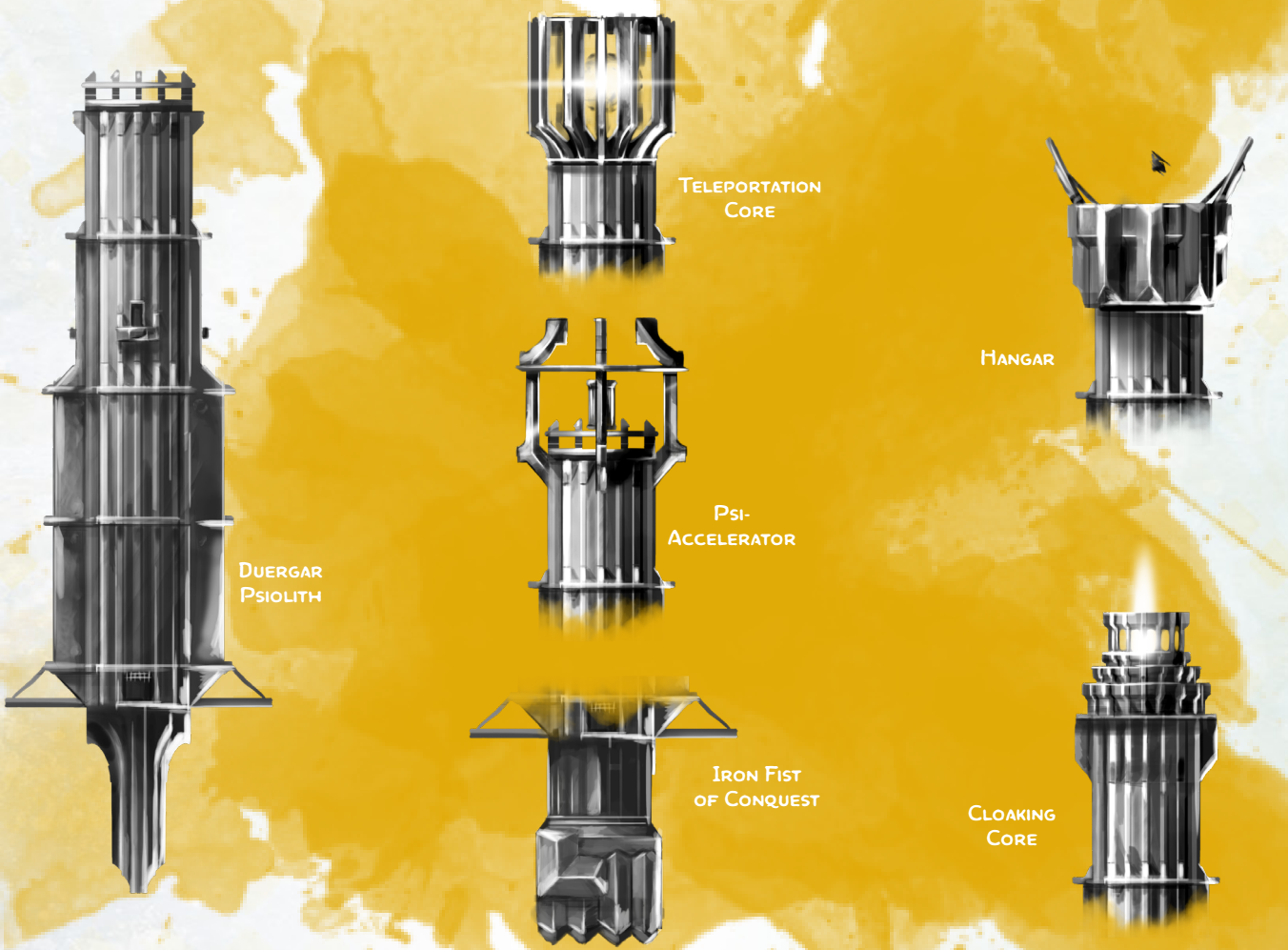
Teleportation Core

Annex Upgrade, replaces the Battlements

With this upgrades comes a small device called a homing beacon. This beacon can be placed anywhere and establishes a unique, psionic connection to the psiolith once it has remained stationary for 24 hours.

The teleportation core increases the weight of the psiolith by 6 tons, reducing its cargo capacity by the same amount, and adds the following Action Station:

> ***Teleportation Core (Requires 1 Crew and Grants Full Cover).*** You can activate this device as an action, causing the psiolith to teleport to an unoccupied space 500 feet above its homing beacon, so long as the two are psionically connected. All creatures and objects in contact with the psiolith are teleported along with it. This device needs 24 hours to recharge before it can be used again.



Goblin War-Mower

When witnessed for the first time on the battlefield, unwary warriors might see this vehicle as comical, or even absurd. However, seasoned fighters of Acheron know the danger this mad machine poses. Developed by the crazed and inspired minds of goblin engineers, the war-mower is the ultimate line-breaker, rolling over terrain and enemy forces with equal impunity.

Upgrades

A war-mower can receive one side upgrade and one mower upgrade. Sample upgrades are described below.

Death's Grasp Wheel

Mower Upgrade

The wheel is covered by bones and skulls, all partly reanimated, granting the following benefits and detriments:

- The war-mower's speed is reduced to 60 feet.
- The driver can ignore the Bad Steering trait.
- The war-mower's Mow trait deals magical bludgeoning damage.
- When a creature fails its saving throw against the war-mower's Mow trait, it is also grappled by the war-mower (escape DC 15), held in place on the wheel by skeletal arms. Such a creature moves with the war-mower as it moves and must make a saving throw against the Mow trait at the start of each of its turns. The war-mower can grapple up to four Medium creatures in this manner.

Heads-Up Mirrors

Side Upgrade

A set of ingenious mirrors are placed inside and on each side of the war-mower, allowing the driver to ignore the war-mower's Reduced Field of Vision trait. If the war-mower falls prone, the driver must succeed on a DC 10 Constitution saving throw using the war-mower's Constitution to avoid breaking the mirrors (proficiency with land vehicles applies).

Kinetic Discharge System

Side Upgrade

As the war-mower moves, it continuously generates kinetic energy. When a creature attacks the war-mower while within 5 feet of it, the creature must make a DC 15 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much on a successful one.

Multi-Mower Docking Port

Side Upgrade

The sides of the war-mower are outfitted with a docking port that can interlock with an identical docking port of another war-mower. If two war-mowers are connected in this manner, they operate in tandem, taking up twice as much space, requiring two drivers, and both war-mowers gain immunity to the prone condition. Two war-mowers can only be connected if both have the same mower upgrades (if any).

Plated Wheel

Mower Upgrade

The wheel is covered by heavy, interlocking plates, granting the following benefits and detriments:

- The war-mower's speed is reduced to 80 feet.
- The war-mower's AC becomes 24 (20 while motionless).
- The war-mower's damage threshold becomes 15.

Pressure Release Valve

Side Upgrade

Using a bonus action, the driver can release the pressure from one of the war-mower's sides, causing it to stand upright if it was prone. Once this ability is used, it can't be used again until the war-mower has moved at least 500 feet.

Sidecars

Side Upgrade

A sidecar is attached to each side of the war-mower, each allowing for one Medium or Small creature to be seated. If the war-mower falls prone, determine randomly which side the war-mower lands on. If a creature is seated in the sidecar attached to the side the war-mower falls on, that creature must make a DC 15 Strength saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much on a successful one.

Spiked Wheel

Mower Upgrade

Hundreds of spikes are fastened to the wheel of the war-mower, granting the following benefits and detriments:

- The war-mower's speed is reduced to 80 feet.
- The war-mower can move up vertical surfaces with a speed of 40 feet without having to make an ability check.
- Dexterity throws made because of the Bad Steering trait are made with advantage.
- The war-mower's Mow trait deals piercing damage instead of bludgeoning.

Spinning Blades

Side Upgrade

Blades are fastened to the side of the war-mower, causing its Mow trait to affect creatures within 5 feet of any space it moves through. A creature affected by the Mow trait in this manner, takes slashing damage instead of bludgeoning damage on a failed save.

Goblin War-Mower

Large vehicle (1,500 lb.)

Creature Capacity 1 Small creature
Cargo Capacity -
Armor Class 22 (18 while motionless)
Hit Points 50 (damage threshold 10)
Speed 100 ft.

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

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Bad Steering. If the war-mower turns more than 90 degrees during a turn, the driver must succeed on a DC 15 Dexterity check using the war-mower's Dexterity to avoid it falling prone.

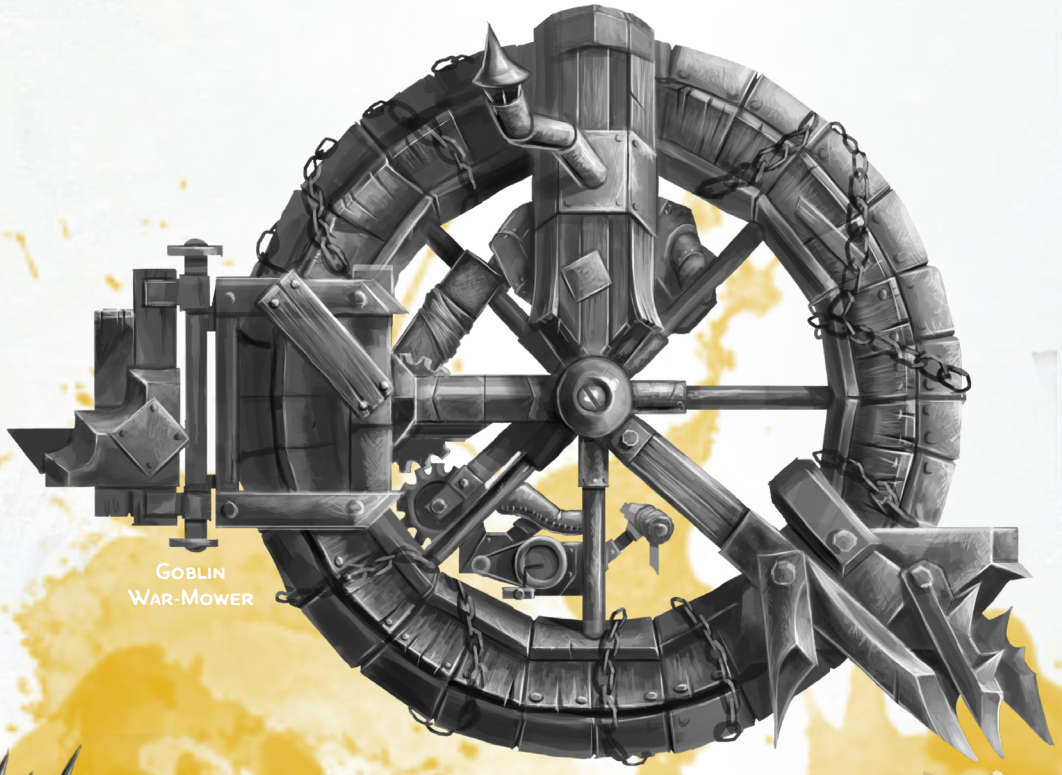
Prone Deficiency. If the war-mower falls prone, it can't right itself and is incapacitated until pulled upright.

Reduced Field of Vision. Everything in a straight line, forwards and backwards from the war-mower is heavily obscured to the driver.

Mow. The war-mower can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 18 (4d8) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Action Stations

Helm (Requires 1 Crew and Grants Total Cover From Attacks Directly in Front or Behind the War-Mower). Drive and steer the war-mower.



Goblin War-Mower



Spiked Wheel



Death's Grasp Wheel



Plated Wheel



Spinning Blades



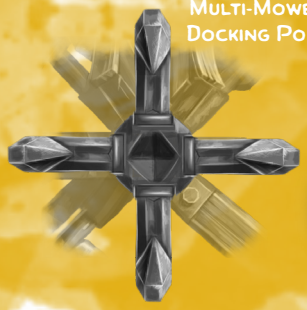
Pressure Release Valve



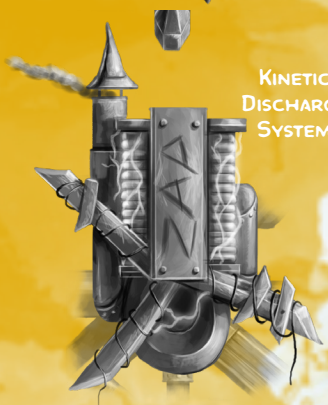
Heads-Up Mirrors



Sidecar



Multi-Mower Docking Port



Kinetic Discharge System

Chapter 19: Unique Monsters

Fzoul Chembryl, Chosen of Bane

Where once his beauty hid his malicious intent, Fzoul's death and return as the Chosen of Bane has made manifest his tainted soul in his new fiendish form. In his first life, Chembryl was one of The Black Hand's high priests, but his dedication was always pragmatic at its heart. Fzoul's allegiances were just as shifting as the Powers that Be, and when Bane's power waned his Chosen turned to others in his stead.

Second to No Man. Patient and scheming, Fzoul rose within the Zhentarim and stood second-in-command to Manshoon in their ranks. When the opportune moment arose he ousted Manshoon and his clones, claiming Zhentil Keep for himself. His leadership was fraught with internal conflict following the coup as loyalists resisted his position, but in the image of his deity he bent them to his rule. When Bane returned, Fzoul once again devoted himself to his once god.

For Services Rendered. This realist view must have struck a chord with the God of Tyranny, who resurrected Fzoul upon his death at the hands of the Shadovar during their assault on Zhentil Keep. Now returned, Chembryl is a living testament to Bane's power, and through him Bane enacts his will. A powerful champion and demigod in his own right, Fzoul's command over the legions of Banites is absolute and merciless, and many a stout heart quakes at the mention of his dread name.

Immortal Nature. Fzoul doesn't require air, food, drink, or sleep.

Crow of Unraveling

Tiny monstrosity, lawful evil

Armor Class 14
Hit Points 13 (3d4 + 6)
Speed 10 ft., 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	15 (+2)	10 (+0)	17 (+3)	7 (-2)

Skills Insight +5, Perception +5, Stealth +6
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 120 ft., truesight 30 ft., passive Perception 15
Languages understands all languages but can't speak
Challenge 1/2 (100 XP)

Ill Omen. Creatures without this trait have disadvantage on saving throws against spells and other magical effects while within 5 feet of the crow.

Keen Sight. The crow has advantage on Wisdom (Perception) checks that rely on sight.

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

Actions

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

Sending (3/Day). The crow magically sends a short message of twenty-five words or less to its master, who hears the message in its mind, recognizes the crow as the sender, and can answer in a like manner immediately.

Fzoul's Minions

Fzoul has created the perfect spies in the shape of **crows of unraveling**, red-eyed crows with magical sight that help him keep an eye on the ebb and flow of battle between the goblinoid and orc armies. Fzoul then relays this intelligence back to his master, Bane.

Roleplaying Fzoul

Fzoul is an opportunist at heart and as cruel as they come. The only thing he enjoys more than amassing more power is seeing others tremble before him. Indeed, he cares for his reputation the way a gardener nurtures their plants, for fear is his greatest tool. His deep, tyrannical voice echoes with malevolence and his eyes glow with a hollow yellow. In his hand, Fzoul always carries his mighty scepter, a gift from Bane, the mere sight of which can break the will of the mightiest opponents.

Fighting Fzoul

Fighting Fzoul is no easy task as he fully knows what he's capable of. He'll unleash everything he has on anyone who threatens him, knowing full well that his reputation is more important than survival - for Bane is sure to bring him back if he should fall.

Fzoul's Traits

Ideal. "If you can take something, it is yours by right. I will take everything I can get away with."
Bond. "If they fear you, you've already won."
Flaw. "I feel invincible as Bane's Chosen."

Fzoul's Lair

Fzoul's lair is the Ebony Grotto, located deep in the bowels of the Battle Cube. There are always 2d4 **crows of unraveling** present here while hundreds more are out on assignment. Fzoul has a challenge rating of 24 (62,000 XP) if he is encountered in his lair.

Lair Actions

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

Divine Surge. Fzoul regains two spell slots of any level and can immediately use it to cast a spell that he knows with a casting time of 1 action.

End of the Line. Fzoul utters a dire warning at creatures of his choice that he can see in his lair, viciously scolding them for their insubordination. A target must succeed on a DC 21 Wisdom saving throw or take 33 (6d10) psychic damage and become frightened of Fzoul until initiative count 20 on the next round. A target makes the save with advantage if it is immune to the frightened condition.

Impalement. Fzoul causes 1d4 massive, adamantine spikes, each 15 feet tall and 3 inches in diameter, to burst from the ground at separate points he can see in the lair. Any creature in the space where a spike emerges must make a DC 21 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) piercing damage and is restrained and lifted 15 feet into the air by being impaled on the spike. A creature can use an action to remove itself (or a creature it can reach) from the spike, causing it to fall 15 feet to the ground and ending the restrained condition.



Fzoul Chembyl

Optional: Epic Die Traits
If your group plays with the Epic Die, Fzoul also has the additional trait noted below:

Epic Trait: Font of Terror. The radius of Fzoul's Ill Omen trait increases by a number of feet equal to 5 x the Epic Die.

Fzoul Chembryl

Medium fiend (demigod), lawful evil

Armor Class 22 (natural armor)
Hit Points 285 (30d8 + 150)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	18 (+4)	19 (+4)	22 (+6)

Saving Throws Dex +10, Con+12, Wis +11, Cha +13
Skills Athletics +13, Deception +13, Intimidation +13, Religion +11, Perception +11
Damage Resistances cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Aura of Awe. When a hostile creature within 10 feet of Fzoul makes an attack roll, it has disadvantage on the roll. Creatures that are immune to the frightened condition are immune to this trait.

Fear Frenzy. Fzoul has advantage on attack rolls against frightened creatures.

Ill Omen. Creatures without this trait have disadvantage on saving throws against spells and other magical effects while within 5 feet of Fzoul.

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

Magic Weapons. Fzoul's weapon attacks are magical.

Spellcasting. Fzoul is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He has the following paladin spells prepared:

- 1st level (4 slots): *command, compelled duel, wrathful smite*
- 2nd level (3 slots): *find steed, branding smite (necrotic)*
- 3rd level (3 slots): *dispel magic, darkness, elemental weapon, revivify*
- 4th level (3 slots): *banishment, staggering smite*
- 5th level (2 slots): *destructive wave*

Tactical Discipline. Fzoul has advantage on all ability checks and saving throws made during combat.

Tyrant. Fzoul deals an additional 14 (4d6) psychic damage whenever he hits a target that is frightened of him with a melee attack.

Actions

Multiattack. Fzoul uses his Dreadful Aspect. He then makes three melee weapon attacks in any combination.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) psychic damage. If the target is a creature, Fzoul can grapple it (escape DC 21) instead of dealing the slashing damage.

Scepter of the Chosen Tyrant. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 14 (4d6) psychic damage. If the target is a creature, it must succeed a DC 21 Charisma saving throw or be paralyzed until the end of its next turn. If a creature fails its saving throw by 5 or more, it can't benefit from immunity to the frightened condition for the next hour.

Dreadful Aspect. Fzoul exudes magical menace. Each enemy within 30 feet of Fzoul must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. Creatures within 10 feet of Fzoul have disadvantage on the saving throw. If a frightened target ends its turn more than 30 feet away from Fzoul, the target can repeat the saving throw, ending the effect on itself on a success.

Tyrannical Stare (Recharge 5-6). Fzoul targets one creature he can see within 30 feet of him. The target must succeed on a DC 21 Wisdom saving throw or be magically charmed by Fzoul until Fzoul dies or until he is on a different plane of existence from the target. The charmed target is under Fzoul's control and can't take reactions, and Fzoul and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends, but the target and each creature within 5 feet of it each take 14 (4d6) psychic damage.

Legendary Actions

Fzoul can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fzoul regains spent legendary actions at the start of his turn.

Ashes to Ashes (Costs 2 Actions). Fzoul casts the *delayed blast fireball* spell.

Attack. Fzoul makes a melee weapon attack.

Move. Fzoul moves up to his speed.

Tyrannical Stare (Costs 2 Actions). Fzoul uses his Tyrannical Stare action.

Morndin Gloomstorm, Chosen of Laduguer

Even among the duergar, Morndin Gloomstorm's story is one of great adversity and perseverance. Born under the tyrannical rule of the shadow dragon Shimmergloom, Morndin's clan lived in servitude and fear. When Shimmergloom fell and the Mithral Hall was sundered, Morndin was one of the few survivors. In the harrowing months that followed, he led his people through the Underdark in the hopes of finding a new home. The journey was treacherous, and many fell before they reached their destination. While in the dark confines of the earth, Morndin appealed to Laduguer who gave him guidance in return for his service. When their small band finally arrived in the Northdark city of Gracklstugh, Morndin dedicated himself to the Gray Protector and became one of Laduguer's high priests.

Called to Arms. Morndin was a dedicated leader, but he never felt that he had rightly settled his debt to his god. After a time, he began receiving visions of grand wars, scarred battlefields, and an endless tide of Laduguer's faithful charging across the cubes of Acheron. He interpreted these visions as the Taskmaster calling his debt due, and he rallied those among his congregation to answer. As a show of faith, Morndin led his band deep into the Underdark, venturing into passages no mortal had ever laid eyes on. The people of Gracklstugh thought him crazed and regarded him and his band as lost, but in truth their pilgrimage bore fruit. After many months of hard travel, a mirror to his first journey, Morndin and his flock found themselves seemingly transported to a great, dark hall; none other than the halls of Laduguer himself. There the exiled god named Morndin his Chosen, and he and his band of faithful souls joined the duergar spirit legions in Acheron.

Immortal Nature. Morndin doesn't require air, food, drink, or sleep.



Optional: Epic Die Traits

If your group plays with the Epic Die, Morndin also has the additional trait noted below:

Epic Trait: Arcane Might. Morndin's weapon attacks deal an additional number of d8s as force damage equal to the Epic Die.

Roleplaying Morndin

Morndin is defined by his zeal for Laduguer and complete lack of empathy. His gravelly voice echoes with arcane reverberations as he holds his mighty Gloomhammer with one hand, resting it upon his shoulder.

Fighting Morndin

Morndin doesn't care for his own life, nor the life of any other creature. He only cares for the will and teachings of Laduguer. As such, he fights to the death in every battle.

Morndin's Traits

Ideal. "Our pockets are never full. Our fight is never done. Our resolve is never shaken."
Bond. "My devotion to Laduguer knows no bounds."
Flaw. "I'm blinded by my zeal, unable to think for myself."

Dear Reader,

Many Chosen demigods tend to be over-achievers, in my opinion. However, you sometimes get one with a documented history of hard work and toil. Much like his patron deity, Morndin Gloomstorm has earned all the power he has, but his autocratic ideals are dangerous.

E.A.

Morndin's Lair

All three of Hopeglimmer's temples dedicated to Laduguer act as Morndin's lairs. Here, in the bowels of the Gray Cube, he teleports between each temple, ensuring Laduguer's doctrine is upheld. Morndin has a challenge rating of 23 (50,000 XP) if he is encountered in his lair.

Lair Actions

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

Divine Portation. Each creature in the lair, including Morndin, is teleported to another of Morndin's three lairs. Morndin decides where in the other lair each creature arrives, though each creature must appear in an unoccupied space. In the lair, any number of duergar await to join Morndin in battle, though their combined CR can't exceed 10.

Divine Surge. Morndin regains a spell slot of any level and can immediately use it to cast a spell that he knows with a casting time of 1 action.

Drain Enchantment. Morndin targets one creature in the lair that he can see. The target must succeed on a DC 21 Charisma saving throw or suffer from the effects of an *antimagic field* spell. Morndin doesn't need to concentrate on this casting of the spell, which lasts until initiative count 20 on the next round.

Spacial Relativity. The lair warps with non-euclidean magic. Until initiative count 20 on the next round, the range of Morndin's Gloomhammer attacks and spells with a range of touch increase to 30 feet. The range of all of Morndin's other spells double.

Toil. The very air within the lair grows heavy, weighing down on the body and soul of all within. Each creature other than Morndin can't maintain concentration until initiative count 20 on the next round.

Morndin Gloomstorm

Medium humanoid (demigod, dwarf), lawful evil

Armor Class 20 (plate, shield)
Hit Points 266 (28d8 + 140)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	22 (+6)	23 (+6)	20 (+5)

Saving Throws Con +12, Wis +13
Skills Arcana +13, Intimidation +12, Perception +13, Religion +13
Damage Resistances poison, psychic; bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, stunned
Senses truesight 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Arcane Weapons. Morndin's weapon attacks are magical. When Morndin hits with a weapon, the weapon deals an extra 18 (4d8) force damage (included in the attack).

Army Arcana. When Morndin casts a spell that causes damage or that forces other creatures to make a saving throw, he can choose himself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Innate Spellcasting (Psionics). Morndin's innate spellcasting ability is Intelligence (spell save DC 21). Morndin can innately cast the following spells, requiring no components:

At will: *blade ward, misty step*

3/day each: *jump, hunter's mark*

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

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

Spellcasting. Morndin is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). He has the following cleric spells prepared:

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

1st level (4 slots): *bane, bless, command, detect magic, sanctuary, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, calm emotions, hold person, silence, spiritual weapon, warding bond, zone of truth*

3rd level (3 slots): *bestow curse, crusader's mantle, dispel magic, magic circle, meld into stone, sending, spirit guardians,*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, locate creature, stone shape*

5th level (3 slots): *commune, dispel evil and good, hold monster, flame strike, greater restoration, hallow, insect plague*

6th level (2 slots): *blade barrier, forbiddance, harm, word of recall*

7th level (2 slots): *fire storm, plane shift, symbol*

8th level (1 slots): *antimagic field, earthquake*

9th level (1 slots): *astral projection, gate*

Actions

Multiaction. Morndin casts a spell and makes two Gloomhammer attacks.

Gloomhammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 18 (4d8) force damage, or 24 (4d8 + 6) bludgeoning damage plus 18 (4d8) force damage while enlarged. If the attack hits a creature, the target is also affected by one of the following options of Morndin's choice:

Arcane Feedback. The target must make a DC 21 Intelligence saving throw, taking force damage equal to twice its total number of unspent spell slots on a failed save, or half as much on a successful one.

Arcane Gloom. The target must succeed on a DC 21 Charisma saving throw or be unable to benefit from spells and other magical effects until the end of Morndin's next turn. Any ongoing beneficial effect is suppressed as though the creature is in an *antimagic field* spell.

Arcane Instability. The target must make a DC 21 Wisdom saving throw. On a failed save, the target becomes cursed for 1 minute. While cursed in this manner, whenever the target expends a spell slot, roll a d6. On a roll of 1 to 3, the arcane energies become uncontrollable and the target rolls on the Wild Magic Surge table available for the wild magic sorcerer (see chapter 3 of the *Player's Handbook*). On a roll of 4 to 6, the arcane energies explode as they are released, causing the spell or effect to fizzle with no effect.

Enlarge (Recharge 6). For 1 minute, Morndin magically increases in size, along with anything he is wearing or carrying. While enlarged, Morndin is Large, doubles his damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Morndin lacks the room to become Large, he attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). Morndin magically turns invisible for up to 1 hour or until he attacks, casts a spell, uses his Enlarge, or his concentration is broken (as if concentrating on a spell). Any equipment Morndin wears or carries is invisible with him.

Legendary Actions

Morndin can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Morndin regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Morndin makes a weapon attack.

Cast a Spell (Costs 3 Actions). Morndin casts a spell.

Cast At-Will Spell. Morndin casts a spell he can cast at will.

Obould Many-Arrows, Chosen of Gruumsh

The founder of the Kingdom of Many-Arrows was truly one of the most infamous and polarizing figures in the history of Faerûn. In his early days as a mortal, when the dwarf, elf, and human kingdoms stood united against his kind, this orc king roused his followers into action and set their thunderous step in a quest to bring honor to the children of Gruumsh on the Material Plane.

Obould's cutthroat tyranny and ruthless conquests earned him ever-growing respect and adulation among his tribe. No orc alive at the time had ever felt so genuinely optimistic about their kingdom's growth. Whispers began to spread that this war chief may indeed be a Chosen of their god Gruumsh, if not a mortal avatar of the One-Eyed God himself. His zealous shamans then proposed to perform a vile ceremony to grant him Gruumsh's ultimate blessings: the "Strength of a Bull" and the "Speed of a Wildcat." This indeed made Obould an unparalleled force of nature on the battlefield, as well as a master tactician; perhaps one of the most intelligent orcs to have ever lived. His name became synonymous with Gruumsh, and his subjects commonly referred to him as "Obould-Who-Is-Gruumsh." So majestic was Obould's newfound might that even the legendary Drizzt Do'Urden was forced to retreat from him in battle.



Obould Many-Arrows

However, this ritual also changed Obould's outlook; his desire for plunder and victory had become tempered by a desire for civilization; he envisioned castles with flags bearing the symbol of Gruumsh, sturdy and secure settlements inhabited by orcs, all connected by trade routes that serviced settlements of all races. He began to wonder how many orc lives needed to be sacrificed before his kind could be allowed their fair share of treasure and land in the world, and flourish in a kingdom of their own.

Obould's yearning for settlement over conquest eventually led him to sign the Treaty of Garuman's Gorge, an official declaration of peace between the Kingdom of Many-Arrows and other powers of the Silver Marches. This treaty would remain in effect for many generations, well past Obould's mortal days, and did a lot to change the stigma toward orcs held by other races.

Immortality After Death. After his passing, Obould was raised as a Chosen of Gruumsh in the Infinite Battlefield of Acheron. Here, he leads contingents of orc spirit legions against the goblinoid forces of Maglubiyet.

While Obould remains a destructive force on the battlefield, his methods haven't changed from what they were in the latter half of his mortal life. As much as he wants to see Maglubiyet's head on a pike, he has the foresight to understand that orcs and goblinoids shouldn't be bound by eternal war. Unlike the demons and devils of the Blood War, he believes that the orc and goblinoid spirit legions can form a mutually beneficial relationship on this plane. If they weren't so preoccupied with fighting each other, the blend of orc and goblinoid cultures and ideas could make way for new innovations in war machines, potentially making their cubes an economic powerhouse of trade in the Lower Planes. In fact, a combined orc and goblinoid force would prevent their gods from having to solicit the aid of fiends, and also allow them to overthrow intractable conquerors like Deep Duerra and Bane.

Obould works tirelessly to achieve this eutopia while fulfilling his duties on the Battle Cube. He begrudgingly strikes deals with selfish yugoloths and barghests to infiltrate the goblinoid town of Chernoggar and disrupt the chain of command from within by reminding the goblinoids of how Maglubiyet forced their individual gods into submission, hoping to incite revolutions. This is undoubtedly a difficult task, because Maglubiyet can destroy any goblinoid with a mere thought, but certainly if the other goblinoid deities could put their petty differences aside and unite with the orc deities, Maglubiyet would have his hands full.

Immortal Nature. Obould doesn't require air, food, drink, or sleep.

Optional: Epic Die Traits

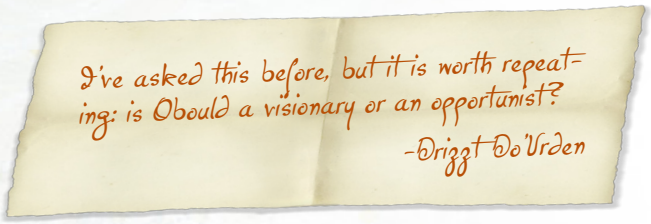
If your group plays with the Epic Die, Obould also has the additional trait noted below:

Epic Trait: Legendary Warrior. Each time the Epic Die changes to an even number, the number of attacks Obould can make with Ragecinder as part of his Multiattack action increases by 1.

Roleplaying Obould

Despite his desire for peace, Obould is far from a soft-hearted pushover. His lust for warfare against the "right" opponent is still strong; he doesn't tolerate insults or humor at an orc's expense, and he always demands respect.

While Obould's disposition and methods are very different from Gruumsh, he has always managed to hold himself in high esteem in Gruumsh's eyes. The One-Eyed God understands, deep down, that Obould's wisdom will carry orcs to a good future.



Fighting Obould

Obould is as fierce an opponent as any in Acheron, and is frequently on the frontlines of battle. However, he is smart enough to recognize when retreat is necessary, and when a proposal of peace is better than continuing a fight.

Obould is also happy to answer individual challenges to battle, with or without armor, a friendly spar or a fight to the death.

Obould's Traits

Ideal. "I love a good battle, but all warfare must have a justified end. Orcs should not fear making peace when it is to their benefit."

Bond. "Maglubiyet stands in the way of the orc-goblinoid paradise I seek. I must destroy him."

Flaw. "My unconventional ideals have led several orc lieutenants to think I will betray Gruumsh. I have had to deal with a lot of political pressure as a result."

Obould Many-Arrows

Medium humanoid (demigod, orc), lawful evil

Armor Class 21 (natural armor or +3 plate)
Hit Points 402 (35d8 + 245)
Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	25 (+7)	20 (+35	22 (+6)	24 (+7)

Saving Throws Str +16, Con +15, Wis +14
Skills Athletics +24, Acrobatics +13, Insight +11, Intimidation +11, Perception +11, Persuasion +11
Damage Resistances radiant
Damage Immunities cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive perception 21
Languages Abyssal, Common, Dwarvish, Elvish, Infernal, Orc
Challenge 27 (105,000 XP)

Aggressive. As a bonus action, Obould can move up to his speed toward a hostile creature he can see.

Divine Destroyer. Creatures who aren't deities can't benefit from any resistances or immunities from Obould's attacks, spells, or effects.

Gruumsh's Fury. Obould deals two extra dice of damage when he hits with a weapon attack (included in the attack).

Innate Spellcasting. Obould's innate spellcasting ability is Charisma (save DC 23). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good, dispel magic, fireball*

1/day each: *dispel evil and good, fire storm, teleport*

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

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

Superior Athleticism. Obould has advantage on all ability checks and saving throws involving Strength, Dexterity, and Constitution. In addition, his jump distance is doubled, and he can use the Grapple and Shove actions against creatures of Huge size or smaller.

Survivor. Obould regains 20 hit points at the start of his turn, if he has fewer than half hit points. This trait does not function if Obould starts his turn with 0 hit points.

Actions

Multiattack. Obould uses Demand Obedience and makes two attacks with Ragecinder. He can replace one or both attacks with his Fiery Javelin.

Ragecinder (greatsword). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) fire damage. If the target is a creature, Obould can choose one of the following additional effects:

Cleave. Obould chooses another creature within 5 feet of the target. If the original attack would have hit the second creature, it takes half the original damage rolled.

Distract. The next attack roll against the creature by an attacker other than Obould has advantage if the attack is made before the start of Obould's next turn.

Kill. If the target had less than 10 hit points before being hit by this attack, Obould instantly kills the target.

Trip. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

Fiery Javelin. Obould conjures a javelin made of flames and hurls it at a creature he can see within 600 feet of him. The javelin strikes unerringly and forces the target to make a DC 24 Strength saving throw. On a successful save, the target takes 22 (4d6 + 8) fire damage and the javelin disappears. On a failed save, the target is knocked prone and restrained as the javelin pierces its body and pins it to the closest solid surface. A pinned creature takes 22 (4d6 + 8) fire damage at the start of each of its turns. A creature can end these conditions and make the javelin disappear by using its action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check.

Fiery Arena (Recharge 6). Obould creates a magical ring of fire around himself and at least one other creature of his choice. The ring can be up to 30 feet in diameter, 20 feet high, and 1 foot thick. It otherwise functions like the *wall of fire* spell (save DC 23), except Obould doesn't need to concentrate on it and can prematurely dismiss it as a bonus action.

Reactions

Unyielding. When Obould is subjected to an effect that would move him, knock him prone, or both, he is neither moved nor knocked prone.

Legendary Actions

Obould can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. He regains use of legendary actions at the start of his turn.

Attack (Costs 2 Actions). Obould attacks once with Ragecinder.

Command Allies. Obould chooses up to three allies he can see within 30 feet of him. If a chosen creature can see or hear Obould, it can make one weapon attack as a reaction, with advantage on the attack roll.

Fiery Might (Costs 2 Actions). Obould uses his Fiery Javelin or Fiery Arena action.

Frighten Foes (Costs 3 Actions). Obould glares at up to five creatures within 30 feet of him. Each target must succeed on a DC 23 Wisdom saving throw or become frightened of Obould until the end of Obould's next turn. Any target within 5 feet of Obould has disadvantage on the saving throw.

Tactical Repositioning. Obould moves up to his speed without provoking opportunity attacks.

Sacred Kazaht, Divine Mount of Bahgtru

Bahgtru was never known to be the brightest of Gruumsh's children, but some orc tribes remember a tale that tells of his perseverance. It goes as such:

One day, Ilneval had been instructing Bahgtru on their plan for an upcoming battle, but Bahgtru spent their meeting uninterested and could not remember the plan.

"You dullard," Ilneval complained, "there's not a being in the planes as hard-headed as you."

"Not true!" Bahgtru replied, "I'll find one. Wait and see." So he went in search. His wanderings brought him through many lands, and in each place he asked, "Which of you would walk with me?" If someone stood to join him, he would clap them on the arms and smash his skull into theirs; a fitting test. Needless to say, many failed.

In time, his wanderings brought him to the high peaks of the Spine of the World, and there he found a mighty aurochs. He asked the beast his question, but it didn't reply. He asked again, but the aurochs simply stood there, chuffing in the chill air. Impatient and tired of wandering, Bahgtru grabbed the beast by both horns and slammed its forehead down. There was a great crash, and both god and beast lay dazed on the ground.

Soon after, Ilneval's forces were in dire straits, surrounded by their enemies and with no option for retreat. Just as their luck seemed sealed, a great bellow was heard. It was Bahgtru, charging into battle on the back of the beast which he had named Kazaht (meaning "bull" in Orc). Kazaht's horns parted the enemy force, and Bahgtru's strength routed them. The steed's thunderous hoof falls shook the ground with its passing.

"You have saved us with this beast, brother," Ilneval admitted ruefully, "but why were you away so long?"

"I was tired of walking, brother. But Kazaht would not listen when I asked to ride, and much time was spent on our return. I had to remind him of our journey many times."

"Ah," chuckled Ilneval, "then you have found a worthy match indeed."

The great beast that Baghtru dragged to Nishrek remains there today, and many a charge has been led by the grand aurochs with Bahgtru upon its back.

Immortal Nature. Kazaht doesn't require air, food, drink, or sleep.



Kazaht

Kazaht

Huge monstrosity (titan), unaligned

Armor Class 17 (natural armor)
Hit Points 125 (10d12 + 60)
Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Str +11, Con +9, Wis +6, Cha +4
Skills Athletics +11
Damage Immunities fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 15
Languages understands Orc but cannot speak
Challenge 12 (8,400 XP)

Charge. If Kazaht moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 22 (5d8) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Bahgtru's Chosen. Kazaht always knows the location of his master, Bahgtru, so long as they are each on the same plane of existence. As a bonus action, he can magically teleport into the same space as Bahgtru, appearing underneath him. In addition, if Bahgtru casts teleport or *plane shift* on himself while riding Kazaht, he can make target Kazaht the target of spell as well.

Divine Steed. Kazaht is unaffected by difficult terrain and can't be surprised. He also has advantage on all ability checks and saving throws, and is permanently under the effect of a *mindblank* spell.

Legendary Resistance (1/day). If Kazaht fails a saving throw, it can choose to succeed instead.

Magic Weapons. Kazaht's weapon attacks are magical.

Relentless (Recharges after a Short or Long rest). If Kazaht would be reduced to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. Kazaht makes two gore attacks.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (5d8 + 7) piercing damage.

Thokk Ninefingers, Chosen of Bahgtru

Many campfire tales still echo the name of Thokk Ninefingers, an adventurer who walked freely among mortals solely by the strength of his arm and of his conviction.

Born for Battle. Thokk lived for battle, constantly rushing into danger earning great renown for his bravery. He never seemed more at ease than he did in the middle of the fray with danger all around. With his famed glaive Artery Breaker in hand and a laugh in his throat, Ninefingers was a living testament to the joy of battle. In life, he was identifiable by the missing finger on his left hand, for which even he can't provide an honest answer. His companions have reported no less than twenty different explanations, from losing it to the gaping maw of a dragon to a horrible arm wrestling accident.

Chosen by Bahgtru. During an expedition through Acheron, he felt fortunate to encounter and challenge the great god Urdlen itself as it burrowed through the cubes of Thuldanin. Released from his contract, Thokk tested his mettle against the destructive god and made his last stand there, securing the safety of his companions and the honor of his name forevermore. While his last moments were known only to him and the Crawler Below, evidently the Orcish pantheon was pleased with this act. In death, Bahgtru himself reached out to Thokk and granted him a place among his armies in Nishrek, and the title of Chosen. Upon his rebirth into the orc spirit legions, he found himself whole again, which he hadn't been since he lost his finger at seven years of age. His first act in the afterlife was to promptly sever the finger once more as a constant reminder of an event only he knows of. And so Thokk fights on to this day, his lilting laugh echoing across the Infinite Battlefield of Acheron.

Immortal Nature. Thokk doesn't require air, food, drink, or sleep.

Roleplaying Thokk

Thokk knows that battle is the only thing he has ever excelled at. He looks like a brute but is in truth a capable warrior and cunning tactician, always on the lookout for threats. He speaks with a deep but soft voice, keeping to formalities and staying respectful. His demeanor is a humble one, but he is always ready to draw steel.

Fighting Thokk

To this day, Thokk has never backed down from a fight. His favorite weapons are his glaive, his knives, and his wits (the latter of which have saved his hide on many occasions). As an honorable warrior, Thokk doesn't harm those who don't bear weapons or come peacefully. Much to his dismay, however, he has sometimes been unable to tell the difference in his rage; in fact, he has occasionally awoken drenched in blood after a battle, surrounded by the corpses of friends and foes alike, unable to remember a thing.

Thokk's Traits

Ideal. "The natural world is more important than all the constructs of civilization."
Bond. "Killing is the only thing I'm good at."
Flaw. "I sometimes lose myself in my rage, becoming cruel and malicious, slaying everyone in sight. Afterwards, I can't remember a thing."

Thokk Ninefingers

Medium humanoid (demigod, half-orc), lawful neutral

Armor Class 23 (ring of protection)
Hit Points 290 (20d8 + 200)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	24 (+7)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Str +17, Con +14, Wis +9
Skills Athletics +17, Intimidation +8, Nature +7, Perception +9, Survival +9
Damage Resistances all
Condition Immunities charmed, exhaustion, petrified, poisoned, stunned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19
Languages Common, Giant, Goblin, Orc
Challenge 21 (33,000 XP)

Feral Instinct. Thokk can't be surprised and has advantage on initiative rolls.

Innate Spellcasting (3/Day). Thokk can cast the commune with nature and *plane shift* spells. His spellcasting ability is Wisdom.

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

Ninefingers' Rage. Thokk adds 8 damage to his melee weapon attacks that use Strength (included in the attack) and has advantage on Strength checks and Strength saving throws. In addition, attacks that target Thokk's allies within 5 feet of him are made with disadvantage.

Reckless. At the start of its turn, Thokk can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Standing Leap. Thokk's long jump is up to 60 feet and his high jump is up to 50 feet, with or without a running start.

Special Equipment. Thokk wields Artery Breaker, a magical +3 glaive. He also wears a set of bracers of defense and a ring of protection.

Unarmored Defense. Thokk adds his Constitution modifier to his AC.

Undaunted (Recharges after a Short or Long Rest). When Thokk is reduced to 0 hit points, he must make a Constitution saving throw with a DC of 0 + the damage taken. On a success, Thokk drops to 1 hit point instead. Each time Thokk uses this trait after the first, the DC increases by 5.

Actions

Multiattack. Thokk makes three attacks with Artery Breaker.

Artery Breaker. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 26 (1d10 + 21) slashing damage. If Thokk scores a critical hit, he rolls damage dice five times instead of twice.

Dagger. *Melee or Ranged Weapon Attack:* +17 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 20 (1d4 + 18) piercing damage in melee or 12 (1d4 + 10) when thrown.

Legendary Actions

Thokk can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thokk regains spent legendary actions at the start of his turn.

Artery Breaker Attack (Costs 2 Actions). Thokk makes a melee attack with Artery Breaker.

Blink. Thokk magically teleports to an unoccupied space he can see within 30 feet of him.

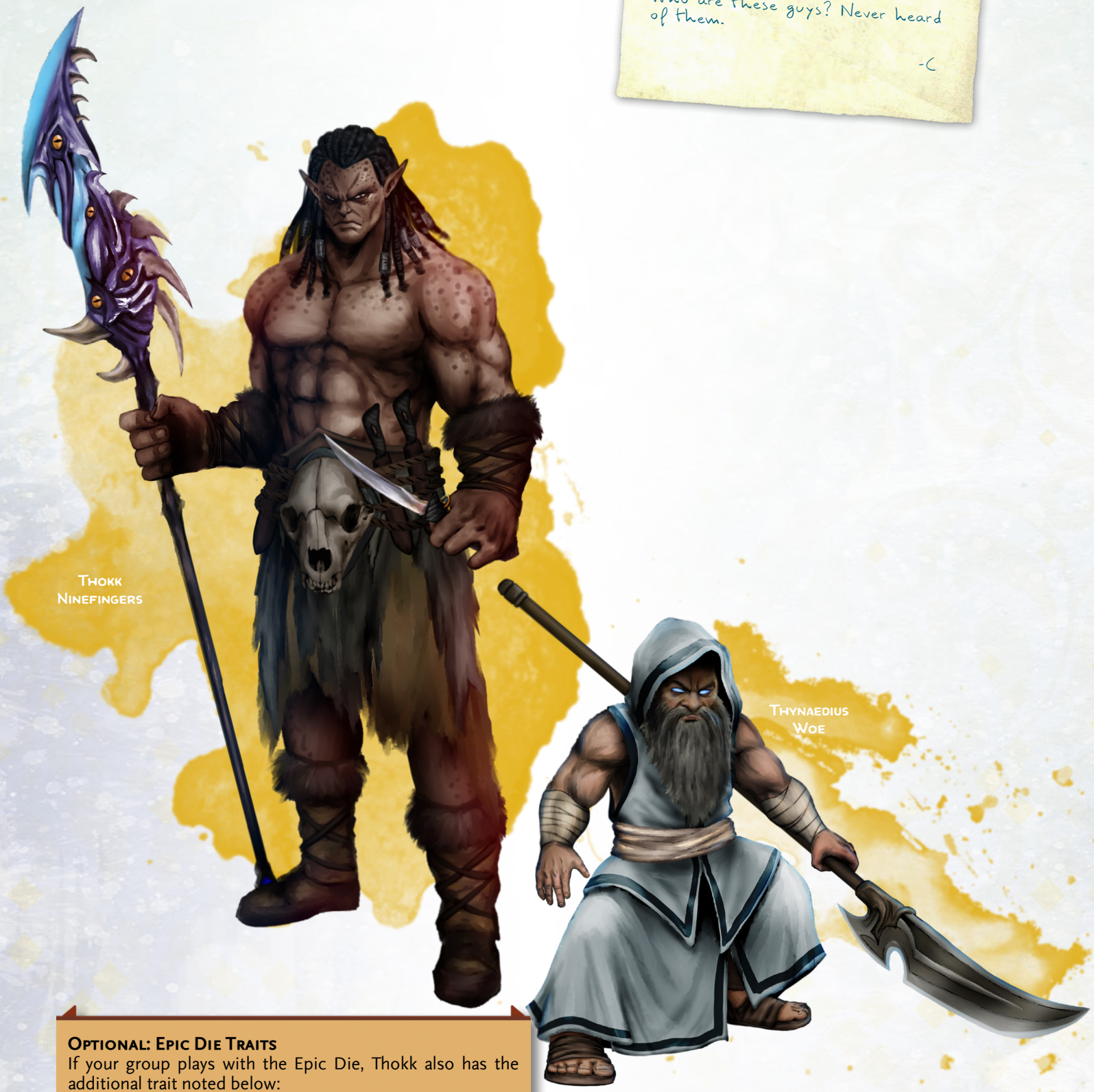
Dagger Attack. Thokk makes a dagger attack.

Move. Thokk moves up to his speed.

Wield. Thokk causes Artery Breaker to magically reappear in his hand.

Who are these guys? Never heard of them.

-C



Thokk Ninefingers

Thynaedius Woe

Optional: Epic Die Traits
If your group plays with the Epic Die, Thokk also has the additional trait noted below:

Epic Trait: Murderous Rage. The roll required for Thokk to score a critical hit is reduced by a number equal to half the Epic Die; 19-20 when the Epic Die is 2, 18-20 when the Epic Die is 4, and 17-20 when the Epic Die is 6. In addition, when the Epic Die reaches 6, until the battle is over, Thokk can no longer discern friend from foe, becomes chaotic evil, and loses all sense of self.

Optional: Epic Die Traits
If your group plays with the Epic Die, Thynaedius also has the additional trait noted below:

Epic Trait: Jack of All Trades. Thynaedius gains the same bonuses from the Epic Die as player characters do.

Thynaedius Woe, Grandmaster

Many scholars of history across the realms have noted that all great masters share one trait: a constant need to improve themselves. While Grandmaster Woe's motivations may remain a mystery to us, his unending drive is abundantly clear. Housed in his imposing temple on the shores of Lake Lacuna and surrounded by his acolytes, the unassuming dwarf monk remains tight-lipped regarding his choices, but his journey has been one of hard trials and bargains to sate his hunger for power.

In Search of Answers. From an early age Thynaedius was fascinated by death and the passage of mortal souls to the afterlife, and this inspired his first post as a monk of the Long Death. Even as he followed that order's dictates, however, he was aiming for something more. Woe brokered his own soul with Levistus, the Lord of the Fifth, for untold knowledge of life and death, and that knowledge continues to drive and haunt the Grandmaster to this day. As he wandered alongside his once-companions Thynaedius also gained renown for his skill with the glaive, fathering new techniques for the weapon and beginning his journey as a teacher. Then something changed. Those who come asking questions are rebuffed and those close to him refuse to elaborate, but the then-Master struck a new deal with Levitistus and his soul was returned. The price he paid is unknown - but an archdevil never returns a soul lightly.

Founding the Temple. Thynaedius' later journeys brought him to Acheron, seeing new possibilities for his research within its ever-shifting cubes. Ever the inventor, Thynaedius discovered new arcane processes by which to manipulate the metals of the planes, bending them to his will. This new practice brought with it a novel field of study, and Woe dove into his work with wild abandon. He founded the Order of Woe to assist in his work and took many students under his wing within his newborn temple. Their secrets are kept close, but some have deduced that Woe and his order believe there to be a connection between knowledge of Acheron and mastery over death; a freeing of the flesh from the mortal cycle by binding themselves to the power of the plane itself.

Roleplaying Thynaedius

Though certainly wise, Thynaedius isn't a clever dwarf, which soon becomes apparent as he commonly mispronounces even the simplest words. His bumpkin voice never lies and is very to-the-point, but he often believes others to be less intelligent than he (which is rarely true).

Fighting Thynaedius

The Grandmaster fights only as a last resort. If pressured, however, he has no qualms about shredding his opponents, which he often does while telling them to behave.

Thynaedius' Traits

Ideal. "The path to power and self-improvement is through knowledge."
Bond. "I sold my soul for knowledge. I won it back at an even more terrible cost."
Flaw. " I am inflexible in my thinking."

Thynaedius Woe

Medium humanoid (dwarf), neutral

Armor Class 24 (cloak of protection + ring of protection)
Hit Points 210 (20d8 + 120)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	22 (+6)	22 (+6)	5 (-3)	22 (+6)	12 (+1)

Saving Throws Str +6, Dex +14, Con +14, Int +5, Wis +14, Cha +9
Skills Acrobatics +12, Insight +12, Medicine +12, Perception +12
Damage Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 22
Languages all
Challenge 17 (18,000 XP)

Diamond Soul (1/Turn). Thynaedius can reroll a failed saving throw.

Martial Arts Master. Thynaedius can take a bonus action on each of his turns to gain one of the following effects:

Flurry of Blows. Thynaedius makes one additional unarmed strike or Ferrous Blade attack.

Patient Defense. Thynaedius takes the Dodge action.

Step of the Wind. Thynaedius takes the Disengage or Dash action, and his jump distance is doubled for the turn.

Special Equipment. Thynaedius wears an Insignia of Claws, granting him a +1 bonus to attack and damage rolls made with unarmed strikes. He wears a Cloak of Protection and a Ring of Protection, both of which grant him a +1 bonus to AC and saving throws. He also wears a Ring of Mind Shielding, making him immune to spells that allow other creatures to read his thoughts, determine whether he is lying, know his alignment, or know his creature type, and creatures can telepathically communicate with Thynaedius only if he allows it.

Unarmored Defense. While Thynaedius is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Stunning Strikes. When Thynaedius hits a creature with his glaive or an unarmed strike, the target must also succeed on a DC20 Constitution saving throw or be stunned until the end of Thynaedius' next turn.

Actions

Multiattack. Thynaedius uses his Long Death Soul. He then makes two glaive attacks and one unarmed strike. He can replace the unarmed strike with a Ferrous Blade attack.

Glaive +3. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 14 (1d10 + 9) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage.

Ferrous Blade. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage. If the target is a creature, Thynaedius can choose one of the following additional effects:

Controlled Oxidization. The target must succeed on a DC 20 Dexterity saving throw or be blinded until the end of Thynaedius' next turn.

Shredding Blades. The target must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute.

Long Death Soul. Thynaedius' deathly soul rips itself partially from his body to tear at the fears of others. Each creature within 30 feet of Thynaedius that he can see must make a DC 20 Wisdom saving throw or become frightened until the end of Thynaedius' next turn.

Reactions

Whenever Thynaedius uses one of the following reactions, roll a d6. On a roll of 4 or higher, he regains the use of his reaction.

Deflect Missile. In response to being hit by a ranged weapon attack, Thynaedius deflects the missile. The damage he takes from the attack is reduced by 1d10 + 23. If the damage is reduced to 0, Thynaedius catches the missile if it's small enough to hold in one hand and Thynaedius has a hand free.

Ki Parry. Thynaedius adds 1d10 to his AC against one melee attack that would hit him. To do so, he must see the attacker.

Slow Fall. When Thynaedius takes damage from falling, he can reduce the damage by 85.

Yrrga, the Eye of Shadows

Yrrga is an ancient creature of unknown origin. It is nihilism made manifest. The only written mention of Yrrga exists in ancient, partial notes that reference a prison of amber.

Yrrga's Indoctrination. Yrrga's influence manifests as manic tendencies of increasingly nihilistic behavior. A creature suffers from cumulative effects as its Yrrga Indoctrination score increases. These effects can't be removed by any means other than by reducing the score. A *greater restoration* spell, a *heal* spell, or similar magic lowers a creature's Yrrga Indoctrination score by 1, and a *wish* spell removes the indoctrination entirely.

Yrrga Indoctrination

Score	Effect
1-3	No effect
4-5	The creature gains the following flaw: '*I believe that all life is pointless and look forward to death when it finally comes.*'
6-7	The creature's eyes become starry voids and it gains truesight out to a range of 60 feet.
8-9	The creature is charmed by Yrrga and refuses to eat or drink.
10	The creature falls into a catatonic state, is paralyzed, and instantly ages 10 years. While paralyzed in this manner, the creature ages another 10 years for every 24 hours that pass. Only a *wish* spell can reverse this aging, and only before the creature dies of old age but after its Yrrga Indoctrination score has been removed entirely.

Yrrga

Huge aberration (great old one), unaligned

Armor Class 24 (natural armor)
Hit Points 405 (30d12 + 210)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	25 (+7)	25 (+7)	25 (+7)	25 (+7)

Damage Resistances acid, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison, psychic
Damage Vulnerabilities psychic
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses truesight 120 ft., passive Perception 17
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 33 (215,000 XP)

Death Throes. When Yrrga is killed, it implodes before releasing a wave of reality-shattering energy. Each creature and object within 1 mile of Yrrga takes 55 (10d10) cold damage, 55 (10d10) psychic damage, and 55 (10d10) radiant damage. Each damage type can be reduced by half with a successful DC 25 saving throw: Dexterity against cold, Wisdom against psychic, and Constitution against radiant. Additionally, a creature that fails all three saving throws is magically transported to a random layer on a random plane that isn't the plane the creature is currently on. If a creature dies from this damage, its corpse is sent adrift in a random location within the Astral Sea.

Ephemeral. Yrrga can't wear or carry anything.

Gravitational Field. Yrrga distorts gravity within 120 feet of it. Within the area, a creature's walking speed is magically halved and jumping distances are tripled, though a creature can only jump in a straight line and doesn't fall at the end of a jump. Creatures that don't have a flying speed and aren't in touch with the ground float in place, oscillating slightly.

Great Old One. Yrrga can't be surprised, has advantage on ability checks and saving throws, automatically succeeds on Intelligence, Wisdom, and Charisma saving throws, and it can't be damaged by cantrips. In addition, Yrrga is permanently under the effects of the *detect evil and good*, *detect magic*, and detect thoughts spells, is unaffected by difficult terrain, and if a creature scores a critical hit against Yrrga, it becomes a normal hit.

Harbinger of Nihilism. Whenever a creature with a Yrrga Indoctrination score deals damage to Yrrga or targets Yrrga with a harmful spell, the creature takes psychic damage equal to 5 x its Yrrga Indoctrination score and its hit point maximum is reduced by the same amount.

Legendary Resistance (4/Day). If Yrrga fails a saving throw, it can choose to succeed instead.

Out-of-Phase Movement. Yrrga can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. Yrrga takes 5 (1d10) force damage if it ends its turn inside an object.

Singularity. Magical darkness extends 30 feet from Yrrga. No light can exist within the area, whether magical or mundane. A creature that starts its turn within this darkness takes 22 (4d10) cold damage.

In addition, when a creature that can see Yrrga and starts its turn within 120 feet of Yrrga, it must make a DC 25 Wisdom saving throw. A creature that fails the save takes 26 (4d12) psychic damage and makes attack rolls and ability checks with disadvantage until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Yrrga until the start of its next turn, when it can avert its eyes again. If the creature looks at Yrrga in the meantime, it must immediately make the save.

Actions

Glimpse Eternity. *Ranged Spell Attack:* +17 to hit, range 120 feet, one target. *Hit:* 44 (8d10) psychic damage.

Collapse Distance. Yrrga warps space around a creature it can see within 60 feet of it. That creature must make a DC 25 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space Yrrga can see. All other creatures within 10 feet of the target's original space each take 65 (10d12) psychic damage. On a successful save, the target takes 32 (5d12) psychic damage.

Mind Shatter. Each creature of Yrrga's choice that is within 120 feet of Yrrga and aware of it must succeed on a DC 25 Wisdom saving throw or become paralyzed for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more, it also becomes insane until it finishes a long rest. While insane, a creature can't take actions, can't understand what other creatures say, can't read, and can speak only in gibberish. A *greater restoration* spell or similar magic can end the insanity effect early. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Yrrga's Aura of Madness for the next 24 hours.

Indoctrinate. Yrrga targets one creature it can see or one creature it can sense with its Sense Nihilism trait. The target is overcome by increasingly nihilistic thoughts and must make a DC 25 Wisdom saving throw. On a failed save, a creature's Yrrga Indoctrination score increases by 1 (see the Yrrga Indoctrination table). If Yrrga can see the creature, its Yrrga Indoctrination score instead increases by 1d8. A creature can only be affected by this action once every 24 hours.

A creature isn't aware that something is affecting its mind unless it succeeds a saving throw with an Yrrga Indoctrination score of 5 or higher.

Call Brood (1/Day). Yrrga conjures forth any number of **voidlings**, **void hierophants**, and **void titans** in spaces within 120 feet of it, so long as their combined CR doesn't exceed 30. The conjured creatures act on their own initiative and lack legendary actions if they have them. The conjured creatures enact Yrrga's will without question.

Reactions

Void Absorption. When Yrrga takes damage, it reduces that damage to 0.

Legendary Actions

Yrrga can take 6 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yrrga regains spent legendary actions at the start of its turn.

Glimpse Eternity. Yrrga attacks with its Glimpse Eternity.

Collapse Distance (Costs 3 Actions). Yrrga uses its Collapse Distance.

Indoctrinate (Costs 2 Actions). Yrrga uses its Indoctrinate.

Teleport (Costs 2 Actions). Yrrga teleports up to 100 feet to an unoccupied space that it can see.



Appendix A: Other Monsters

The monsters found in this appendix all had their debut in either *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes*.

Aurochs

These war bulls are especially revered among the worshippers of Bahgtru, who ride them into battle. The souls of aurochs who die in battle are absorbed by Bahgtru and reincarnated in Acheron.

For more information on aurochs, see *Volo's Guide to Monsters*.

Aurochs

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 38 (4d10 + 16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages -
Challenge 2 (450 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Banites

Bane's clergy is more akin to a military than a priesthood. Each member is a martial expert while some are also skilled clerics or mages.

Fist of Bane. While anyone can become an initiate, a fist of Bane is a soldier through and through, utterly devout and extensively drilled in military tactics.

Iron Consul. Only the most skilled and zealous fists rise to become iron consuls; officers who command the fists in battle.

Black Gauntlets of Bane. The black gauntlets are immensely powerful individuals, capable of bringing even the most strong-willed individuals in line. They are the generals who command the iron consuls.

For more information on each of these cultists, see *Baldur's Gate: Descent into Avernus*.



Fist of Bane

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities frightened
Senses passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Tactical Discipline. The fist of Bane has advantage on all ability checks and saving throws made during combat.

Actions

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

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Iron Consul

Medium humanoid (human), lawful evil

Armor Class 16 (chain mail)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Wis +4
Skills Intimidation +5, Perception +4
Condition Immunities frightened
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Tactical Discipline. The iron consul has advantage on all ability checks and saving throws made during combat.

Actions

Multiattack. The iron consul makes one attack with its spear and can use its Voice of Command ability.

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

Voice of Command. The iron consul selects up to two allies within 90 feet of it that can hear its commands. Each ally can immediately use its reaction to make one melee attack.

Black Gauntlet of Bane

Medium humanoid (human), lawful evil

Armor Class 16 (chain mail)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +5
Skills Intimidation +7, Perception +5
Condition Immunities frightened
Senses passive Perception 15
Languages Common
Challenge 6 (2,300 XP)

Aura of Terror. When a hostile creature within 5 feet of the black gauntlet makes an attack roll or a saving throw, it has disadvantage on the roll. Creatures that are immune to the frightened condition are immune to this trait.

Spellcasting. The black gauntlet is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

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

1st level (4 slots): *bane, bless, cure wounds, guiding bolt (see "Actions" below)*

2nd level (3 slots): *blindness/deafness, hold person, silence*

3rd level (2 slots): *sending, spirit guardians*

Actions

Multiattack. The black gauntlet makes two attacks with its mace.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 13 (3d8) necrotic damage.

Guiding Bolt (1st-Level Spell; Requires a Spell Slot). *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) radiant damage, and the next attack roll made against the target before the end of the black gauntlet's next turn has advantage. If the black gauntlet casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Duergar

Duergar Kavalarachni

Duergar kavalrachni support the stone guard in their surveillance of the city, and are responsible for breeding and handling steeders.

For more information, see *Mordenkainen's Tome of Foes*.

Duergar Kavalarachni

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 16 (4d8 + 8)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Cavalry Training. When the duergar hits a target with a melee attack while mounted on a female steeder, the steeder can make one melee attack against the same target as a reaction.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Multiattack. The duergar makes two war pick attacks.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 5 (2d4) poison damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Shared Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it. While the invisible duergar is mounted on a female steeder, the steeder is invisible as well. The invisibility ends early on the steeder immediately after it attacks.

Duergar Stone Guard

Duergar stone guard are the primary forces that watch over duergar settlements. They take shifts patrolling cities while invisible, looking for signs of trouble. They are also the first duergar one is likely to meet at the gates to a duergar settlement.

For more information, see *Mordenkainen's Tome of Foes*.

Duergar Stone Guard

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

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

Actions

King's Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Goblinoids

Hobgoblin Devastator

Graduates of the Academy of Devastation, these hobgoblins specialize in destructive evocation magic to rain death upon enemies. In Acheron, they are deployed to disrupt enemy formations.

For more information on hobgoblin devastators, see *Volo's Guide to Monsters*.

Hobgoblin Iron Shadow

These hobgoblins serve are extensively trained in martial arts, and serve as secret police, scouts, and assassins. In Acheron, they are deployed to harass enemy spellcasters and counter the efforts of Shargaas's cultists.

For more information on hobgoblin Iron Shadows, see *Volo's Guide to Monsters*.

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*
1st level (4 slots): *fog cloud, magic missile, thunderwave*
2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*
3rd level (3 slots): *fireball, fly, lightning bolt*
4th level (1 slot): *ice storm*

Actions

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

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 15
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, true strike*
1st level (3 slots): *charm person, disguise self, expeditious retreat, silent image*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

Dart. Ranged Weapon Attack. +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Orcs and Orc-Kin

Orc Blade of Ilneval

Orc blades of Ilneval are favored by the orc god of horde and strategies, who provide tactical advice to their superiors and lead lesser orcs into battle.

For more information, see *Volo's Guide to Monsters*.

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3
Skills Perception +3, Insight +3, Intimidation +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 4 (1,100 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Orc Claw of Luthic

Orc claws of Luthic are favored by the orc god of healing and fertility. They are responsible for maintaining smooth operations in orc strongholds, whether it is caring for the young and wounded or overseeing the building of fortifications. When necessary, they wade into combat with their long, sharp claws and powerful spellcasting.

For more information, see *Volo's Guide to Monsters*.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 2 (450 XP)

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

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
- 1st level (4 slots): *bane, cure wounds, guiding bolt*
- 2nd level (3 slots): *augury, warding bond*
- 3rd level (2 slots): *bestow curse, create food and water*

Actions

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

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

Orc Hand of Yurtrus

Orc hands of Yutrus are blessed by the orc god of death and disease. They oversee the final rites of orc warriors in the Material Plane, and protect Yurtrus's lair in Acheron. A hand of Yutrus has no tongue; a voluntary sacrifice it makes to mimic it's god.

For more information, see *Volo's Guide to Monsters*.

Orc Nurtured One of Yurtrus

A nurtured one of Yurtrus is hopelessly sick, their whole body covered in all manner of pestilence. They are kept in isolation until they are deployed into war on suicide missions, in the hopes that their disease will spread to enemy forces.

For more information, see *Volo's Guide to Monsters*.

Orc Hand of Yurtrus

Medium humanoid (orc), chaotic evil

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2
Senses darkvision 60 ft., passive Perception 12
Languages understands Common and Orc but can't speak
Challenge 2 (450 XP)

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

Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

Cantrips (at-will): guidance, mending, resistance, thaumaturgy

1st level (4 slots): *bane, detect magic, inflict wounds, protection from evil and good*

2nd level (3 slots): *blindness/deafness, silence*

Actions

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Orc Nurtured One of Yurtrus

Medium humanoid (orc), chaotic evil

Armor Class 9
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	7 (-0)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

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

Corrupted Carrier. When the orc is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

Nurtured One of Yurtrus. The orc has advantage on saving throws against poison and disease.

Actions

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

Corrupted Vengeance. The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.

Orc Red Fang of Shargaas

A Red Fang of Shargaas is favored by the orc god of darkness and stealth. If not on an assassination or spy mission, they guard the caverns of the Night Below, where their dark and spiteful deity resides.

For more information, see *Volo's Guide to Monsters*.

Tanarukk

Tanarruks are horrible amalgamations of orcs and demons, formed from the machinations of orcs that forsake their gods and turn to demon worship.

For more information on Tanarruks, see *Volo's Guide to Monsters*.

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 3 (700 XP)

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

Hand of Shargaas. The orc deals an 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts darkness without any components. Wisdom is its spellcasting ability.

Tanarukk

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (10d8 + 50)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2
Damage Resistances fire, poison
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Orc
Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Steeders

Steeders are large, spider-like, predatory creatures that are tamed by duergar. Females grow to be large and strong, and are hence used in battle. Meanwhile, the smaller and feeble males tend to be used only as draft animals.

For more information on steeders, see *Out of the Abyss* or *Mordenkainen's Tome of Foes*.

Female Steeder

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +7, Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages -
Challenge 1 (200 XP)

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

Extraordinary Leap. The distance of the steeder's long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to move 3 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage.

Sticky Leg. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is stuck to the steeder's leg and grappled until it escapes (escape DC 12). The steeder can have only one creature grappled at a time.

Male Steeder

Medium monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +5, Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages -
Challenge 1/4 (50 XP)

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

Extraordinary Leap. The distance of the steeder's long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to jump 3 feet.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage.

Sticky Leg. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Small or Tiny creature. *Hit:* The target is stuck to the steeder's leg and grappled until it escapes (escape DC 12). The steeder can have only one creature grappled at a time.

Swarm of Rot Grubs

These finger-sized maggots are prevalent in areas rich in death and decay. In Acheron, swarms of them are prevalent in Yurtrus's realm.

For more information on rot grubs, see *Volo's Guide to Monsters*.

Swarm of Rot Grubs

Medium swarm of Tiny beasts, unaligned

Armor Class 8
Hit Points 22 (5d8)
Speed 5 ft., climb 5 ft.

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

Damage Resistances piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained
Senses blindsight 10 ft., passive Perception 6
Languages --
Challenge 1/2 (100 XP)

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

Actions

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Yugoloths

Hydroloth

Hydroloths are fearsome aquatic mercenaries whose powers mimic the effects of the River Styx. They are hired by warlords of Acheron to plunder vessels or to recover valuable items lost to the river.

For more information on hydroloths, see *Mordenkainen's Tome of Foes*.

Hydroloth

Medium fiend (yugoloth), neutral evil

Armor Class 15
Hit Points 135 (18d8 + 54)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	19 (+4)	10 (+0)	14 (+2)

Skills Insight +4, Perception +4
Damage Vulnerabilities fire
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Amphibious. The hydroloth can breathe air and water.

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

At will: *darkness, detect magic, dispel magic, invisibility (self only), water walk*

3/day each: *control water, crown of madness, fear, phantasmal killer, suggestion*

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

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

Secure Memory. The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Watery Advantage. While submerged in liquid, the hydroloth has advantage on attack rolls.

Actions

Multiattack. The hydroloth makes two melee attacks. In place of one of these attacks, it can cast one spell that takes 1 action to cast.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Steal Memory (1/Day). The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 16 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A *greater restoration* or *remove curse* spell cast on the target ends this effect early.

Teleport. The hydroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Merrenoloth

These fiendish ship captains form strong bonds with their vessels, ensuring that paying passengers have safe journeys across the River Styx.

For more information, see *Mordenkainen's Tome of Foes*.

Regional Effects

A merrenoloth imbues its vessel with powerful magic that creates one or more of the following effects:

- The ship doesn't sink even if its hull is breached.
- The ship always stays on course to the destination the merrenoloth names.
- Creatures the merrenoloth chooses to take on the ship aren't discomfited by wind or weather, though this effect doesn't protect against damage.

If the merrenoloth dies, these effects fade over the course of 1d6 hours.

Merrenoloth

Medium fiend (yugoloth), neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +5
Skills History +5, Nature +5, Perception +4, Survival +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 3 (700 XP)

Innate Spellcasting. The merrenoloth's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *charm person, darkness, detect magic, dispel magic, gust of wind*

3/day: control water

1/day: control weather

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

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

Teleport. As a bonus action, the merrenoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Actions

Multiattack. The merrenoloth uses Fear Gaze once and makes one oar attack.

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

Fear Gaze. The merrenoloth targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened of the merrenoloth 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.

Appendix B: Monsters by CR

Challenge 0		0 XP
Entoling	Aberration	
Challenge 1/4		**50 XP**
Male Steeder	Monstrosity	
Challenge 1/2		**100 XP**
Avalaraptor	Monstrosity	
Crow of Unraveling	Beast	
Female Steeder	Monstrosity	
Fist of Bane	Humanoid	
Goblin Inventor	Humanoid	
Goblin Wild Rider	Humanoid	
Orc Nurtured One of Yurtrus	Humanoid	
Swarm of Rot Grubs	Beast	
Challenge 1		**250 XP**
Clockroach	Construct	
Formian Worker	Monstrosity	
Gnome Acquirer	Humanoid	
Goblin Vandal-Shaman	Humanoid	
Neophane	Aberration	
Rook Scouting Party	Beast	
Challenge 2		**450 XP**
Aurochs	Beast	
Duergar Dark-Crafter	Humanoid	
Duergar Deep Adept	Humanoid	
Duergar Kavalarachni	Humanoid	
Duergar Stone Guard	Humanoid	
Gnome Murder Lord	Humanoid	
Goblin Steel Biter	Humanoid	
Hobgoblin Iron Shadow	Humanoid	
Iron Consul	Humanoid	
Orc Claw of Luthic	Humanoid	
Orc Hand of Yurtrus	Humanoid	
Rust Dragon Wyrmling	Dragon	
Tirbana Drowser	Monstrosity	
Challenge 3		**700 XP**
Bladeling Warrior	Humanoid	
Duergar Invisible Artisan	Humanoid	
Formian Warrior	Monstrosity	
Goblin Oppressor	Humanoid	
Juvenile Arrowhawk	Monstrosity	
Merrenoloth	Fiend	
Orc Legionnaire	Humanoid	
Orc Red Fang of Shargaas	Humanoid	
Siege Beetle Larvae	Aberration	
Styx Dragon Wyrmling	Dragon	
Voidling	Aberration	
Challenge 4		**1,100 XP**
Bladeling Conjurer	Humanoid	
Bugbear Armipotent	Humanoid	
Duergar Rune Weaver	Humanoid	
Hobgoblin Aegis	Humanoid	
Hobgoblin Blade Bearer	Humanoid	
Hobgoblin Devastator	Humanoid	
Hobgoblin Wrath Shadow	Humanoid	
Orc Blade of Ilneval	Humanoid	
Orc Drummer	Humanoid	
Steelwing Chick	Monstrosity	
Swarm of Avalaraptors	Monstrosity	
Tirbana Slayer	Monstrosity	
Weremole	Humanoid	
Challenge 5		**1,800 XP**
Achaierai	Fiend	
Adult Arrowhawk	Monstrosity	
Duergar Eternal	Humanoid	
Duergar Stormsmith	Humanoid	
Hobgoblin Steel Warden	Humanoid	
Mercane	Fiend	
Orc Darkwalker	Humanoid	
Orog Reaper	Humanoid	
Rook Siege Swarm	Beast	
Steel Devil (Bueroza)	Fiend	
Tanarukk	Fiend	
Tirbana Spawner	Monstrosity	
Xong-Yong	Elemental	
Challenge 6		**2,300 XP**
Black Gauntlet of Bane	Humanoid	
Bugbear Slaughter-Grunt	Humanoid	
Duergar Grim Guardian	Humanoid	
Hobgoblin Waste Layer	Humanoid	
Orc Brood Sister	Humanoid	
Orc Rot-Guard	Humanoid	
Specter of Skiggaret	undead	
Taniwha	Aberration	
Challenge 7		**2,900 XP**
Banelar Naga	Monstrosity	
Bladeling Commander	Humanoid	
Duergar Norothor	Humanoid	

Duergar Thuldor	Humanoid	
Formian Taskmaster	Monstrosity	
Orc Bloodrager	Humanoid	
Swarm of Neophanes	Aberration	
Challenge 8		**3,900 XP**
Decrepit Arrowhawk	Monstrosity	
Duergar Doom Knight	Humanoid	
Elder Arrowhawk	Monstrosity	
Hobgoblin Myrmidon	Humanoid	
Hobgoblin Peacekeeper	Humanoid	
Maug	Construct	
Orog Warshaper	Humanoid	
Siege Beetle Nymph	Aberration	
Warmonger Wasp	Construct	
Challenge 9		**5,000 XP**
Bladeling Priest	Humanoid	
Duergar Arduke	Humanoid	
Hydroloth	Fiend	
Naityan	Fiend	
Orc Stormhammer	Humanoid	
Sucurb	Aberration	
Young Rust Dragon	Dragon	
Challenge 10		**5,900 XP**
Formian Myrmarch	Monstrosity	
Gridelin	Aberration	
The Forgotten	Aberration	
Young Steelwing	Monstrosity	
Young Styx Dragon	Dragon	
Challenge 11		**7,200 XP**
Cassoraptor	Monstrosity	
Naztharune	Fiend	
Challenge 12		**8,400 XP**
Bugbear Death Striker	Humanoid	
Bugbear Destroyer	Humanoid	
Duergar Psion-Geist	Undead	
Kazaht	Monstrosity	Titan
Suloenara	Aberration	
Challenge 13		**10,000 XP**
Bonespear	Monstrosity	
Justicator	Celestial	
Challenge 14		**11,500 XP**
Aorn	Elemental	
Formian Queen	Monstrosity	Legendary Actions
Void Hierophant	Aberration	
Challenge 15		**13,000 XP**
Dreadmaster	Humanoid	
Rakshasa Knight	Fiend	
Challenge 16		**15,000 XP**
Adult Rust Dragon	Dragon	Legendary Actions
Adult Steelwing	Monstrosity	Legendary Actions
Gorebrute	Humanoid	
Sedep	Aberration	
Tetrabrachius Devil	Fiend	
Challenge 17		**18,000 XP**
Adult Styx Dragon	Dragon	Legendary Actions
Merchurion	Construct	
Thynaedius Woe	Humanoid	
Challenge 18		**20,000 XP**
Ragewind	Undead	
Stormghost	Monstrosity	
Challenge 19		**22,000 XP**
Ak'chazar	Fiend	Legendary Actions
Challenge 20		**25,000 XP**
Darkwing, Aspect of Shargaas	Aberration	Avatar
Makhai Wildrunner	Construct	
Strongest Orc, Aspect of Bahgtru	Humanoid	Avatar
The Clawed Vice, Aspect of Urdlen	Aberration	Avatar
The Decapitator, Aspect of Hruggek	Humanoid	Avatar
The Furtive One, Aspect of Grankhul	Humanoid	Avatar
The Gorgosaurus, Aspect of Khurgorbaeyag	Monstrosity	Avatar
The Illithislayer, Aspect of Deep Duerra	Monstrosity	Avatar
The Maggot King, Aspect of Yurtrus	Aberration	Avatar
The Tactician, Aspect of Nomog-Geaya	Humanoid	Avatar
The Toil-Bringer, Aspect of Laduguer	Humanoid	Avatar
The Unifier, Aspect of Bargrivyek	Humanoid	Avatar
Torazan, Aspect of Ilneval	Humanoid	Avatar
Challenge 21		**33,000 XP**
Morndin Gloomstorm	Humanoid	Demigod Legendary Actions
Surupni	Aberration	
Thokk Ninefingers	Humanoid	Demigod Legendary Actions
Challenge 22		**41,000 XP**
Caedes Thin-Head	Aberration	
Chronotyryn	Monstrosity	
Siege Beetle	Aberration	
The Den Mother, Aspect of Luthic	Monstrosity	Avatar
Challenge 23		**50,000 XP**

Ancient Rust Dragon	Dragon	Legendary Actions
Ancient Steelwing	Monstrosity	Legendary Actions
Fzoul Chembryl	Fiend	Demigod Legendary Actions
Warsworn	Undead	
Challenge 24		**62,000 XP**
Ancient Styx Dragon	Dragon	Legendary Actions
Makhai Warrior	Construct	
Challenge 25		**75,000 XP**
Ruinous Brawler	Humanoid	
Ruinous Hoplite	Humanoid	
Ruinous Skirmisher	Humanoid	
Challenge 26		**90,000 XP**
Nether Moray	Aberration	
Challenge 27		**105,000 XP**
Obould Many-Arrows	Humanoid	Demigod Legendary Actions
One-Eye, Aspect of Gruumsh	Humanoid	Avatar Legendary Actions
Challenge 28		**120,000 XP**
Bane as a Quasi-Divine Mortal	Humanoid	Demigod Legendary Actions
Strife, Aspect of Bane	Aberration	Avatar Legendary Actions
Challenge 29		**135,000 XP**
Void Titan	Aberration	Great Old One Legendary Actions
Challenge 30		**155,000 XP**
Caedes Elver	Aberration	Legendary Actions
Sutem	Aberration	
Challenge 33		**215,000 XP**
Yrrga, the Eye of Shadows	Aberration	Great Old One Indoctrination Legendary Actions
Challenge 34		**240,000 XP**
Ever-Forged Makhai	Construct	Legendary Actions
Challenge 35		**265,000 XP**
Caedes	Aberration	Legendary Actions
Grankhul	Humanoid	Lesser Deity Legendary Actions
Hecatoncheires	Monstrosity	Titan Legendary Actions
Challenge 36		**290,000 XP**
Bargrivyek	Humanoid	Lesser Deity Legendary Actions
Grankhul (in lair)	Humanoid	Lesser Deity Legendary Actions
Hruggek	Humanoid	Lesser Deity Legendary Actions
Khurgorbaeyag	Humanoid	Lesser Deity Legendary Actions
Challenge 37		**315,000 XP**
Bahgtru	Humanoid	Lesser Deity Legendary Actions
Deep Duerra	Humanoid	Lesser Deity Legendary Actions
Hruggek (in lair)	Humanoid	Lesser Deity Legendary Actions
Ilneval	Humanoid	Lesser Deity Legendary Actions
Khurgorbaeyag (in lair)	Humanoid	Lesser Deity Legendary Actions
Nomog-Geaya	Humanoid	Lesser Deity Legendary Actions
Shargaas	Humanoid	Lesser Deity Legendary Actions
Shargaas (in lair)	Humanoid	Lesser Deity Legendary Actions
Urdlen	Monstrosity	Lesser Deity Legendary Actions
Yurtrus	Humanoid	Lesser Deity Legendary Actions
Challenge 38		**340,000 XP**
Bane as a Lesser Deity	Humanoid	Lesser Deity Legendary Actions
Bargrivyek (in lair)	Humanoid	Lesser Deity Legendary Actions
Ilneval (in lair)	Humanoid	Lesser Deity Legendary Actions
Laduguer	Humanoid	Lesser Deity Legendary Actions
Nomog-Geaya (in lair)	Humanoid	Lesser Deity Legendary Actions
Urdlen (in lair)	Monstrosity	Lesser Deity Legendary Actions
Yurtrus (in lair)	Humanoid	Lesser Deity Legendary Actions
Challenge 39		**370,000 XP**
Bahgtru (in lair)	Humanoid	Lesser Deity Legendary Actions
Deep Duerra (in lair)	Humanoid	Lesser Deity Legendary Actions
Challenge 40		**400,000 XP**
Laduguer (in lair)	Humanoid	Lesser Deity Legendary Actions
Luthic	Humanoid	Lesser Deity Legendary Actions
Challenge 42		**460,000 XP**
Bane as a Greater Deity	Humanoid	Greater Deity Legendary Actions
Bane as a Lesser Deity (in lair)	Humanoid	Lesser Deity Legendary Actions
Gruumsh	Humanoid	Greater Deity Legendary Actions
Luthic (in lair)	Humanoid	Lesser Deity Legendary Actions
Maglubiyet	Humanoid	Greater Deity Legendary Actions
Challenge 45		**565,000 XP**
Bane as a Greater Deity (in lair)	Humanoid	Greater Deity Legendary Actions
Gruumsh (in lair)	Humanoid	Greater Deity Legendary Actions
Maglubiyet (in lair)	Humanoid	Greater Deity Legendary Actions

Appendix C: Monsters by Type

Aberrations

Entoling	0 (0 XP)	
Neophane	1 (200 XP)	
Siege Beetle Larvae	3 (700 XP)	
Voidling	3 (700 XP)	
Taniwha	6 (2,300 XP)	
Swarm of Neophanes	7 (2,700 XP)	
Siege Beetle Nymph	8 (3,900 XP)	
Sucurb	9 (5,000 XP)	
Gridelin	10 (5,900 XP)	
The Forgotten	10 (5,900 XP)	
Suloenara	12 (8,400 XP)	
Void Hierophant	14 (11,500 XP)	
Sedep	16 (15,000 XP)	
Darkwing, Aspect of Shargaas	20 (25,000 XP)	Avatar
The Clawed Vice, Aspect of Urdlen	20 (25,000 XP)	Avatar
The Maggot King, Aspect of Yurtrus	20 (25,000 XP)	Avatar
Surupni	21 (33,000 XP)	
Caedes Thin-Head	22 (41,000 XP)	
Siege Beetle	22 (41,000 XP)	
Nether Moray	26 (90,000 XP)	
Strife, Aspect of Bane	28 (120,000 XP)	Avatar Legendary Actions
Void Titan	29 (135,000 XP)	Great Old One Legendary Actions
Caedes Elver	30 (155,000 XP)	Legendary Actions
Sutem	30 (155,000 XP)	
Yrrga, the Eye of Shadows	33 (215,000 XP)	Great Old One Indoctrination Legendary Actions
Caedes	35 (265,000 XP)	Legendary Actions

Beasts

Crow of Unraveling	1/2 (100 XP)	
Swarm of Rot Grubs	1/2 (100 XP)	
Rook Scouting Party	1 (200 XP)	
Aurochs	2 (450 XP)	
Rook Siege Swarm	5 (1,800 XP)	

Celestials

Justicator	13 (10,000 XP)	

Constructs

Clockroach	1 (200 XP)	
Maug	8 (3,900 XP)	
Warmonger Wasp	8 (3,900 XP)	
Merchurion	17 (18,000 XP)	
Makhai Wildrunner	20 (25,000 XP)	
Makhai Warrior	24 (62,000 XP)	
Ever-Forged Makhai	34 (240,000 XP)	Legendary Actions

Dragons

Rust Dragon Wyrmling	2 (450 XP)	
Styx Dragon Wyrmling	3 (700 XP)	
Young Rust Dragon	9 (5,000 XP)	
Young Styx Dragon	10 (5,900 XP)	
Adult Rust Dragon	16 (15,000 XP)	Legendary Actions
Adult Styx Dragon	17 (18,000 XP)	Legendary Actions
Ancient Rust Dragon	23 (50,000 XP)	Legendary Actions
Ancient Styx Dragon	24 (62,000 XP)	Legendary Actions

Elementals

Xong-Yong	5 (1,800 XP)	
Aorn	14 (11,500 XP)	

Fiends

Merrenoloth	3 (700 XP)	
Achaierai	5 (1,800 XP)	
Mercane	5 (1,800 XP)	
Steel Devil (Bueroza)	5 (1,800 XP)	
Tanarukk	5 (1,800 XP)	
Hydroloth	9 (5,000 XP)	
Naityan	9 (5,000 XP)	
Naztharune	11 (7,200 XP)	
Rakshasa Knight	15 (13,000 XP)	
Tetrabrachius Devil	16 (15,000 XP)	
Ak'chazar	19 (22,000 XP)	Legendary Actions
Fzoul Chembryl	23 (50,000 XP)	Demigod Legendary Actions

Humanoids

Fist of Bane	1/2 (100 XP)
Goblin Inventor	1/2 (100 XP)
Goblin Wild Rider	1/2 (100 XP)
Orc Nurtured One of Yurtrus	1/2 (100 XP)
Gnome Acquirer	1 (200 XP)
Goblin Vandal-Shaman	1 (200 XP)
Duergar Dark-Crafter	2 (450 XP)
Duergar Deep Adept	2 (450 XP)
Duergar Kavalarachni	2 (450 XP)
Duergar Stone Guard	2 (450 XP)
Gnome Murder Lord	2 (450 XP)
Goblin Steel Biter	2 (450 XP)
Hobgoblin Iron Shadow	2 (450 XP)
Iron Consul	2 (450 XP)
Orc Claw of Luthic	2 (450 XP)
Orc Hand of Yurtrus	2 (450 XP)
Bladeling Warrior	3 (700 XP)
Duergar Invisible Artisan	3 (700 XP)
Goblin Oppressor	3 (700 XP)
Orc Legionnaire	3 (700 XP)
Orc Red Fang of Shargaas	3 (700 XP)
Bladeling Conjurer	4 (1,100 XP)
Bugbear Armipotent	4 (1,100 XP)
Duergar Rune Weaver	4 (1,100 XP)
Hobgoblin Aegis	4 (1,100 XP)
Hobgoblin Blade Bearer	4 (1,100 XP)
Hobgoblin Devastator	4 (1,100 XP)
Hobgoblin Wrath Shadow	4 (1,100 XP)
Orc Blade of Ilneval	4 (1,100 XP)
Orc Drummer	4 (1,100 XP)
Weremole	4 (1,100 XP)
Duergar Eternal	5 (1,800 XP)
Duergar Stormsmith	5 (1,800 XP)
Hobgoblin Steel Warden	5 (1,800 XP)
Orc Darkwalker	5 (1,800 XP)
Orog Reaper	5 (1,800 XP)
Black Gauntlet of Bane	6 (2,300 XP)
Bugbear Slaughter-Grunt	6 (2,300 XP)
Duergar Grim Guardian	6 (2,300 XP)
Hobgoblin Waste Layer	6 (2,300 XP)
Orc Brood Sister	6 (2,300 XP)
Orc Rot-Guard	6 (2,300 XP)
Bladeling Commander	7 (2,700 XP)
Duergar Norothor	7 (2,700 XP)
Duergar Thuldor	7 (2,700 XP)
Orc Bloodrager	7 (2,700 XP)

Humanoids

Duergar Doom Knight	8 (3,900 XP)	
Hobgoblin Myrmidon	8 (3,900 XP)	
Hobgoblin Peacekeeper	8 (3,900 XP)	
Orog Warshaper	8 (3,900 XP)	
Bladeling Priest	9 (5,000 XP)	
Duergar Arduke	9 (5,000 XP)	
Orc Stormhammer	9 (5,000 XP)	
Bugbear Death Striker	12 (8,400 XP)	
Bugbear Destroyer	12 (8,400 XP)	
Dreadmaster	15 (13,000 XP)	
Gorebrute	16 (15,000 XP)	
Thynaedius Woe	17 (18,000 XP)	
Strongest Orc, Aspect of Bahgtru	20 (25,000 XP)	
The Decapitator, Aspect of Hruggek	20 (25,000 XP)	
The Furtive One, Aspect of Grankhul	20 (25,000 XP)	
The Tactician, Aspect of Nomog-Geaya	20 (25,000 XP)	
The Toil-Bringer, Aspect of Laduguer	20 (25,000 XP)	
The Unifier, Aspect of Bargrivyek	20 (25,000 XP)	
Torazan, Aspect of Ilneval	20 (25,000 XP)	
Morndin Gloomstorm	21 (33,000 XP)	Demigod Legendary Actions
Thokk Ninefingers	21 (33,000 XP)	Demigod Legendary Actions
Ruinous Brawler	25 (75,000 XP)	
Ruinous Hoplite	25 (75,000 XP)	
Ruinous Skirmisher	25 (75,000 XP)	
Obould Many-Arrows	27 (105,000 XP)	Demigod Legendary Actions
One-Eye, Aspect of Gruumsh	27 (105,000 XP)	Avatar Legendary Actions
Bane as a Quasi-Divine Mortal	28 (120,000 XP)	Demigod Legendary Actions
Grankhul	35 (265,000 XP)	Lesser Deity Legendary Actions
Bargrivyek	36 (290,000 XP)	Lesser Deity Legendary Actions
Grankhul (in lair)	36 (290,000 XP)	Lesser Deity Legendary Actions
Hruggek	36 (290,000 XP)	Lesser Deity Legendary Actions
Khurgorbaeyag	36 (290,000 XP)	Lesser Deity Legendary Actions
Bahgtru	37 (315,000 XP)	Lesser Deity Legendary Actions
Deep Duerra	37 (315,000 XP)	Lesser Deity Legendary Actions
Hruggek (in lair)	37 (315,000 XP)	Lesser Deity Legendary Actions
Ilneval	37 (315,000 XP)	Lesser Deity Legendary Actions
Khurgorbaeyag (in lair)	37 (315,000 XP)	Lesser Deity Legendary Actions

Humanoids

Nomog-Geaya	37 (315,000 XP)	Lesser Deity Legendary Actions
Shargaas	37 (315,000 XP)	Lesser Deity Legendary Actions
Shargaas (in lair)	37 (315,000 XP)	Lesser Deity Legendary Actions
Yurtrus	37 (315,000 XP)	Lesser Deity Legendary Actions
Bane as a Lesser Deity	38 (340,000 XP)	Lesser Deity Legendary Actions
Bargrivyek (in lair)	38 (340,000 XP)	Lesser Deity Legendary Actions
Ilneval (in lair)	38 (340,000 XP)	Lesser Deity Legendary Actions
Laduguer	38 (340,000 XP)	Lesser Deity Legendary Actions
Nomog-Geaya (in lair)	38 (340,000 XP)	Lesser Deity Legendary Actions
Yurtrus (in lair)	38 (340,000 XP)	Lesser Deity Legendary Actions
Bahgtru (in lair)	39 (370,000 XP)	Lesser Deity Legendary Actions
Deep Duerra (in lair)	39 (370,000 XP)	Lesser Deity Legendary Actions
Laduguer (in lair)	40 (400,000 XP)	Lesser Deity Legendary Actions
Luthic	40 (400,000 XP)	Lesser Deity Legendary Actions
Bane as a Greater Deity	42 (460,000 XP)	Greater Deity Legendary Actions
Bane as a Lesser Deity (in lair)	42 (460,000 XP)	Lesser Deity Legendary Actions
Gruumsh	42 (460,000 XP)	Greater Deity Legendary Actions
Luthic (in lair)	42 (460,000 XP)	Lesser Deity Legendary Actions
Maglubiyet	42 (460,000 XP)	Greater Deity Legendary Actions
Bane as a Greater Deity (in lair)	45 (565,000 XP)	Greater Deity Legendary Actions
Gruumsh (in lair)	45 (565,000 XP)	Greater Deity Legendary Actions
Maglubiyet (in lair)	45 (565,000 XP)	Greater Deity Legendary Actions

Monstrosities

Male Steeder	1/4 (50 XP)	
Avalaraptor	1/2 (100 XP)	
Female Steeder	1/2 (100 XP)	
Formian Worker	1 (200 XP)	
Tirbana Drowser	2 (450 XP)	
Formian Warrior	3 (700 XP)	
Juvenile Arrowhawk	3 (700 XP)	
Steelwing Chick	4 (1,100 XP)	
Swarm of Avalaraptors	4 (1,100 XP)	
Tirbana Slayer	4 (1,100 XP)	
Adult Arrowhawk	5 (1,800 XP)	
Tirbana Spawner	5 (1,800 XP)	
Banelar Naga	7 (2,700 XP)	
Formian Taskmaster	7 (2,700 XP)	
Decrepit Arrowhawk	8 (3,900 XP)	
Elder Arrowhawk	8 (3,900 XP)	
Formian Myrmarch	10 (5,900 XP)	
Young Steelwing	10 (5,900 XP)	
Cassoraptor	11 (7,200 XP)	
Kazaht	12 (8,400 XP)	Titan
Bonespear	13 (10,000 XP)	
Formian Queen	14 (11,500 XP)	Legendary Actions
Adult Steelwing	16 (15,000 XP)	Legendary Actions
Stormghost	18 (20,000 XP)	
The Gorgosaurus, Aspect of Khurgorbaeyag	20 (25,000 XP)	Avatar
The Illithislayer, Aspect of Deep Duerra	20 (25,000 XP)	Avatar
Chronotyryn	22 (41,000 XP)	
The Den Mother, Aspect of Luthic	22 (41,000 XP)	Avatar
Ancient Steelwing	23 (50,000 XP)	Legendary Actions
Hecatoncheires	35 (265,000 XP)	Titan Legendary Actions
Urdlen	37 (315,000 XP)	Lesser Deity Legendary Actions
Urdlen (in lair)	38 (340,000 XP)	Lesser Deity Legendary Actions

Undead

Specter of Skiggaret	6 (2,300 XP)	
Duergar Psion-Geist	12 (8,400 XP)	
Ragewind	18 (20,000 XP)	
Warsworn	23 (50,000 XP)	

Appendix D: Monsters by Layer

Avalas, the First Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Avalaraptor	Unaligned	Monstrosity	1/2 (100 XP)	
Crow of Unraveling	LE	Beast	1/2 (100 XP)	
Fist of Bane	LE	Humanoid	1/2 (100 XP)	
Goblin Inventor	NE	Humanoid	1/2 (100 XP)	
Goblin Wild Rider	NE	Humanoid	1/2 (100 XP)	
Orc Nurtured One of Yurtrus	CE	Humanoid	1/2 (100 XP)	
Swarm of Rot Grubs	Unaligned	Beast	1/2 (100 XP)	
Clockroach	Unaligned	Construct	1 (200 XP)	
Goblin Vandal-Shaman	NE	Humanoid	1 (200 XP)	
Rook Scouting Party	Unaligned	Beast	1 (200 XP)	
Aurochs	Unaligned	Beast	2 (450 XP)	
Goblin Steel Biter	NE	Humanoid	2 (450 XP)	
Hobgoblin Iron Shadow	LE	Humanoid	2 (450 XP)	
Iron Consul	LE	Humanoid	2 (450 XP)	
Orc Claw of Luthic	CE	Humanoid	2 (450 XP)	
Orc Hand of Yurtrus	CE	Humanoid	2 (450 XP)	
Goblin Oppressor	NE	Humanoid	3 (700 XP)	
Juvenile Arrowhawk	LN	Monstrosity	3 (700 XP)	
Merrenoloth	NE	Fiend	3 (700 XP)	
Orc Legionnaire	CE	Humanoid	3 (700 XP)	
Orc Red Fang of Shargaas	CE	Humanoid	3 (700 XP)	
Styx Dragon Wyrmling	LE or LN	Dragon	3 (700 XP)	
Bugbear Armipotent	CE	Humanoid	4 (1,100 XP)	
Hobgoblin Aegis	LE	Humanoid	4 (1,100 XP)	
Hobgoblin Blade Bearer	LE	Humanoid	4 (1,100 XP)	
Hobgoblin Devastator	LE	Humanoid	4 (1,100 XP)	
Hobgoblin Wrath Shadow	LE	Humanoid	4 (1,100 XP)	
Orc Blade of Ilneval	CE	Humanoid	4 (1,100 XP)	
Orc Drummer	CE	Humanoid	4 (1,100 XP)	
Steelwing Chick	N	Monstrosity	4 (1,100 XP)	
Swarm of Avalaraptors	Unaligned	Monstrosity	4 (1,100 XP)	
Achaierai	LE	Fiend	5 (1,800 XP)	
Adult Arrowhawk	LN	Monstrosity	5 (1,800 XP)	
Hobgoblin Steel Warden	LE	Humanoid	5 (1,800 XP)	
Mercane	LN	Fiend	5 (1,800 XP)	
Orc Darkwalker	CE	Humanoid	5 (1,800 XP)	
Orog Reaper	CE	Humanoid	5 (1,800 XP)	
Rook Siege Swarm	Unaligned	Beast	5 (1,800 XP)	
Steel Devil (Bueroza)	LE	Fiend	5 (1,800 XP)	
Tanarukk	CE	Fiend	5 (1,800 XP)	
Black Gauntlet of Bane	LE	Humanoid	6 (2,300 XP)	
Bugbear Slaughter-Grunt	CE	Humanoid	6 (2,300 XP)	

Avalas, the First Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Hobgoblin Waste Layer	LE	Humanoid	6 (2,300 XP)	
Orc Brood Sister	CE	Humanoid	6 (2,300 XP)	
Orc Rot-Guard	CE	Humanoid	6 (2,300 XP)	
Specter of Skiggaret	CE	Undead	6 (2,300 XP)	
Banelar Naga	LE	Monstrosity	7 (2,700 XP)	
Orc Bloodrager	CE	Humanoid	7 (2,700 XP)	
Decrepit Arrowhawk	LN	Monstrosity	8 (3,900 XP)	
Elder Arrowhawk	LN	Monstrosity	8 (3,900 XP)	
Hobgoblin Myrmidon	LE	Humanoid	8 (3,900 XP)	
Hobgoblin Peacekeeper	LE	Humanoid	8 (3,900 XP)	
Maug	LN	Construct	8 (3,900 XP)	
Orog Warshaper	CE	Humanoid	8 (3,900 XP)	
Warmonger Wasp	Unaligned	Construct	8 (3,900 XP)	
Hydroloth	NE	Fiend	9 (5,000 XP)	
Orc Stormhammer	CE	Humanoid	9 (5,000 XP)	
Young Steelwing	N	Monstrosity	10 (5,900 XP)	
Young Styx Dragon	LE or LN	Dragon	10 (5,900 XP)	
Cassoraptor	Unaligned	Monstrosity	11 (7,200 XP)	
Bugbear Death Striker	CE	Humanoid	12 (8,400 XP)	
Bugbear Destroyer	CE	Humanoid	12 (8,400 XP)	
Kazaht	Unaligned	Monstrosity	12 (8,400 XP)	Titan
Justicator	LN	Celestial	13 (10,000 XP)	
Dreadmaster	LE	Humanoid	15 (13,000 XP)	
Adult Steelwing	N	Monstrosity	16 (15,000 XP)	Legendary Actions
Gorebrute	LE	Humanoid	16 (15,000 XP)	
Tetrabrachius Devil	LE	Fiend	16 (15,000 XP)	
Adult Styx Dragon	LE or LN	Dragon	17 (18,000 XP)	Legendary Actions
Ragewind	CE	undead	18 (20,000 XP)	
Darkwing, Aspect of Shargaas	NE	Aberration	20 (25,000 XP)	Avatar
Makhai Wildrunner	Unaligned	Construct	20 (25,000 XP)	
Strongest Orc, Aspect of Bahgtru	LE	Humanoid	20 (25,000 XP)	Avatar
The Decapitator, Aspect of Hruggek	CE	Humanoid	20 (25,000 XP)	Avatar
The Furtive One, Aspect of Grankhul	CE	Humanoid	20 (25,000 XP)	Avatar
The Gorgosaurus, Aspect of Khurgorbaeyag	NE	Monstrosity	20 (25,000 XP)	Avatar
The Maggot King, Aspect of Yurtrus	NE	Aberration	20 (25,000 XP)	Avatar
The Tactician, Aspect of Nomog-Geaya	NE	Humanoid	20 (25,000 XP)	Avatar
The Unifier, Aspect of Bargrivyek	LE	Humanoid	20 (25,000 XP)	Avatar
Torazan, Aspect of Ilneval	LE	Humanoid	20 (25,000 XP)	Avatar
Thokk Ninefingers	LN	Humanoid	21 (33,000 XP)	Demigod Legendary Actions
Chronotyryn	LE	Monstrosity	22 (41,000 XP)	
The Den Mother, Aspect of Luthic	LE	Monstrosity	22 (41,000 XP)	Avatar
Ancient Steelwing	N	Monstrosity	23 (50,000 XP)	Legendary Actions
Fzoul Chembryl	LE	Fiend	23 (50,000 XP)	Demigod Legendary Actions
Warsworn	NE	Undead	23 (50,000 XP)	

Avalas, the First Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Ancient Styx Dragon	LE or LN	Dragon	24 (62,000 XP)	Legendary Actions
Makhai Warrior	Unaligned	Construct	24 (62,000 XP)	
Ruinous Brawler	LE	Humanoid	25 (75,000 XP)	
Ruinous Hoplite	LE	Humanoid	25 (75,000 XP)	
Ruinous Skirmisher	LE	Humanoid	25 (75,000 XP)	
Obould Many-Arrows	LE	Humanoid	27 (105,000 XP)	Demigod Legendary Actions
One-Eye, Aspect of Gruumsh	CE	Humanoid	27 (105,000 XP)	Avatar Legendary Actions
Bane as a Quasi-Divine Mortal	LE	Humanoid	28 (120,000 XP)	Demigod Legendary Actions
Strife, Aspect of Bane	LE	Aberration	28 (120,000 XP)	Avatar Legendary Actions
Ever-Forged Makhai	Unaligned	Construct	34 (240,000 XP)	
Grankhul	CE	Humanoid	35 (265,000 XP)	Avatar
Hecatoncheires	CE	Monstrosity	35 (265,000 XP)	Titan Legendary Actions
Bargrivyek	LE	Humanoid	36 (290,000 XP)	Lesser Deity Legendary Actions
Grankhul (in lair)	CE	Humanoid	36 (290,000 XP)	Lesser Deity Legendary Actions
Hruggek	CE	Humanoid	36 (290,000 XP)	Lesser Deity Legendary Actions
Khurgorbaeyag	NE	Humanoid	36 (290,000 XP)	Lesser Deity Legendary Actions
Bahgtru	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Hruggek (in lair)	CE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Ilneval	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Khurgorbaeyag (in lair)	NE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Nomog-Geaya	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Shargaas	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Shargaas (in lair)	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Yurtrus	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Bane as a Lesser Deity	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Bargrivyek (in lair)	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Ilneval (in lair)	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Nomog-Geaya (in lair)	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Yurtrus (in lair)	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Bahgtru (in lair)	LE	Humanoid	39 (370,000 XP)	Lesser Deity Legendary Actions
Luthic	LE	Humanoid	40 (400,000 XP)	Lesser Deity Legendary Actions
Bane as a Greater Deity	LE	Humanoid	42 (460,000 XP)	Greater Deity Legendary Actions
Bane as a Lesser Deity (in lair)	LE	Humanoid	42 (460,000 XP)	Lesser Deity Legendary Actions

Avalas, the First Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Gruumsh	CE	Humanoid	42 (460,000 XP)	Greater Deity Legendary Actions
Luthic (in lair)	LE	Humanoid	42 (460,000 XP)	Lesser Deity Legendary Actions
Maglubiyet	LE	Humanoid	42 (460,000 XP)	Greater Deity Legendary Actions
Bane as a Greater Deity (in lair)	LE	Humanoid	45 (565,000 XP)	Greater Deity Legendary Actions
Gruumsh (in lair)	CE	Humanoid	45 (565,000 XP)	Greater Deity Legendary Actions
Maglubiyet (in lair)	LE	Humanoid	45 (565,000 XP)	Greater Deity Legendary Actions

Thuldanin, the Second Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Male Steeder	Unaligned	Monstrosity	1/4 (50 XP)	
Female Steeder	Unaligned	Monstrosity	1/2 (100 XP)	
Clockroach	Unaligned	Construct	1 (200 XP)	
Formian Worker	LN	Monstrosity	1 (200 XP)	
Gnome Acquirer	CE	Humanoid	1 (200 XP)	
Neophane	Unaligned	Aberration	1 (200 XP)	
Duergar Dark-Crafter	LE	Humanoid	2 (450 XP)	
Duergar Deep Adept	LE	Humanoid	2 (450 XP)	
Duergar Kavalarachni	LE	Humanoid	2 (450 XP)	
Duergar Stone Guard	LE	Humanoid	2 (450 XP)	
Gnome Murder Lord	CE	Humanoid	2 (450 XP)	
Rust Dragon Wyrmling	LE or LN	Dragon	2 (450 XP)	
Tirbana Drowser	LN	Monstrosity	2 (450 XP)	
Duergar Invisible Artisan	LE	Humanoid	3 (700 XP)	
Formian Warrior	LN	Monstrosity	3 (700 XP)	
Siege Beetle Larvae	Unaligned	Aberration	3 (700 XP)	
Duergar Rune Weaver	LE	Humanoid	4 (1,100 XP)	
Tirbana Slayer	LN	Monstrosity	4 (1,100 XP)	
Weremole	CE	Humanoid	4 (1,100 XP)	
Achaierai	LE	Fiend	5 (1,800 XP)	
Duergar Eternal	LE	Humanoid	5 (1,800 XP)	
Duergar Stormsmith	LE	Humanoid	5 (1,800 XP)	
Mercane	LN	Fiend	5 (1,800 XP)	
Steel Devil (Bueroza)	LE	Fiend	5 (1,800 XP)	
Tirbana Spawner	LN	Monstrosity	5 (1,800 XP)	
Duergar Grim Guardian	LE	Humanoid	6 (2,300 XP)	
Duergar Norothor	LE	Humanoid	7 (2,700 XP)	
Duergar Thuldor	LE	Humanoid	7 (2,700 XP)	
Formian Taskmaster	LN	Monstrosity	7 (2,700 XP)	
Swarm of Neophanes	Unaligned	Aberration	7 (2,700 XP)	
Duergar Doom Knight	LE	Humanoid	8 (3,900 XP)	
Maug	LN	Construct	8 (3,900 XP)	
Siege Beetle Nymph	Unaligned	Aberration	8 (3,900 XP)	

Thuldanin, the Second Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Duergar Arduke	LE	Humanoid	9 (5,000 XP)	
Naityan	LE	Fiend	9 (5,000 XP)	
Sucurb	LE	Aberration	9 (5,000 XP)	
Young Rust Dragon	LE or LN	Dragon	9 (5,000 XP)	
Formian Myrmarch	LN	Monstrosity	10 (5,900 XP)	
Gridelin	LE	Aberration	10 (5,900 XP)	
Naztharune	LE	Fiend	11 (7,200 XP)	
Duergar Psion-Geist	LE	Undead	12 (8,400 XP)	
Suloenara	LE	Aberration	12 (8,400 XP)	
Bonespear	Unaligned	Monstrosity	13 (10,000 XP)	
Justicator	LN	Celestial	13 (10,000 XP)	
Formian Queen	LN	Monstrosity	14 (11,500 XP)	Legendary Actions
Rakshasa Knight	LE	Fiend	15 (13,000 XP)	
Adult Rust Dragon	LE or LN	Dragon	16 (15,000 XP)	Legendary Actions
Sedep	LE	Aberration	16 (15,000 XP)	
Tetrabrachius Devil	LE	Fiend	16 (15,000 XP)	
Ak'chazar	LE	Fiend	19 (22,000 XP)	Legendary Actions
The Clawed Vice, Aspect of Urdlen	CE	Aberration	20 (25,000 XP)	Avatar
The Illithislayer, Aspect of Deep Duerra	LE	Monstrosity	20 (25,000 XP)	Avatar
The Toil-Bringer, Aspect of Laduguer	LE	Humanoid	20 (25,000 XP)	Avatar
Morndin Gloomstorm	LE	Humanoid	21 (33,000 XP)	Demigod Legendary Actions
Surupni	LE	Aberration	21 (33,000 XP)	
Siege Beetle	Unaligned	Aberration	22 (41,000 XP)	
Ancient Rust Dragon	LE or LN	Dragon	23 (50,000 XP)	Legendary Actions
Sutem	LE	Aberration	30 (155,000 XP)	
Deep Duerra	LE	Humanoid	37 (315,000 XP)	Lesser Deity Legendary Actions
Urdlen	CE	Monstrosity	37 (315,000 XP)	Lesser Deity Legendary Actions
Laduguer	LE	Humanoid	38 (340,000 XP)	Lesser Deity Legendary Actions
Urdlen (in lair)	CE	Monstrosity	38 (340,000 XP)	Lesser Deity Legendary Actions
Deep Duerra (in lair)	LE	Humanoid	39 (370,000 XP)	Lesser Deity Legendary Actions
Laduguer (in lair)	LE	Humanoid	40 (400,000 XP)	Lesser Deity Legendary Actions

Tintibulus, the Third Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Xong-Yong	N	Elemental	5 (1,800 XP)	
Taniwha	N	Aberration	6 (2,300 XP)	
Justicator	LN	Celestial	13 (10,000 XP)	
Aorn	LN	Elemental	14 (11,500 XP)	
Merchurion	Any	Construct	17 (18,000 XP)	
Thynaedius Woe	N	Humanoid	17 (18,000 XP)	
Caedes Thin-Head	NE	Aberration	22 (41,000 XP)	
Nether Moray	Unaligned	Aberration	26 (90,000 XP)	
Caedes Elver	NE	Aberration	30 (155,000 XP)	Legendary Actions
Caedes	NE	Aberration	35 (265,000 XP)	Legendary Actions

Ocanthus, the Fourth Layer of Acheron

Monster	Alignment	Creature Type	Challenge Rating	Special
Bladeling Warrior	LE or LN	Humanoid	3 (700 XP)	
Voidling	Unaligned	Aberration	3 (700 XP)	
Bladeling Conjurer	LE or LN	Humanoid	4 (1,100 XP)	
Bladeling Commander	LE or LN	Humanoid	7 (2,700 XP)	
Bladeling Priest	LE or LN	Humanoid	9 (5,000 XP)	
The Forgotten	Unaligned	Aberration	10 (5,900 XP)	
Void Hierophant	Unaligned	Aberration	14 (11,500 XP)	
Stormghost	NE	Monstrosity	18 (20,000 XP)	
Void Titan	Unaligned	Aberration	29 (135,000 XP)	Great Old One Legendary Actions
Yrrga, the Eye of Shadows	Unaligned	Aberration	33 (215,000 XP)	Great Old One Indoctrination Legendary Actions



Appendix E: Monsters by Special Characteristics

Avatars

Monster	Alignment	Aspect Of	Challenge Rating
Darkwing	NE	Shargaas	20 (25,000 XP)
Strongest Orc	LE	Bahgtru	20 (25,000 XP)
The Clawed Vice	CE	Urdlen	20 (25,000 XP)
The Decapitator	CE	Hruggek	20 (25,000 XP)
The Furtive One	CE	Grankhul	20 (25,000 XP)
The Gorgosaurus	NE	Khurgorbaeyag	20 (25,000 XP)
The Illithislayer	LE	Deep Duerra	20 (25,000 XP)
The Maggot King	NE	Yurtrus	20 (25,000 XP)
The Tactician	NE	Nomog-Geaya	20 (25,000 XP)
The Toil-Bringer	LE	Laduguer	20 (25,000 XP)
The Unifier	LE	Bargrivyek	20 (25,000 XP)
Torazan	LE	Ilneval	20 (25,000 XP)
The Den Mother	LE	Luthic	22 (41,000 XP)
One-Eye	CE	Gruumsh	27 (105,000 XP)
Strife	LE	Bane	28 (120,000 XP)

Demigods

Monster	Alignment	Creature Type	Challenge Rating
Morndin Gloomstorm	LE	Humanoid	21 (33,000 XP)
Thokk Ninefingers	LN	Humanoid	21 (33,000 XP)
Fzoul Chembryl	LE	Fiend	23 (50,000 XP)
Obould Many-Arrows	LE	Humanoid	27 (105,000 XP)
Bane as a Quasi-Divine Mortal	LE	Humanoid	28 (120,000 XP)

Greater Deities

Monster	Alignment	Creature Type	Challenge Rating
Bane as a Greater Deity	LE	Humanoid	42 (460,000 XP)
Gruumsh	CE	Humanoid	42 (460,000 XP)
Maglubiyet	LE	Humanoid	42 (460,000 XP)
Bane as a Greater Deity (in lair)	LE	Humanoid	45 (565,000 XP)
Gruumsh (in lair)	CE	Humanoid	45 (565,000 XP)
Maglubiyet (in lair)	LE	Humanoid	45 (565,000 XP)

Great Old Ones

Monster	Alignment	Creature Type	Challenge Rating
Void Titan	Unaligned	Aberration	29 (135,000 XP)
Yrrga, the Eye of Shadows	Unaligned	Aberration	33 (215,000 XP)

Lesser Deities

Monster	Alignment	Creature Type	Challenge Rating
Grankhul	CE	Humanoid	35 (265,000 XP)
Bargrivyek	LE	Humanoid	36 (290,000 XP)
Grankhul (in lair)	CE	Humanoid	36 (290,000 XP)
Hruggek	CE	Humanoid	36 (290,000 XP)
Khurgorbaeyag	NE	Humanoid	36 (290,000 XP)
Bahgtru	LE	Humanoid	37 (315,000 XP)
Deep Duerra	LE	Humanoid	37 (315,000 XP)
Hruggek (in lair)	CE	Humanoid	37 (315,000 XP)
Ilneval	LE	Humanoid	37 (315,000 XP)
Khurgorbaeyag (in lair)	NE	Humanoid	37 (315,000 XP)
Nomog-Geaya	LE	Humanoid	37 (315,000 XP)
Shargaas	LE	Humanoid	37 (315,000 XP)
Shargaas (in lair)	LE	Humanoid	37 (315,000 XP)
Urdlen	CE	Monstrosity	37 (315,000 XP)
Yurtrus	LE	Humanoid	37 (315,000 XP)
Bane as a Lesser Deity	LE	Humanoid	38 (340,000 XP)
Bargrivyek (in lair)	LE	Humanoid	38 (340,000 XP)
Ilneval (in lair)	LE	Humanoid	38 (340,000 XP)
Laduguer	LE	Humanoid	38 (340,000 XP)
Nomog-Geaya (in lair)	LE	Humanoid	38 (340,000 XP)
Urdlen (in lair)	CE	Monstrosity	38 (340,000 XP)
Yurtrus (in lair)	LE	Humanoid	38 (340,000 XP)
Bahgtru (in lair)	LE	Humanoid	39 (370,000 XP)
Deep Duerra (in lair)	LE	Humanoid	39 (370,000 XP)
Laduguer (in lair)	LE	Humanoid	40 (400,000 XP)
Luthic	LE	Humanoid	40 (400,000 XP)
Bane as a Lesser Deity (in lair)	LE	Humanoid	42 (460,000 XP)
Luthic (in lair)	LE	Humanoid	42 (460,000 XP)

Non-Deity Monsters with Epic Die Traits

Monster	Alignment	Creature Type	Challenge Rating
Thynaedius Woe	N	Humanoid	17 (18,000 XP)
Makhai Wildrunner	Unaligned	Construct	20 (25,000 XP)
Morndin Gloomstorm	LE	Humanoid	21 (33,000 XP)
Surupni	LE	Aberration	21 (33,000 XP)
Thokk Ninefingers	LN	Humanoid	21 (33,000 XP)
Caedes Thin-Head	NE	Aberration	22 (41,000 XP)
Siege Beetle	Unaligned	Aberration	22 (41,000 XP)
Ancient Rust Dragon	LE or LN	Dragon	23 (50,000 XP)
Fzoul Chembryl	LE	Fiend	23 (50,000 XP)
Warsworn	NE	Undead	23 (50,000 XP)
Ancient Styx Dragon	LE or LN	Dragon	24 (62,000 XP)
Makhai Warrior	Unaligned	Construct	24 (62,000 XP)
Ruinous Brawler	LE	Humanoid	25 (75,000 XP)
Ruinous Hoplite	LE	Humanoid	25 (75,000 XP)
Ruinous Skirmisher	LE	Humanoid	25 (75,000 XP)
Obould Many-Arrows	LE	Humanoid	27 (105,000 XP)
Bane as a Quasi-Divine Mortal	LE	Humanoid	28 (120,000 XP)
Caedes Elver	NE	Aberration	30 (155,000 XP)
Sutem	LE	Aberration	30 (155,000 XP)
Ever-Forged Makhai	Unaligned	Construct	34 (240,000 XP)
Caedes	NE	Aberration	35 (265,000 XP)
Hecatoncheires	CE	Monstrosity	35 (265,000 XP)



Non-Deity Monsters with Legendary Actions

Monster	Alignment	Creature Type	Challenge Rating
Formian Queen	LN	Monstrosity	14 (11,500 XP)
Adult Rust Dragon	LE or LN	Dragon	16 (15,000 XP)
Adult Steelwing	N	Monstrosity	16 (15,000 XP)
Adult Styx Dragon	LE or LN	Dragon	17 (18,000 XP)
Ak'chazar	LE	Fiend	19 (22,000 XP)
Morndin Gloomstorm	LE	Humanoid	21 (33,000 XP)
Thokk Ninefingers	LN	Humanoid	21 (33,000 XP)
Ancient Rust Dragon	LE or LN	Dragon	23 (50,000 XP)
Ancient Steelwing	N	Monstrosity	23 (50,000 XP)
Fzoul Chembryl	LE	Fiend	23 (50,000 XP)
Ancient Styx Dragon	LE or LN	Dragon	24 (62,000 XP)
Obould Many-Arrows	LE	Humanoid	27 (105,000 XP)
One-Eye, Aspect of Gruumsh	CE	Humanoid	27 (105,000 XP)
Bane as a Quasi-Divine Mortal	LE	Humanoid	28 (120,000 XP)
Strife, Aspect of Bane	LE	Aberration	28 (120,000 XP)
Void Titan	Unaligned	Aberration	29 (135,000 XP)
Caedes Elver	NE	Aberration	30 (155,000 XP)
Yrrga, the Eye of Shadows	Unaligned	Aberration	33 (215,000 XP)
Ever-Forged Makhai	Unaligned	Construct	34 (240,000 XP)
Caedes	NE	Aberration	35 (265,000 XP)
Hecatoncheires	CE	Monstrosity	35 (265,000 XP)

Titans

Monster	Alignment	Creature Type	Challenge Rating
Kazaht	Unaligned	Monstrosity	12 (8,400 XP)
Hecatoncheires	CE	Monstrosity	35 (265,000 XP)

Appendix F: NPC Names

Bugbear Names

Bugbear names tend to be simple. Most consist of one or two guttural syllables. A bugbear's name gives no indication of gender.

Bugbear Names

d20	Male Name
1	Klarg
2	Grol
3	Blarg
4	Bolgus
5	Bulkar
6	Morga
7	Balsag
8	Jutt
9	Meff
10	Hruggath
11	Thark
12	Thork
13	Rith
14	Gargoth
15	Zhin
16	Rozzark
17	Dazzin
18	Dolk
19	Blagak
20	Vurk

Duergar Names

The Duergar Names tables below shows some sample first names. Duergar last names represent their clan, and are be based on their family's profession.

Duergar Names

2d20	Male Name	Female Name
2	Gorglak	Skella
3	Gartokkar	Errde
4	Welz	Ylsa
5	Horgar	Ghared
6	Hemeth	Nimira
7	Lorthio	Kavalra
8	Ghuldur	Nisha
9	Krimgol	Marna
10	Snurrevin	Ukzorra
11	Valtagar	Brona
12	Duldor	Ubrix
13	Grimdor	Fumira
14	Rojkarn	Krinxa

Duergar Names

2d20	Male Name	Female Name
15	Malgorn	Wolthra
16	Zelk	Azgra
17	Lorga	Narlith
18	Aximus	Roxinda
19	Exakarus	Sorka
20	Brok	Svilla
21	Ghorso	Torga
22	Bulborm	Falthra
23	Daash	Helgra
24	Krod	Stalagma
25	Muzdrok	Nezza
26	Kalrog	Proxna
27	Klang	Warda
28	Prax	Brakka
29	Forn	Korla
30	Wulluk	Zagra
31	Greorx	Nura
32	Hwahl	Speleosa
33	Uzwurn	Durundra
34	Hax	Bralith
35	Mruuzdain	Sunmerva
36	Oznur	Akith
37	Ramdrax	Garlynth
38	Tarnvur	Xarta
39	Yarox	Ygarra
40	Orn	Muatha

Duergar Clan Names

d20	Clan Name	Profession
1	Steelshadow	Weaponsmiths
2	Ironhead	Weaponsmiths
3	Thrazgad	Weaponsmiths
4	Firehand	Smelters
5	Anvilthew	Toolmakers
6	Thuldark	Metalworks and jewels
7	Henstak	Food
8	Muzgardt	Brewers
9	Coalhewer	Coal miners
10	Xardelvar	Gas miners
11	Saltbaron	Salt miners
12	Parlynsurk	Clothing manufacturers
13	Hammercane	Construction engineers
14	Xundom	Steeder breeders

Duergar Clan Names

d20	Clan Name	Profession
15	Burakrinwurn	Dock operators
16	Xornbane	Scouts and prospectors
17	Blackskull	Stonemasons
18	Bukbukken	Farming
19	Thordensonn	Jewelers
20	Runehammer	Artificers and rune specialists

Goblin Names

Goblin names, much like the Goblin language, mimics certain sounds that resemble unintelligible words, or a nonsense mixing of two Common words. A goblin's name gives no indication of gender.

Goblin Names

2d20	Male Name		
2	Gwerk	22	Ratcha
3	Larv	23	Zukluk
4	Snokk	24	Yeemik
5	Pojo	25	Yegg
6	Tot	26	Lhupo
7	Blik	27	Dribblespit
8	Flik	28	Zob
9	Beedo	29	Globby
10	Vark	30	Bootlick
11	Derp	31	Earstabber
12	Gum-Gum	32	Huggybug
13	Jilk	33	Salt Nose
14	Longo	34	Glom
15	Yek	35	Lulz
16	Hark	36	Vellix
17	Gleek	37	Grenl
18	Lop	38	Mougra
19	Nitch	39	Splugoth
20	Slibberdabber	40	Krenko
21	Snigbat		

Hobgoblin Names

Hobgoblin names resemble the grandiosity with which they view themselves. Their last names are usually bestowed upon them as rewards, with intermediate-ranking hobgoblins having single-word last names, and higher ranking hobgoblins boasting a last name beginning with "the." A hobgoblin's name gives no indication of gender.

Hobgoblin Names

d20	First Name	Title - Intermediate	Title - Elite Level
1	Merdur	Grimace	The Behemoth
2	Mozorg	Fume	The Axe
3	Targor	Hook	The Sword
4	Azrok	Glare	The Tyrant
5	Lurkana	Thunder	The Vengeful
6	Lurrash	Snarl	The Cruel
7	Kliyuse	Grin	The Shield
8	Kinrob	Pummel	The Prosecutor
9	Doomcrown	Burn	The Judicator
10	Jarrk	Rebuke	The Breaker
11	Kurlog	Scorn	The Executioner
12	Yargoth	Shred	The Honorable
13	Durnn	Smush	The Butcher
14	Grunka	Steel	The Wrath
15	Fraht	Scorch	The Knife
16	Garla	Bellow	The Beast
17	Z'neth	Crunch	The Rotten
18	Graj	Bark	The Warmonger
19	Grath	Seethe	The Bull
20	Mel	Ruin	The Harsh

Orc Names

Orc names don't always have meaning in the Orc language, and most noteworthy orcs are given epithets by their tribe mates.

Orc Names

d20	Male Name	Female Name	Epiphet
1	Grutok	Kansif	The Filthy
2	Lortar	Ownska	Skull Cleaver
3	Abzug	Emen	Eye Gouger
4	Shugog	Sutha	Iron Tusk
5	Urzul	Myev	Skin Flayer
6	Ruhk	Neega	Bone Crusher
7	Mobad	Baggi	Flesh Ripper
8	Shamog	Shautha	Doom Hammer
9	Mugrub	Ovak	Elf Butcher
10	Bajok	Vola	Spine Snapper
11	Rhorog	Engong	Death Spear
12	Jahrukk	Volen	The Brutal
13	Ront	Keeh	Bone Squelcher
14	Gudzog	Vuagvu	Brain Gasher
15	Ojukk	Sodke	Pride Cutter
16	Drorzol	Agne	Rib Dissector
17	Ghon	Geen	The Turbulent
18	Uggol	Siz	Tooth Lance
19	Bhak	Ryeh	Dark Clobberer
20	Randab	Shaum	Anger Carver

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THANK YOU
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SUPPORT

PREPARE FOR WAR

I feel I must set forth a disclaimer, as I intend to continue writing these guidebooks: Please, do not take my tales, my advice, or any enthusiasm I project within these pages as an incentive to actually visit a realm like Acheron. I assure you, you will die there. Now certainly, a book such as this will be invaluable to any experienced, competent adventurers who are willing to risk their lives in the pursuit of vain glory or wealth, those who will regardless ignore any and all of my warnings. That is their choice, and their life to spend. However, I write these books largely for the curious scholar, as a way for most of you to safely discover the plane, and as a deterrent to undertake the journey yourself. So yes, my advice is this: Don't go to Acheron, for that is madness. Read this tome instead, and experience a realm so cold, hard, and razor-edged though my eyes instead.

- Ulraunt, Keeper of Tomes, Candlekeep



Follow Ulraunt to Acheron as his grand narrative takes you from Avalas to Ocanthus, providing adventure, excitement, and inspiration for your table.

Visit the numerous cubes and strange societies of a plane ravaged by endless war. Many deities make their home here, such as Bane, the god of tyranny, the entire duergar, goblinoid, and orc pantheons, as well as the blood-god, Urdlen, gnomish god of greed and murder. Each deity is presented with lore, roleplaying tips, and statistics.

Apart from the deities, whose CRs range above 40, the bestiary will help you populate Acheron with more than 140 new stat blocks, ranging all the way from CR 0 to CR 35. The book also has guidelines for making your own monsters from CR 31 - 45.

On top of all that, players get all the tools they need to create new and exciting characters themed around Acheron with new races, subclasses, spells, and more.

This 250+ page tome includes everything you need to bring your campaign to Acheron. Keep in mind that the Infinite Battlefield is an alien and war-torn place where armies clash and fiends congregate from across the Lower Planes. If you still wish to adventure on the plane of atrophy and conflict, prepare for war.