

CREATURES OF EBERRON

SIXEL PUBLISHING

**More Monsters and NPCs
for the world's greatest roleplaying game**



CREDITS

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Art

All of the art is courtesy of the free art found on DMSGUILD. Someday we'll be big enough to pay for art, we hope.

A NOTE FROM THE DESIGNER

Nearly all of these are updates or edits to previously published statblocks. There are some original monsters and NPCs....

Thanks for purchasing this, regardless of what you paid. Every penny helps.

Disclaimer: The designer of this template did not come up with a clever disclaimer, but felt obligated to format this template with it nonetheless.

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SOURCES

I'm not sure I can list all the original sources! Where I use sources, I mention them in the writeup. Those without a source mentioned are original creations or very loosely based on a mention in a book.

5e books

Eberron Rising refers to Eberron: Rising from the Last War

Exploring Eberron is for sale on DMsGuild and is written by Keith Baker and others.

Basic Rules are the free rules available from Wizards of the Coast. Where possible, I provide links to the statistics on DnDBeyond.

MM refers to the Monster Manual

4e books and more

4e Guide refers to the 4e Eberron Campaign Guide

3.x books and more

Dragon Magazine

Five Nations

The Forge of War

Magic of Eberron

Secrets of Sarlona

Secrets of Xen'drik

Sharn – City of Towers

INTRODUCTION

Every campaign can use more adversaries!

We've scoured a lot of old Eberron content to bring you 5e versions of monsters and NPCs for your campaign. The contents are alphabetical, though some things like mounts are found under their category, not their individual names.

ON THE MONSTERS AND NPCs HEREIN

In addition to this supplement, you can find our (needs editing, we admit it.... it's coming) [Unusual Living Spells](#) PDF on DMsGuild. It has dozens of living spells. All the living spells in this book are different from those, however.

Some of the creatures won't necessarily fit your vision of Eberron, and that's ok. You might want to change the description, but still use the statblocks. It's the easiest way to make a new monster. Find a picture of what is in your head on the internet, change the description to that, but use the statblocks from this (or any other) book. If the Daelkyr can re-skin, so can you.....

The creatures found here often have abilities not found in 5e. These are conversions of abilities from earlier versions of the game. If that's a problem, substitute an appropriate ability for the ability you don't like.

Lastly, some of the creatures here are MUCH LESS powerful than their earlier versions. The Chaos Fleet comes to mind. I'd like these monsters to be more accessible than they might otherwise be....

ON ERRORS AND ISSUES

You are likely reading the second version of this document, so if you find things that need fixing, let us know. It's not always easy to eyeball dozens of statblocks, and mistakes will likely happen. Apologies in advance for that.

ON LEGENDARY MONSTERS

The legendary monsters are placeholders, for now. For every five copies of the PDF that sells, we will add a legendary monster (up to the list in the PDF).

Update: We are nearly at 30, so I'm going to assume we hit 35 someday.....

Also, since we already have one monster that can kind of teleport, and there is a mythic spider monster in the Theros book.....I'm changing Pa Nuk from a spider to a catoblepas. I hope you enjoy this change.

CREATURES

AKLEU

This hunched creature has a translucent body allowing those unlucky enough to meet one to see its bones and intestines (it seems to have no muscles, however). Emaciated and skeletal, its long arms and legs are out of proportion from its body and seem to contain too many joints. Its head is shaped like a shark's, flat and wedge shaped with several rows of teeth. This fiend was brought to Eberron by the daelkyr millennia ago. Few still exist on Eberron. Those that do like to hunt in packs. (adapted from *Horrors of the Daelkyr* in *Dragon* 348)

AKLEU

Medium fiend, neutral evil

Armor Class 15

Hit Points 97 (13d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	7 (-2)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 16

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Nearly Invisible. Attacks on the akleu have disadvantage.

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

Sneak Attack (1/Turn). The akleu deals an extra 14 (4d6) 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 akleu that isn't incapacitated and the akleu doesn't have disadvantage on the attack roll

ACTIONS

Mutliattack: The akleu makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 17 (4d6 + 3) damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (3d6 + 3) damage. The target must make a DC 14 Constitution save or be poisoned until the end of its next turn.

ALCHEMY BEETLE

An alchemy beetle is 4 feet long and 2 feet wide. It has a black iron head similar to a stag beetle's. Six jointed black iron legs, the front two tipped with hooks, support a metal framework. A glass hemisphere sits in the framework, fused to the beetle by what look like black metal veins. This hemisphere is filled with a random alchemical fluid. (adapted from *Secrets of Xen'drik*)

ALCHEMY BEETLE

Small construct, unaligned

Armor Class 14

Hit Points 22 (4d8+4)

Speed 20 ft., fly 90 ft.

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

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages None

Challenge 1 (200 XP)

ACTIONS

Mutliattack. The beetle makes two claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 1) piercing damage and the target is subject to one of the alchemical effects below. Each beetle has only one type of effect.

Alchemical Effect: Each beetle has one of the following effects:

- **Fire:** The target takes 4 (1d4+2) fire damage
- **Sticky Goo:** The target takes 2 (1d4) acid damage and is slowed for one round.
- **Acid:** The target takes 4 (1d4+2) acid damage.
- **Sleep Poison:** The target must make a DC Constitution save or fall asleep. Targets with more than 4 hit dice are immune.
- **Toxin:** The target takes 4 (1d4+2) poison damage and is poisoned for one round.
- **Lightning Surge:** The target takes 2 (1d4) lightning damage and must make a DC 12 Dexterity save or be Incapacitate for 1 round.
- **Thunderous Cloud:** The target takes 2 (1d4) thunder damage. All creatures within 10 feet of the beetle must make a DC 12 Strength check or be pushed 5 feet.
- **Freezing Cold:** The target takes 2(1d4) cold damage and must make a DC 12 Strength check or be frozen in place for one round. A frozen creature can take actions but cannot move.

Exploding Death: Each creature within 10 feet of the beetle when it is reduced to zero hit points must make a DC 12 Dexterity save. On a failure, the target takes 15 damage (type determined by the beetle's Alchemical Effect) and is subject to any secondary effect of the Alchemical Effect, taking half damage on a success and not being subject to other effects.

ASH REMNANT

An ash remnant is an undead made up of ash and small stones. They lie in wait on the border of the Mournlands, waiting to attack the living. They are filled with rage and hatred because they could see the border of the Mourning when it came but could not quite escape death. Killing is their only reason for existence at this point. (adapted from the 4E Guide.)

They are almost always lying on the ground when first encountered.....with a passive perception of 16 needed to see them.

ASH REMNANT

Medium undead, chaotic evil

Armor Class 15

Hit Points 97 (13d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Damage Resistances Cold, Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened

Senses Passive Perception 10

Languages Understands Common, but cannot speak

Challenge 5 (1,800 XP)

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

ACTIONS

Grasping Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 7 (2d6) necrotic damage and the target is marked. The target must make a DC 16 Strength (Athletics) check or be grappled. On a failure, the remnant breathes ash into the target's face. +10 to hit, 10 psychic damage and the target is Stunned until the end of its next turn.

REACTIONS

Shifting Ash and Sand. Whenever a creature marked by the remnant moves, the remnant can move to remain next to it. This movement does not provoke opportunity attacks.



THE WARLOCK OF THE ABERRANT SCAR

The Aberrant Scar is a slab of stone found in the Northwest corner of the Shadow Marches. (details can be found in the 4e Guide.)

Its surface is marred by cracks that bear a strange resemblance to aberrant dragonmarks.....and people have been trying to find and study it for centuries. Recently, the warlock Ghalerath took up residence in a tower nearby. She has somehow convinced the aberrations she found there to work with her (perhaps by becoming one herself). She believes she is working to prevent a horrific future.

Orcs from a nearby tribe tried to drive her out, but they too have been corrupted by the power of the stone, and now serve the warlock they once tried to defeat.

GHALERATH



Ghalerath is convinced she is working to stop a horrible future from coming. She thinks she alone understands the message of the Abberant Scar.....and yet she works closely with aberrations and corrupts any creature that she can. Either she's completely insane, or realizes that you need to use aberrations to fight aberrations.....or maybe even become an aberration yourself.....

SCARBOUND ORC

Scarbound orcs are corrupted by the power of the Aberrant Scar and the warlock Ghalerath. They have something about them that is not quite normal for an orc, like a tentacle, or a tail, or an eye stalk, or a body that seems to shift unnaturally.

Use any orc statblock you want, changing the type to aberration and adding one of the following traits:

Blinding Spittle (Recharge 5–6). The orc spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the orc's next turn.

Confounding Bite. The orc's mouth extends out of its face up to five feet, and it bites at a target. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (2d4 + 1) piercing damage, and the target must succeed on a DC 12 Wisdom saving throw or attack rolls against it have advantage until the start of the orc's next turn.

Enervation Ray. The orc has grown an eye stalk and can shoot an eye ray. The targeted creature must make a DC 12 Constitution saving throw, taking 8 (2d6+1) necrotic damage on a failed save, or half as much damage on a successful one.

Mind Thrust. The orc targets a creature it can see within 30 feet of it. The target must make a DC 12 Wisdom saving throw, taking 8 (2d6+1) psychic damage on a failed save, or half as much damage on a successful one.

Tail. The orc has grown a tail. It adds multiattack, one attack must be tail. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 3 (1d6) bludgeoning damage. (note, if you use facing in your game, the target must be behind or on the side of the orc, not in front)

Tentacle Arm. One arm of the orc's is a tentacle that can extend up to 10 feet. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 3 (1d6) bludgeoning damage. On a hit, the target must make a DC 12 Wisdom save or take 8 (1d8+4) psychic damage and be *Poisoned* until the end of their next turn on a failure.

GHALERATH

Medium aberration, chaotic evil

Armor Class 16

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	11 (+0)	11 (+0)	18 (+4)

Senses Passive Perception 15

Languages Common, Aberrant, Orc

Challenge 3 (700 XP)

Innate Spellcasting. Ghalerath's spellcasting ability is Charisma (+3 to attack, DC 13 to save). She is a natural spellcaster and can cast the following spells as if she was still a 5th level warlock:

At will: *eldritch blast*

1 per day, each: *arms of hadar*, *dissonant whispers*, *hunger of hadar*

Long Arm: Ghalerath's right arm can extend up to 10 feet and ends in a hand with tentacles for fingers.

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 12 Wisdom saving throw or take 5 psychic damage.

ACTIONS

Evil Eye. Ranged Attack: +4 to hit, range 35 ft., one target. Hit: 10 (1d12 + 3) psychic damage.

Tentacle Arm. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 3 (1d6) bludgeoning damage. On a hit, the target must make a DC 12 Wisdom save or take 8 (1d8+4) psychic damage and be *Poisoned* until the end of their next turn on a failure.

Call Aberration (recharges on a long rest): Ghalerath is an ally of the aberrations found around the Aberrant Scar. She believes she summons one every day, but in reality, one random aberration of level 1 or lower protects her every day. She does use an action every day to do this, first thing in the morning. Treat this aberration as an ally of hers, always acting after her in combat. It will do its best to protect her from harm.

CARRION TRIBE MEMBERS

The Carrion tribes serve the archfiends of the Demon Wastes. Most are standard barbarians and berserkers, but some are more.

CARRION TRIBE BLESSED CHAMPION

These are the elite warriors of the tribes. Few tribes have more than 2-3 blessed champions among them. (adapted from the 4E Guide)

CARRION TRIBE PLAUGEBEARER

Around ten percent of Carrion Tribe barbarians carry disease wherever they go. (adapted from the 4E Guide) Use the Berserker statblock from the *Basic Rules* with the following changes:

Add the following Aura:

Sickly Aura. When an enemy first becomes adjacent to a plaguebearer, it must make a DC 16 Constitution save, becoming poisoned on a failure. A poisoned creature may make a new save at the end of each of its turns.

Add the following Attack:

Diseased Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) slashing damage and the target must make a DC 12 Constitution save, becoming exhausted (level 2) on a failure. An exhausted creature must make a save at the end of each of its turns. Failure moves the creature's exhausted state one level worse. On a success, the creature is no longer exhausted. Magical healing and spells that cure disease remove all levels of exhaustion.

CARRION TRIBE SAKAH HUNTER

The Sakah Hunter leads from the back, using their ranged weapons on enemy spellcasters whenever possible. It moves its demonic summoning to keep advantage as much as possible. (adapted from the 4E Guide)

CARRION TRIBE BLESSED CHAMPION

Medium humanoid (human), chaotic evil

Armor Class 15 (+1 studded leather)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	11 (+0)	13 (+1)

Senses Passive Perception 13

Languages Common, Demonic

Challenge 3 (700 XP)

Very Reckless. The champion has advantage on all melee attacks, and all melee attacks against it have advantage (unless Demonic Visage is active, in which case all attacks have disadvantage).

ACTIONS

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (1d12 + 3) slashing damage.

Brutal Greataxe (recharge 5-6) *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 16 (2d12 + 3) slashing damage.

REACTIONS

Demonic Visage. When the champion is reduced to half its hit points, it takes on the appearance of a demon. Any enemy adjacent to the berserker while it is in this state must make a DC 14 Wisdom save or have disadvantage on any attack against the champion.

CARRION TRIBE SAKAH HUNTER

Medium humanoid (human), chaotic evil

Armor Class 16 (Studded Leather)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	11 (+0)	12 (+1)

Senses Passive Perception 15

Languages Common, Demonic

Challenge 3 (700 XP)

Demonic Eye. The hunter deals an extra 5 (1d10) damage when it hits a target and has advantage on the die roll due to its summoning.

ACTIONS

Multitattack. The hunter makes two attacks with its longbow

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (1d12 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Infernal Summons: The hunter summons a demon of ash and smoke within 100 feet. An enemy adjacent to the demon grants advantage to any attack by the hunter. The demon is subject to Banishment or Dispel Magic, but otherwise stays in existence until the hunter dies or dispels it. It has a speed of 35 feet.

CHAOS FLEET

The chaos fleet (adapted from the version in the 4e Guide to be much less powerful) is made up of humanoids that have been possessed by elementals. They sail the seas near the Lhazaar Principalities, mostly.

The fleet's purpose is unknown, even to the other pirates of the area. At times, they seem to want to increase the size of the fleet, by infecting more ships and crews. At other times, they let ships go without attacking them.

Some crews that have encountered them swear that there is a manifest zone moving with the fleet, while others report nothing unusual about the seas and the weather around the fleet.

When not near the Lhazaar area, well, no one in Khorvaire knows where they go. Some scholars believe they leave the world entirely and sail the planes when they cannot be seen near Lhazaar.

MAGWROTH

Magwroth was a pirate captain whose ship was thought lost at sea. He and his crew sailed into elemental chaos. Destructive elementals possess the former humanoids that made up his crew. There are even some ships from the elemental chaos itself in the fleet, crewed by weak elementals and mephitis of all kinds.



MAGWROTH

Medium elemental humanoid, chaotic evil

Armor Class 19 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft.

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

Senses Passive Perception 14

Languages Common, Abyssal

Challenge 5 (1,800 XP)

ACTIONS

Multiaction: Magwroth uses elemental claw and one of his other actions.

Elemental Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 4) slashing damage, and the target must make a DC 14 Dexterity save or take 10 cold, fire, or lightning damage (Magwroth's choice).

Chaotic Battle (Recharges after Short or Long Rest): Each enemy within 20 feet of Magwroth must make a DC14 Wisdom save or move up to 10 feet and attack its nearest ally.

Move Ye Mateys (Recharges after Short or Long Rest): Each ally within 40 feet of Magwroth may use disengage and move up to half its speed.

Wail of Anguish (Recharges after Short or Long Rest): Each enemy within 20 feet of Magwroth must make a DC14 Charisma save or take 7 (2d6) psychic damage.

REACTIONS

Shape Up, Ye Dog (2/day). Whenever a friendly creature within 30 feet of Magwroth that can hear it misses with an attack, Magwroth can yell perilous threats to allow that creature to reroll the attack roll.

CHAOS FLEET SAILOR

Chaos fleet sailors have been transformed by a ritual performed by Magwroth into hybrid elemental / humanoids.

CHAOS FLEET SAILOR

Medium elemental humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 51 (6d10+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	9 (-1)	9 (-1)	10 (+0)

Senses Passive Perception 14

Languages Common, Abyssal

Challenge 2 (450 XP)

ACTIONS

Elemental Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and the target must make a DC 14 Dexterity save or take 5 cold, fire, or lightning damage (sailor's choice).

REACTIONS

Elemental Burst (when the sailor drops under 26 hit points).

All enemies within 20 feet of the sailor must make a DC 14 Dexterity save, taking 14 cold, fire, or lightning (sailor's choice) damage on a failure, or half as much on a success.

ELEMENTAL DRUDGE

The souls of sailors transformed into chaos fleet sailors are trapped in small humanoid shaped carvings of stone and unmelting ice. They behave as mindless golems, taking orders only from ship captains.

ELEMENTAL DRUDGE

Small elemental humanoid, chaotic evil

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

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

Senses Passive Perception 9

Languages Common, Abyssal

Challenge 1 (200 XP)

ACTIONS

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

REACTIONS

Elemental Burst (when the drudge drops to 0 hit points). All non-elementals within 10 feet of the drudge must make a DC 12 Dexterity save, taking 9 cold, fire, or lightning (drudge's choice) damage on a failure, or half as much on a success.



DOLGARR

The dolgarr are large aberrations that look like apes with their skin turned inside out. They have long, sharp, teeth that look more like fingernails than teeth. They love nothing more than grabbing a creature and smashing it into a wall or the floor, and then throwing it at another creature! (adapted from the 4e Guide)

DOLGARR

Large aberration, chaotic evil

Armor Class 15

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	9 (-1)	11 (+0)	8 (-1)

Senses Passive Perception 10

Languages Deep Speech, Goblin

Challenge 2 (450 XP)

ACTIONS

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

Smash and Hurl (recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. On a hit the target must make a DC 12 Dexterity save or be picked up and smashed into a wall or the floor, taking 6 (1d6+3) bludgeoning damage. The dolgarr then throws the target up to 15 feet at an ally of the target. *Melee Ranged Attack:* +7 to hit, range 15 feet, one target plus the original target. *Hit:* 3 (1d6) damage.

REACTIONS

ANGRY. When the dolgarr first drops to 13 or less hit points it regains 5 hit points and makes a Smash attack.

DOLGAUNT CELL LEADER

This dolgaunt is stronger than a normal dolgaunt and can often be found leading a group of 3-5 normal ones. It has been in many fights and is able to analyze its opponents and point out their weaknesses to their allies. (adapted from *Eyes of the Lich Queen*)

DOLGAUNT CELL LEADER

Large aberration, chaotic evil

Armor Class 15

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	9 (-1)	11 (+0)	12 (+1)

Senses Passive Perception 10

Languages Deep Speech, Goblin

Challenge 4 (450 XP)

Evasion. If the dolgaunt is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dolgaunt instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

ACTIONS

Multiattack. The dolgaunt makes two tentacle attacks and two unarmed strikes. Up to two tentacle attacks can be replaced by vitality drain.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage. The target is grappled (escape DC 12) if it is a Large or smaller creature. Until this grapple ends, the dolgaunt can't use the same tentacle on another target. The dolgaunt has two tentacles.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (2d4 + 3) bludgeoning damage.

Vitality Drain. One creature grappled by a tentacle of the dolgaunt must make a DC 11 Constitution saving throw. On a failed save, the target takes 13 (3d8) necrotic damage, and the dolgaunt regains a number of hit points equal to half the necrotic damage taken up to its maximum.

REACTIONS

Aberrant Advantage (2/day). Whenever a friendly creature within 30 feet of the dolgaunt that can hear it misses with an attack, the dolgaunt can point out a flaw in the defenses of the target, and the creature can re-roll the attack adding +2 to its new roll.



DOLGHAST

This humanoid is messily bisected by a division of boiling flesh running from the tip of its skull down its face, chest, and groin.

It is as though one creature has been formed from two halves—one living and one dead. The line where the two meet churns with liquefying flesh, as unholy life constantly fights against necrosis, giving rise to a smell too ghastly to describe. The living half is hunched and emaciated, while the dead half is partially skeletal and rotted. (adapted from *Magic of Eberron*)

DOLGHAST

Medium aberration, chaotic evil

Armor Class 15

Hit Points 58 (9d8+18)

Speed 30 ft.

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

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Passive Perception 10

Languages Deep Speech, Common

Challenge 4 (1,100 XP)

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

Stench. Any creature that starts its turn within 5 feet of the dolghast must succeed on a DC 12 Constitution saving throw or be poisoned. A poisoned creature can repeat the saving throw at the end of its turn. On a successful saving throw, the creature is immune to dolghast's Stench for 24 hours.

ACTIONS

Mutliattack: The dolghast makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) damage and 7 (2d6) necrotic damage.

Vitality Drain. A creature hit by both claw attacks in the same round must make a DC 12 Constitution saving throw. On a failed save, the target takes 13 (3d8) necrotic damage, and the dolghast regains hit points equal to the necrotic damage taken.

DOLGRUE

Imagine a ten-foot-tall humanoid with the head of a werewolf, pincers from a giant crab instead of hands, and that its feet were really three long toes that ended in suction cups. That's a dolgrue.

Their only strategy in battle is to wade into the fray and attempt to tear their opponents apart with their claws while biting them with their massive jaws.....(adapted from *Horrors of the Daelkyr* in *Dragon Magazine*)

DOLGRUE

Large aberration, chaotic evil

Armor Class 16

Hit Points 72 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Senses Passive Perception 10

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Aberrant Fortitude. If damage reduces the dolgrue to 0 hit points, it must make a Constitution saving throw with a DC of 2 + the damage taken, unless from a critical hit. On a success, the dolgrue drops to 1 hit point instead.

ACTIONS

Mutliattack: The dolgrue makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 17 (4d6 + 3) damage. If the target is medium or smaller, it is grappled (escape DC 15). The dolgrue has advantage on all attacks against a grappled creature. Grappled creatures take an additional 3 (1d6) damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (3d6 + 3) damage. Grappled creatures take an additional 3 (1d6) damage.

Pain. A creature hit by both claw attacks in the same round must make a DC 16 Constitution saving throw. On a failed save, the target takes 13 (3d8) psychic damage.

DREAM SERPENT

This great green serpent bears a strange pattern of glistening silver scales down the length of its back. Its eyes shine bright—two great pools of silver peering out above a gaping, fanged maw. Both the drow and the yuan-ti (who venerate dream serpents as aspects of the Devourer) indiscriminately attack explorers who indulge in what they see as wasteful slaughter of these noble creatures. Both groups use the poison, sometimes as a weapon, and sometimes in rituals to experience dream visions.

Dream serpents like to hide in trees and attempt to put as many targets to sleep as possible before attempting to fight them. (adapted from *Secrets of Xen'drik*)



DREAM SERPENT

Large beast, unaligned

Armor Class 16

Hit Points 57 (9d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	14 (+2)	11 (+0)	10 (+0)

Senses Passive Perception 12

Languages none

Challenge 4 (1,100 XP)

Expert Climber. The dream serpent can climb nearly any surface, getting a 10-point bonus to any climb attempts.

Dreamy Poison. In addition to the normal effects of the poison, any creature that sleeps after being poisoned has dreams of jungles and snakes. Any affect that removes poison damage negates this.

ACTIONS

Multiattack. Requires one or more grappled targets. The serpent makes a squeezing grapple attack against an eligible target and one more attack.

Bite. *Melee Weapon Attack:* +7 (+9 vs targets grappled by the serpent) to hit, reach 10ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and the target must make a DC 16 Charisma save or be poisoned for one round (also, see Dreamy Poison).

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is grappled. A grappled creature can attempt a DC 20 strength check to escape the grapple. A serpent can only have one grappled creature at a time.

Squeezing Grapple. *Melee Weapon Attack:* +14 to hit, one target currently grappled by the serpent. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Sleep Gaze. The serpent targets one creature it can see within 45 feet. The target must make a DC 14 Charisma save or fall asleep. Sleeping targets are *Unconscious*.



ESSENCE REAVER

Bony plates ripple across its emaciated frame, grinding as taloned claws rend the ground. A twisted spike at the end of its tail glows a dull red, and the beast's razor-toothed maw splits wide as it screams. The essence reaver is a fast-moving, voracious, and insane killing machine drawn inexorably to sources of both psionic and magical power—spellcasters in particular.

Native to Sarlona, a few have made their way to Khorvaire. Even the rulers of Sarlona have not been able to eliminate this threat. (adapted from *Secrets of Sarlona*).

ESSENCE REAVER

Large aberration, chaotic evil

Armor Class 17

Hit Points 90 (12d10+24)

Speed 40 ft.

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

Damage Resistances Any type from Nonmagical Attacks

Condition Immunities Frightened, Prone

Senses Darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Detect Magic (and psionics). The reaver can detect magic items and spellcasters (other than Divine casters) up to 1 mile away.

Magical Aura. A reaver radiates magic and can be detected as magical.

Magic Defense. Any magical weapon that hits a reaver is subject to Absorb Magic.

Magic Resistance. The reaver has advantage on saving throws. A spell has no effect on it if the reaver saves.

Persistent Wounds. The bite and claw damage of a reaver is hard to heal with magic. A caster must succeed on a DC 20 Wisdom save when attempting to heal such damage. On a failure, the target is healed for half the rolled amount.

Pinned Attacker. The reaver has advantage on any melee attack it makes against a pinned opponent.

Supreme Tracker. The reaver has advantage on any attempt to track.

ACTIONS

Multiattack: The reaver makes four attacks, one bite, two claw, and one tail strike. Or, the reaver makes two claw attacks, a tail

strike and a terrifying screech attack. Or, the reaver casts one spell it has absorbed and makes two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 12 (2d8+3) slashing damage.

Tail Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 12 (2d8+3) piercing damage. In addition, the target is subject to Absorb Magic.

Terrifying Screech. Each creature within 20 feet of the reaver that can hear it must make a DC 16 Constitution save or take 20 psychic damage and be frightened, taking half damage on a save. A frightened creature can make a new save at the end of each of its turns.

Spring Attack. The reaver leaps up to 20 feet and tries to land on a target. The target must make a DC 16 Dexterity save or be pinned under the reaver and be subject to Pinned Attacker. On a success, the reaver lands 5 feet from the target. The reaver then makes a bite and two claw attacks against the target.

Absorb Magic. The reaver may absorb magic from an item carried by the target, or from the target itself (if the target is a non-divine spellcaster or psionicist) or from a magical weapon that hits it. The target must make a DC 16 Constitution save (items use the Constitution bonus of their wielder) or the reaver absorbs magic. If the reaver absorbs a spell, it is erased from the caster's mind, and the reaver can use that spell in the next hour as an action. If the reaver absorbs magic from an item, its claws receive the powers of the item for the next 3 rounds. Items that have temporary power (one that has a duration and is not permanent) are immune to absorb magic. Magical properties other than "+ to hit or damage" stack. The reaver's claws get the highest "+" bonus from weapons whose magic it absorbs. If the spellcaster uses spell points, the reaver can absorb 4 points. Any item that has its magic absorbed is non-magical for 3 rounds.

JHORASH'TAR ORCS

The Jhorash'tar orcs live near the Ironroot Mountains. *Exploring Eberron* has information on them and their relationship with the dwarves. There are no physical differences between these orcs and others, but they are ancestor worshippers, speaking to the bones of orc dead.

BONECASTER ORC

Bonecasters are the spiritual leaders of the orcs. They use the bones of dead orcs to learn from them, and to call spirits to their aid.

In addition to calling on spirits during battle, the bonecaster can use its bones in rituals. It may cast one such ritual each long rest. Rituals effect up to ten allies, all of which must be within fifty feet of the caster during the casting of the ritual. If the caster doesn't like the result rolled on the table while casting a ritual, it can re-roll one time, but it must take the result of the new roll.

BONECASTER ORC

Medium humanoid (orc), any alignment

Armor Class 13 (Hide 6rmor)

Hit Points 33 (6d8+6)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Orc, Dwarvish

Challenge 3 (1,800 XP)

Bonecaster. The orc pulls a bone from its collection as a bonus action and consults the bonecaster table to see what happens.

Spirit Spellcasting. The bonecaster can innately cast the following spells (spell save DC 13; +5 to hit with spell attacks) by calling on its ancestors:

Cantrips (at will): druidcraft, primal savagery, thorn whip

1st Level (2 slots): entangle, faerie fire, healing word

2nd Level (1 slot): flaming sphere, summon bestial spirit

3rd Level (1 slot): summon orc spirit (as summon fey spirit)

ACTIONS

Bonestaff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage.

BONESWORN CHAMPION

Bonesworn are warriors who are strengthened by spirits. They wear bones of dead orcs. During battle they call on the memories and abilities in those bones, giving them powers beyond normal orcs.

BONESWORN CHAMPION

Medium humanoid (orc), any alignment

Armor Class 13 (Hide 6rmor)

Hit Points 93 (11d10+33)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Orc, Dwarvish

Challenge 3 (1,800 XP)

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

ACTIONS

Multiaction: The Orc makes two greataxe attacks and uses one ancestral spirit power as a bonus action.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Ancestral Spirit Power (the orc has three of the following powers, usable one time):

Avenging Ancestor. One time per round, the orc can use its reaction to make a Greataxe attack against any creature that succeeds on a melee attack against it.

Ghostly. The orc turns invisible for one round. If it attacks while invisible, it has advantage on the attack, does an extra 6 (1d12) damage, and becomes visible.

Heroic Ancestor: The orc gains 15 temporary hit points.

Runaway. The orc teleports up to 30 feet.

Wolf Warrior: The orc has advantage on attack rolls against a creature if an ally of the orc is within 5 feet of it, and that ally isn't incapacitated until the beginning of its next turn.

BONECASTER

	Ancestor	Effect
1	Avenging Orc	For the next minute, two allies within 30 feet of you can use their reaction to attack any creature that hits them with a melee attack. When cast as a ritual, up to ten orcs can avenge the first successful attack against them in the next 24 hours.
2	Ghostly Spirits	You conjure ghosts, and they surround two allies within 30 feet of you, reflecting the terrain around them. Your allies turn invisible for one round. When cast as a ritual, you and up to ten orcs can move without trace for the next two hours and have a 10-point bonus to Stealth checks.
3	Guardian Warrior	You conjure the spirit of a warrior. For the next minute, any attack that hits you instead hits the guardian. The guardian has 30 hit points. When cast as a ritual, the spirit can also attack any creature that is adjacent to you using your bonestaff stats.
4	Friends and Allies	You tell the story of two friends who helped each other in battle. A pair of orcs is affected, and as long as they can see each other in battle, they have 15 temporary hit points. As a ritual, five pairs of orcs are affected.
5	Heroic Orc	One orc you can see is healed back to its maximum hit points. This spirit cannot be called as a ritual.
6	Terrifying Savage	You call the spirit of a terrible, great, warrior orc. The spirit appears within 20 feet of you. Any non-orc within 10 feet of the spirit is frightened of you and the spirit for 2 rounds. A frightened creature cannot move closer to you. This spirit cannot be called in a ritual.
7	Blade of Combat	You tell the tale of a great leader among the orcs. Up to three orcs that can hear you may use their reactions to make one weapon attack. As a ritual, you may remind your orc allies of this, and up to ten orcs may use their reaction.
8	Battle Cry of Chiefs	Each orc within 30 feet that can hear you gains advantage on attack rolls until the start of your next turn. As a ritual, each ally gains advantage on its attacks in the first round of combat.
9	Fury	You remind one orc ally within 20 feet that they fight for their survival. Their next attack does an additional 5 hit points of damage if it hits. When cast as a ritual, the next successful attack by allies gains the additional damage.
10	Orc Precision	One orc within 30 feet of you of your choice can re-roll its next missed attack. As a ritual, each orc present may re-roll its next attack roll of a 1-5.



KARRNATHI DREAD MARSHALL

As the war went on, Karnath realized it didn't have enough living leaders for all of its undead units. Eventually, they created the dread marshalls, who are not only smarter and better leaders than most undead, but who also store necrotic energy, which they can share with their undead allies. (adipate from *The Forge of War*)



KARRNATHI DREAD MARSHALL

Medium undead, lawful neutral

Armor Class 18

Hit Points 75 (10d8+30)

Speed fly 40 ft. (hover)

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

Damage Resistances Cold, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

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

Necrotic Aura. As a bonus action a dread marshal can create an aura of necrotic power that effects it and its allies. It may only have one aura active at a time. The range of each aura is 30 feet.

Harden Flesh: The natural armor class of all allied undead within range increases by +2.

Energy Emanation: Any living being that strikes an allied undead with a melee attack suffers 2 points of negative energy damage.

Negative Energy Infusion: All allied undead within range do an extra 2 points of damage (necrotic) on melee attacks. Each time an allied undead deals this negative energy damage, it heals 1 hit point of damage, up to its maximum.

Rush: All allied undead increase their base land speed by 10 feet.

Turn Resistance: All allied undead within range gain advantage on any attempt to turn them.

ACTIONS

Multiattack: The dread marshal makes three attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage.

Longbow. *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d6+3) piercing damage.

Vampiric Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) necrotic damage and the dread marshal recovers the same number of hit points, up to its maximum.

KYRA

This bizarre creature has a massive brain for a body, which is buoyed on eight twitching wings covered in vibrating cilia. A long tentacle in the shape of a spinal cord dangles from the base of the brain-shaped body. Humanoid figures appear under the surface of its skin, pulsing as if trying to break free.

The krya were trapped on Eberron when the Gatekeepers sealed off Xoriat, and hate all life, even their former daelkyr masters. Only a handful are known to exist on Eberron, as they have no way to reproduce on the material plane. Its appearance alone is enough to cause fear in all that view it. (adapted from *Horrors of the Daelkyr* in *Dragon* 348)

KYRA

Huge fiend, chaotic evil

Armor Class 19

Hit Points 184 (16d10+96)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	9 (-1)	14 (+2)

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Poisoned

Senses Blindsight 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

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

Blind. A krya is immune to any effect or attack that relies on the target having sight.

SUNLIGHT WEAKNESS. If a krya spends one hour in sunlight, it takes 20 hit points of damage and has disadvantage on all rolls until it gets into darkness again.

Flyby. The krya doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack: The krya can use frightful presence, then makes two tentacle attacks, or one tentacle grab.

Tentacle Touch. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 18 (4d10+4) slashing damage. In addition, the target must succeed on a DC 19 Charisma saving throw, or be Confused, per the Confusion spell. Once a creature saves against a krya's confusion, it is immune to this effect for 24 hours.

Tentacle Grab. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 19 (4d10+5) bludgeoning damage. In addition, if the target is medium or smaller, it is grappled (escape DC 15). The krya will fly off with a grappled opponent, and then use tentacle touch against it. The krya can reach a height of 60 feet when carrying a creature.

Frightful Presence. Each creature of the krya's choice that is within 120 feet of it 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 krya's Frightful Presence for the next 24 hours.

Absorption. When the krya reduces a creature with an intelligence of 6 or more to zero hit points, it absorbs the body and soul of the creature. The krya's maximum hit points increase by 5 (1d10). If a krya consumes a creature with more than ten hit dice, it also gains +2 to its Strength and Constitution for the next 24 hours.

LEGENDARY BEASTS OF XEN'DRIK

Xen'drik is a land of powerful beasts, and ancient secrets. Among those are several legendary beasts, unique creatures that are even more powerful than they first seem. These are creatures that have survived for centuries and are protectors of the land, almost part of the land. (adapted from the 4e Guide)

Each of the legendary beasts is ancient, maybe immortal. They are sometimes sought out to help understand lost languages, though odds are that the person looking for help ends up being a meal.

If you use these creatures' mythic traits, double the XP awarded if the PCs kill the creature. Another option is to use its mythic traits and actions as how the creature starts out, rather than having it die and be reborn.

The Cinder Sisters

Deep in the interior of Xen'drik, where everyone fears to go, lies a tremendous stretch of burnt out trees, and volcanic terrain, an area of ruin. The Cinder Sisters prowl this wasteland, hunting anyone foolish enough to enter their territory. The heads of this hydra bicker constantly, though no one knows if there is more than one personality, or if the hydra is merely insane. The area surrounding their lair is a manifest zone overlapping with Fernia. It is said that the hydra usually has ten heads, though, again, few who have encountered her/them have survived, and those claiming to, well, no one is sure they really met the Sisters.

While some see the destruction from the manifest zone as bad, others see it as a chance for the land to be re-born, as the cycle of death and new growth happens over and over.

Glimmerdoom

Glimmerdoom is an ancient behir, with mirror-like hide. Not only does the hide allow the behir to bend light and hide, she can use her hide to blind creatures, or to reflect spells back on their caster. She haunts ruins and subterranean tunnels most of the time and can also be found near mountains and in canyons. She seems to be nowhere and everywhere at the same time.....as if she has found some short cut thru the lands of Xen'drik. Perhaps she has found demiplanes that act as wormholes, like House Orien is looking for?

Kraa'ark Lors

South of Stormreach, a mass of black clouds floats permanently on the horizon. Dark wings cast long shadows on the forlorn earth below those clouds. This is the sky demesne of Kraa'ark Lors, the Roc King, the Lord of the Black Clouds. The Roc King claims to be immortal. It sees Stormreach as a blot on Xen'drik, and only the mystics of Rusheme have held it at bay. If ever the giants of Rusheme stop offering sacrifices to the roc, and performing rituals on the clouds that make up its lair, the city will be in great danger. The clouds of Kraa'ark Lors are a manifest zone of Lamannia that intersects with The First Storm.

Lurking Two-Maws

A huge lizard with a giant mouth isn't bad enough, Two-Maws has mutated to have a circle of bristling fangs at the center of her chest, which is surrounded by grasping tentacles. Those who have run away and survived her attack swear those tentacles can swoop up a dozen warriors at a time, stuffing one then the next, into her maw! Unlike her short arms, the tentacles can extend out to 30 feet. (out of game: this is a T-rex-based creature). At times, it appears that the ground around Two-maws is part of Xoriat.....

Mulraarog, the Tar-Skinned Troll

Deep in the bogs of the continent lurks a troll that is said to be able to melt into a black, oily, ooze. He is fond of grappling creatures and pulling them into his oily body. Oddly for a troll, this oil seems to be highly acidic, and grappled creatures both drown and are burned by acid. Rumor has it that he somehow brings a manifest zone with him as he moves, or maybe he himself is the manifest zone.....but in any event, the lands he moves through often rot and die off. The troll and Old Silverclaws are mortal (immortal?) enemies.

Old Silverclaws

Old Silverclaws is a gargantuan girallon, a four-armed gorilla. In his case, he only has three arms, having lost one to a fire giant's axe some years ago. His approach can be heard for hundreds of feet, the sound of splintering trees and his snarl heralding his arrival. His white fur is covered in scars from decades (or more?) of battles. He is said to stand some 30 - 40 feet tall. No one has ever figured out where he lives, as he has been seen across nearly all the continent. It is said that when he leaves an area, that the Twilight Forest of Lamannia influences the area. It is almost as if his passing rejuvenates Xen'drik's plants and animals.

Pa Nuk – Death's Gaze

Pa Nuk is a massive catoblepas, and is the most recent mythic monster to appear on Xen'drik when a manifest zone with Mabar suddenly appeared in the Northwest region of the continent. No one knows why the zone appeared some 127 years ago, but there it is. Much like Mulraarg, Pa Nuk lives in swamps. But, that's where the similarities end. Where the great troll lives in a swamp teaming with plants and animals (unnatural, though some may be), Pa Nuk's swamp is a place of death and decay. Undead lurk here. Of the mythic creatures of Xen'drik, Pa Nuk seems like an outsider, and if Kraa'ark Lors or Old Silverclaws could destroy the creature and close the manifest zone with Mabar, they would.

THE CINDER SISTERS

Gargantuan monstrosity, chaotic evil

Armor Class 17

Hit Points 350 (20d20+140)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	9 (-1)	7 (-2)	7 (-2)

Damage Immunities Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Prone

Senses Tremorsense 120 ft., Passive Perception 21

Languages Common, Draconic, Drow, Various Lost Languages

Challenge 24 (50,000 XP)

Illumination. The hydra sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

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

Multiple Heads. The hydra has ten heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. One head is always awake.

Whenever the hydra takes 35 or more damage in a single turn, one of its heads dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken at least 35 points of cold damage since its last turn. The hydra regains 25 hit points for each head regrown in this way. If it has more or fewer than ten heads when it completes a long rest, it returns to having ten heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Xen'drik Bound. For each week it spends off Xen'drik, the hydra loses a head (it can lose no more than five). It does not have its mythic trait off Xen'drik.

Pyroclastic Heads (Mythic Trait; Recharges after a Short or Long Rest). If the hydra is reduced to 0 hit points, they don't die or fall unconscious. Instead, ten pyroclastic heads re-grow and the hydra returns to 350 hit points. Any creature that can see the hydra when this happens must make a DC 18 Constitution save or be blinded until the end of its next turn.

ACTIONS

Multiattack: The hydra makes as many bite attacks as it has heads and can then create new heads. Alternatively, it can use half its

heads for bite attacks, and use call the fire and then create new heads.

Bite. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. Hit: 11 (1d10 +6) piercing damage and 21 (2d10) fire damage.

Call the Fire. The hydra picks a spot it can see within 60 feet. Volcanic ash and lava erupt in a 30-foot burst. Creatures in the zone must make a DC 17 Dexterity save or take 21 (2d10) fire and poison damage, taking half on a save.

LEGENDARY ACTIONS

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

Ripping Heads (costs 2 actions). If the hydra has more than one head, it may destroy as many heads as it wants to create a zone of volcanic activity within 90 feet of it. As the heads hit the ground, lava and ash explode up and around the area. Creatures without the elemental type must make a DC 19 Dexterity save or take 21 (2d10) fire damage and 21 (2d10) poison damage for each head that it destroys this way, and be restrained., Creatures takes half as much damage and are not restrained on a successful one.

A creature restrained in this way takes 21 (2d10) fire damage at the start of each of its turns, and can make a DC 19 Strength saving throw as an action to break out of the cooling magma, ending the effect on itself on a success.

Multiple Bites. The hydra makes bites with three heads, each bite must target a different enemy.

MYTHIC ACTIONS

If the hydra's mythic trait is active, they can use the options below as legendary actions for 1 hour after using Pyroclastic Heads. The hydra can now use three legendary actions per round.

Summon Azers (costs three actions, can only be used once per Long Rest). The hydra summons five Azers. They appear within 60 feet of the hydra.

Tear Apart. *Melee Weapon Attack:* one target hit by three heads on the same turn. The target must make a DC 24 Strength save or be grappled. A grappled creature takes 21 (2d10) slashing, piercing and bludgeoning damage and is thrown 20 feet from the hydra. It is stunned until the end of its next turn. On a success, the hydra uses bite one time on the target before throwing it 20 feet.

Volcanic Breath (costs two actions). The hydra breathes fire and ash. Each creature within 40 feet of the hydra must make a DC 17 Dexterity saving throw, taking 5 damage for each head the hydra has on a failure, or half as much on a save.

LAIR ACTIONS

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

- The ground moves and ripples. Each non-restrained creature within 60 feet of the hydra must succeed on a DC 20 Strength saving throw or be pushed up to 40 feet away from the hydra and be knocked prone. On a success, the creature is pushed 10 feet away from the hydra.
- Creatures within 60 feet of the hydra have vulnerability to fire damage until initiative count 20 on the next round.
- The air in the hydra's lair becomes poisonous. All creatures within 120 feet of the hydra must succeed on a DC 20 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

REGIONAL EFFECTS

The region containing the hydra's lair is heated and poisonous gases move through the area.

- The hydra can alter the weather at will in a 6-mile radius centered on its lair. The effect is identical to the control weather spell. The hydra makes sure it doesn't rain.
- Fire elementals coalesce within 6 miles of the lair. These elementals can't leave the area and have Intelligence and Charisma scores of 1 (-5).
- The land is charred and contains little plant life (see below). The only water found in this area are hot pools and geysers. None of it is safe to drink.
- Fire spells of level 1 and higher are empowered within 6 miles of the lair, and do one more die of damage.



READ THE FOLLOWING WHEN THE HYDRA'S MYTHIC TRAIT ACTIVATES

Bright red light explodes from the body of the hydra where each of its ten heads used to be. Lava and ash seem to be growing from the body, and ten new necks and heads form from the ash. The hydra isn't dead, and it looks more dangerous than it did before.

The Cinder Sisters are manifestations of Fernia. While they can leave their manifest zone, they rarely do. Rumor has it that the zone ebbs and flows, and that the jungles of Xen'drik re-grow when the zone is ebbing. That brings new plants and animals into the area, giving the Sisters plenty to hunt and destroy. Silverclaws often visits the edges of the region, hoping to help the plants and animals thrive again. But, the zone is too powerful even for the massive girallon and its mobile manifest zone to overcome what Fernia does.

In addition to the effects for the region listed above, the zone is hotter than the surrounding jungles. It has lava tubes and hot springs. Rare minerals form from the intense heat and the lava/ash/melting lands of Xen'drik, which is one reason anyone goes near the Sisters. The other reason people search out the area is that there are zones within the zone that allow for the forging of powerful weapons. Of course, those zones are also home to various fire-based creatures.....

The Sister's lair is a huge cavern, with glowing red rocks, steam vents, and other "natural" dangers.

GLIMMERDOOM

*Huge monstrosity, neutral evil***Armor Class** 17**Hit Points** 324 (24d12+140)**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	24 (+7)	10 (+0)	14 (+2)	12 (+1)

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks**Senses** Darkvision 120 ft., Passive Perception 21**Languages** Common, Drow, Various Lost Languages**Challenge** 24 (50,000 XP)**Camouflage.** The behir's skin is constantly adjusting to the surrounding terrain. It has advantage on Dexterity (Stealth) checks.**Expert Climber.** The behir can climb any surface without a check.**Reflective Scales.** In addition to allowing Glimmerdoom to hide, the behir can adjust its scales to reflect light. If it does so, it loses its ability to hide for 1 minute. When this trait is active, any light sources that reflect off the behir are intensified. Creatures looking at the behir have a 20% chance of being blinded until the end of their next turn.**Legendary Resistance (3/Day).** If the behir fails a saving throw, it can choose to succeed instead.**Shimmering Scales (Mythic Trait; Recharges after a Short or Long Rest).** If the behir is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, its scales re-form, and the behir seems to shimmer, like its scales are alive. The behir re-gains 324 hit points and it uses Trampling Movement. While this trait is active, any time the behir saves against a spell, the spell is reflected back on the spellcaster.

ACTIONS

Multiattack: The behir makes as a bite attack and four claw attacks. Or, it uses lightning breath and makes four claw attacks.**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 29 (4d10 +7) piercing damage and the target is subject to Swallow.**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 18 (2d10 +7) slashing damage.**Demiplane Movement (Recharges on a Short or Long Rest).** The behir makes up to two attacks of its choice, then disappears as it moves into a demiplane. The behir reappears within 20 feet of where it left, or it leaves the battle and reappears in a random location no closer than 20 miles away. It cannot return to the location it leaves for 24 hours.**Lightning Breath (Recharge 4-6).** The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.**Swallow.** Bitten or constricted creatures must make a DC 22 Strength or Dexterity save or be swallowed. While swallowed, the

target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 acid damage at the start of each of the behir's turns. The behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Constricting Tail. The behir attempts to use its tail to constrict one target. The target must make a DC 22 Strength or Dexterity save (target's choice) or be constricted. Constricted creatures take 18 (2d10+7) bludgeoning damage and are subject to two claw attacks and Swallow if the behir does not already have a creature swallowed. If it does, then the target is subjected to two claw attacks and bite.**Spells (costs 2 actions).** The behir casts one of the following spells, each spell may only be cast one time per long rest (DC 16, level 5).*Absorb Elements, Mirror Image, Thunderwave***Tail Swipe.** The behir swipes its tail in arc around its body. All creatures within 10 feet of the behir must make a DC 20 Strength check, taking 20 (3d8+7) bludgeoning damage and being pushed 20 feet and knocked prone on a failure, or half as much on a success.

MYTHIC ACTIONS

If the behir's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Shimmering Scales. The behir can now use three legendary actions per round.

Trampling Movement. The behir moves up to its speed, using a claw attack against every opponent it passes. Each target is only subject to one claw attack during such movement.**Where are We? (costs three actions, recharges on a long rest).** The behir's skin shifts and leaves it body. The skin bursts out 120 feet and creates a sphere with that radius. Any creature within the sphere (including the behir) is transported to a demiplane. Half the behir's scales re-attach to its body, and it loses half its hit points when the other half fall away. Creatures other than the behir must make a DC 24 Constitution save or be stunned until the end of their next turn. Conditions in the demiplane are rarely the same from location to location. Some demiplanes take on aspects of random manifest zones. Some are inhabited, most often by aberrations, as most of the demiplanes interact with Xoriat. The behir can use Demiplane Movement after 5 rounds, even if has already done so. If the behir is killed before then, creatures affected by Where are We are sent back to where they were, otherwise, they need to find another way out of the demiplane.

LAIR ACTIONS

(Glimmerdoom's lair is wherever it is.....it has no permanent home that anyone knows of)

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

- The behir's scales create bright light. Light reflects off of every surface in the area. Creatures attempting to target the behir with an attack or spell have disadvantage on their next attack.
- Space is warped, making movement disorienting. Any creature other than Glimmerdoom that attempts to move must make a DC 16 Wisdom save, or have their speed cut in half.



REGIONAL EFFECTS

The region within 2 miles of the behir is filled with lightning and seems to ripple in and out of space.

- Random lightning occurs every minute or two.
- Any spells that move the target have a 10% chance of moving the target to a random location, rather than their target.
- Creatures that cannot see the behir have a 10% chance of moving in a random direction, rather than the direction they intended.

READ THE FOLLOWING WHEN THE BEHIR'S MYTHIC TRAIT ACTIVATES

The behir's scales dim as it dies, then suddenly a bright flash occurs, and the scales are no longer dimmed, but appear to be moving all over the behir's body. The light returns to its eyes. It looks at you all angrily, and runs past you all, attacking each of you as it does so.

Glimmerdoom has no lair, moving from demiplane to demiplane in Xen'drik. About half the time, the behir is in one of the demiplanes it knows well, one fourth the time in a random demiplane it has not visited before, and about one fourth the time in Xen'drik. It knows the paths from any location it has visited to any other location it has visited and can move from place to place after resting.

It loves to use its ability to move other creatures with it into the demiplanes, delighting in watching them try to adjust to whatever random conditions they appear in, though it has nearly died when doing so and ending up in a demiplane that is hostile even to a being such as its self.

While most believe it has no lair, others believe its lair is a demiplane where all behir are born. If that is true, no one has ever reported being there.

The massive behir is a manifestation of Xoriat, but it does not seem to work with other aberrations or creatures at all, other than its fellow behir. Because space seems to distort near the behir, there are those that believe its movement is part of what makes it nearly impossible to navigate the continent.

KRAA'ARK LORS

Gargantuan monstrosity, neutral

Armor Class 16

Hit Points 330 (20d20+120)

Speed 20 ft. fly 160

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	22 (+6)	10 (+0)	14 (+2)	12 (+1)

Damage Immunities Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 21

Languages Common, Giant, Various Lost Languages

Challenge 24 (50,000 XP)

Hide in Storms. While the roc is in the region that surrounds its lair, it has advantage on Dexterity (Stealth) checks.

Flyby. The roc doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Xen'drik Bound. The roc cannot cast spells and does not have its mythic trait when off Xen'drik (or flying over it).

Undead Hunter. Any weapon attack that the roc makes against undead deals an extra 7 (2d6) damage.

Reborn of the Storm (Mythic Trait; Recharges after a Short or Long Rest). If the roc is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the clouds that surround it form into a cloudy duplicate of it. It is a living storm! The roc re-gains 330 hit points. While this trait is active, any creature that hits the roc with a melee attack or touch spell takes 7 (2d6) lightning damage. The roc uses Stormy Movement. In addition, the roc can move through creature's spaces.

ACTIONS

Multiattack: The roc makes as a bite attack and two talon attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 31 (5d8 +9) piercing damage.

Talon. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 16 (2d6 +9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use that talon on another target.

LEGENDARY ACTIONS

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

Call Hail (costs two actions). The roc calls on the power of the storm around it. Heavy winds and hail appear within 100 feet. Any creature within 40 feet of where the hail appears must make a DC 16 Dexterity save, taking 21 (2d10) bludgeoning and cold damage on a failure, half as much on a success. Flying creatures are pushed 40 feet.

Drop (Requires one action per grappled creature). The roc flies up so that it is at least 100 feet above ground. It then drops any grappled creature.

Spellcasting. The roc is a force of nature, and casts spells as a druid. Its spellcasting ability is Wisdom (spell save DC 17, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components, it may only cast one spell per round and only as a legendary action:

At will: *absorb elements, call lightning, cure wounds*

One time per day: *earthbind, wind wall*

Wing Smash. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. Hit: 31 (5d9 +9) bludgeoning damage. Flying creatures must make a DC 16 Constitution save or be pushed 100 feet. Creatures that hit the ground when pushed take half the normal falling damage.

MYTHIC ACTIONS

If the roc's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Reborn of the Storm. The roc can now use three legendary actions per round.

Stormy Movement (costs two actions). The roc moves up to its speed. Any creature that the roc shares a space with during this movement is subjected to the effects of Call Hail.

Tornado (costs three actions, rechargers on a long rest). The roc turns its body and the surrounding storm into a gargantuan tornado. The roc must be between 100 and 500 feet above the ground. Any creature or object in a cylinder 500 feet wide from the roc down to the ground must make a DC 18 Dexterity save or take 36 (4d12+10) bludgeoning damage. Objects attached to the ground take double damage. Creatures and objects not attached to the ground are also thrown 50 feet. Creatures and objects that save take half damage and are thrown 25 feet. Any creature or object that hits the ground after being thrown takes 3 (1d6) points of damage for each 5 feet they were thrown.

LAIR ACTIONS

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

- The air around the roc is very windy. Creatures must make a DC 18 Strength or Dexterity save (their choice) to move or stay within 10 feet of the roc. A creature that starts its turn within 10 feet must make the save at the beginning of its turn. On a failure, it is pushed 15 feet from the roc and cannot move closer on this turn.
- The roc creates a thunderclap centered on a point anywhere in its lair. Each creature within 20 feet of that point must succeed on a DC 18 Constitution saving throw or be deafened until initiative count 20 in the next round.

REGIONAL EFFECTS

The region around the roc's lair is filled with lightning, rain, hail, wind and dark clouds. About one third of the time, there is only wind and dark clouds.

- Any spell that effects the weather that is cast within 2 miles of the roc's lair has a 50% chance of failure.
- The storm that surround the lair is 4 miles across. The land under the storm is 80% likely to be rained on at any time. Unprotected fires cannot stay lit in the region.
- Creatures that like rain and lightning tend to gather in the area.
- Undead must make a DC 20 save to be within 1 mile of the roc's lair.

READ THE FOLLOWING WHEN THE ROC'S MYTHIC TRAIT ACTIVATES

The roc's body dissipates as it dies, but things aren't how you hoped they'd be. Where the roc's body was, the lightning storm that was all around the roc re-forms into the body of the roc. Lightning seems to constantly move in its cloudy body. Where you once faced a giant bird, you now face a bird-shaped thunderstorm!

The Roc is a manifestation of The First Storm on Lamannia. The rain and wind under its manifest zone make building permanent shelters in the area impossible.

The giants offer sacrifices to the Roc to keep it from moving its zone from its current location, but no one knows how long that will last. To sate the Roc's desire for destruction, the giants and others build temporary buildings over a one-week period when the manifest zone is weakest. The Roc and its storm then spend several weeks destroying them. Without the zone ebbing and flowing, the giants would not be able to build their buildings, and it is likely the Roc would again find a way to move its zone.

Not everyone avoids the area under the storm, though. Druids and other worshippers of nature occasionally enter the area looking for paths to Lamannia, or for unusual plants that can only grow in Lamannian manifest zones.

LURKING TWO-MAWS

Gargantuan aberrant beast, unaligned

Armor Class 16

Hit Points 225 (18d12+108)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	9 (-1)	14 (+2)	6 (-2)

Senses Darkvision 120 ft., Passive Perception 21

Languages Common, Giant, Various Lost Languages

Challenge 19 (22,000 XP)

Aberrant Mind. Anyone attempting to telepathically communicate with the T-Rex or attempting to cause psychic damage to it must make a DC 16 Wisdom save or take 7 (2d6) psychic damage.

Xen'drik Bound. The T-Rex does not have its mythic trait off Xen'drik.

Tentacle Explosion (Mythic Trait; Recharges after a Short or Long Rest). If the T-Rex is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, tentacles burst out of the top of its head. Its arms fall off, and two Clawfoots appear where they land. Where its arms were, long, extendable, tentacles appear dripping acid.

ACTIONS

Multiattack: The T-Rex makes a bite and tail attack and four tentacle attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 33 (6d12 +7) piercing damage. If the target is a Large or smaller creature, it is grappled in its mouth (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. A creature so grappled can be attacked by Grinding Bite as a Legendary Action.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 20 (3d8 +7) piercing damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. Hit: 16 (2d6 +9) bludgeoning damage, and the target is grappled in tentacles (escape DC 19) and is subject to swallow.

Swallow. Creatures grappled by the tentacles that surround its unnatural mouth must make a DC 22 Strength save or be swallowed into the unnatural mouth that is in its chest. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the T-Rex, and it takes 21 acid damage at the start of each of the T-Rex's turns. The T-Rex can have only one creature swallowed at a time.

If the T-Rex takes 20 damage or more on a single turn from the swallowed creature, the T-Rex must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the T-Rex. If

the T-Rex is reduced to zero hit points or dies, a swallowed creature is no longer restrained by it and can escape from the T-Rex by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

The T-Rex 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 T-Rex regains spent legendary actions at the start of its turn.

Grinding Bite. A creature that is grappled in the T-Rex's normal mouth takes 17 (1d20+7) slashing damage. The creature can attempt a DC 17 Strength check to escape the grapple after this action.

Smash and Throw. Any creature that is grappled by a tentacle is smashed into the ground and thrown 40 feet from the T-Rex. The creature takes 11 (1d8+7) bludgeoning damage and is prone.

Thunderous Roar (not usable while it has a creature grappled in its normal mouth). The T-Rex lets out a ferocious roar. Each creature within 60 feet of the T-Rex that can hear the roar must succeed on a DC 16 Wisdom saving throw or be frightened of the T-Rex until the end of the T-Rex's next turn.

MYTHIC ACTIONS

If the T-Rex's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Tentacle Explosion. The T-Rex can now use three legendary actions per round.

Long Arms. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. Hit: 16 (2d6 +9) bludgeoning damage and 10 (1d20) acid damage, and the target is grappled in tentacles (escape DC 19) and is subject to smash and throw.

Rays (costs two actions). The T-Rex has four eye stalks growing from the top of its head. It uses two of the abilities below, at random:

1. **Arms to Tentacles Ray.** The targeted creature must succeed on a DC 16 Constitution save or have its arms transform into tentacles. The transformation lasts until the end of the creature's next turn. A transformed creature drops all items it is carrying, has no hands, and is stunned.
2. **Devour Magic Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the T-Rex's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.
3. **Fire Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 22 (4d10) fire damage.
4. **Wounding Ray.** The target must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a

LAIR ACTIONS

The T-Rex has no known lair. However, at any time that it is not in a settlement of some kind, it is assumed to be in its lair.

On initiative count 20 (losing initiative ties), the T-Rex takes a lair action to cause one of the following magical effects:

- The T-Rex can stomp its feet. Dirt and rocks within 50 feet of the T-Rex create a cloud of obscuring dust initiative count 20 in the next round. Anyone attempting a ranged attack or casting a spell into the area must make a DC 16 Wisdom (Perception) check to target the T-Rex. The T-Rex can't use this action again until it uses a different action.
- Tentacles sprout out of the ground in a 20-foot circle within 100 feet of the T-Rex. Creatures in the circle must make a DC 16 Dexterity save or be restrained. The tentacles last until initiative count 20 in the next round. The T-Rex can't use this action again until it uses a different action.
- The T-Rex roars a command, and any living clawfoot in the area makes an attack if it is adjacent to an enemy. Otherwise, it moves as close to an enemy as it can. The T-Rex can't use this action again until it uses a different action.

REGIONAL EFFECTS

The region near the T-Rex is minor manifest zone with Xoriat.

- It is easier to track prey, when hunting, when within 1 mile of the T-Rex. Survival checks have advantage.
- Spells cast within two miles of the T-Rex that transform the shape of a creature or object in any way are 10% likely to attract a random CR 4 or lower aberration.
- Reptiles and aberrations are more dangerous within 2 miles of the T-Rex. All such creatures have +2 to any attacks.
- One in a hundred animals within 2 miles of the T-Rex mutate randomly. Most die within a few hours, as they can't adjust to their new shape. A few, however, survive, and new species are created in the wake of the T-Rex's movement.

READ THE FOLLOWING WHEN THE T-REX'S MYTHIC TRAIT ACTIVATES

The creature roars in pain and seems like it will tip over. Instead, its short arms fall off, and when they land, they transform into clawfoots. Where its arms were, long tentacles appear, dripping acid. In addition, four eye stalks burst from the top of its head!

SUMMONED CLAWFOOT

Medium beast, unaligned

Armor Class 13

Hit Points 22 (3d8+9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	9 (-1)	11 (+0)	6 (-2)

Senses Passive Perception 15

Languages Can take commands from Lurking Two-Maws

Challenge 1 (200 XP)

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

Pounce. If the clawfoot moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the clawfoot can make one bite attack against it as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 (+7 within 2 miles of the T-Rex) to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 (+7 within 2 miles of the T-Rex) to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) slashing damage.

No one is sure if the mutant T-Rex is a creation of one of the Daelkyr, or if it mutated when it encountered a manifest zone of Xoriat. In the end, it doesn't matter.....what matters is that where the T-Rex travels, animals and plants mutate into new forms, and aberrations leak out from the cracks in reality it creates with its passing.

On rare occasions, reports of gravity acting oddly around the T-Rex have been reported, but no one has been able to describe exactly what they saw in a way that anyone else can understand.

MULRAAROG, THE TAR-SKINNED TROLL

MULRAAROG

Huge giant, unaligned

Armor Class 16

Hit Points 212 (17d12+102)

Speed 40 ft., 70 ft. in sludge form

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	9 (-1)	12 (+1)	6 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Condition Immunities Frightened, Poisoned

Senses Darkvision 90 ft., Passive Perception 17

Languages Common, Giant, Various Lost Languages

Challenge 19 (22,000 XP)

Acidic Skin. Any nonmagical metal or wood weapon that hits the troll corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -4, the weapon is destroyed. Nonmagical ammunition that hits the troll is destroyed after dealing damage. Any creature within 5 feet of the troll when it takes damage from any weapon attack must make a DC 20 Dexterity save or take 7 (2d6) acid damage.

False Appearance (Sludge Form Only). While the troll remains motionless, it is indistinguishable from an oily pool or wet rock.

Keen Senses. The troll has advantage on Wisdom (Perception) checks that rely on smell or sight. In addition, the troll automatically spots any traps within 40 feet of it.

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

Sludge Form. The troll can melt into a pool of sludge and move up to its speed. In this form, it is Amorphous, and disappears into/enters any crack or opening of any size. The troll has +15 to all Stealth checks while in this form. Its speed increases to 70 feet and it can climb any surface without a check. It can use its movement to re-enter its troll form, or Troll Form as a Legendary Action.

Xen'drik Bound. It does not have its mythic trait off Xen'drik.

Split Body (Mythic Trait; Recharges after a Short or Long Rest). If the troll is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, its body explodes and splits into two large trolls. Each creature within 20 feet of the troll must make a DC 20 Dexterity save, or take 21(2d10) acid damage, or half that much on a save. Each troll has half the hit points, but otherwise the same statistics and abilities as the original troll but may only have one grappled creature at a time. At the end of a long rest, the troll merges its body back into one body.

ACTIONS

Multiattack: The troll makes a bite attack and two claw attacks. If its hands are full of grappled creatures, it instead makes a bite attack on each grappled creature, with advantage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 19 (2d12 +6) piercing damage and 7(2d6) acid damage.

Claw (must have a free hand). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 16 (2d6 +9) bludgeoning damage, and the target is grappled (escape DC 19) and is subject to Engulf. The troll can have two grappled creatures of size large or smaller at a time, unless its mythic trait is active, then it can only have one as it needs to use both hands to grapple in that size.

Engulf. Creatures grappled are pulled into the troll's oozy body, and it begins pouring sludge into their eyes, ears, and throat. Grappled creatures take 7 (2d6) acid damage at the start of their turn. In addition, they must make a DC 20 Constitution save, or begin drowning. Each round a creature is drowning it loses 10% of its maximum hit points. A creature reduced to 0 hit points through drowning becomes a gray ooze, under the control of the troll. A grappled creature may attempt to break the grapple after it takes damage to start its turn. It must make a Constitution save each round, regardless of previous round results.

LEGENDARY ACTIONS

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

Call Pudding (costs two actions, Recharges on a Short or Long Rest). The troll calls a reduced threat black pudding. The pudding has 30 hit points and its attacks do half the damage of a normal pudding. It may only split one time. The pudding appears within 20 feet of the troll and takes a turn. It then rolls initiative to see when it acts in the next round.

Claw. The troll makes a claw attack.

Fling Sludge. The troll shakes its body. Some of the sludge comes flying off, and each non-grappled creature within 10 feet of the troll must make a DC 18 Dexterity save or take 7 (2d6) acid damage.

Set Trap. The troll uses its acid to weaken the ground around it. Any creature within 10 feet of the troll must make a DC 18 Dexterity save or fall prone. The affected area remains dangerous for 2 rounds.

Troll Form. The troll rises out of the ground (or wall or whatever) it was in while in Sludge Form and resumes its troll form. It uses Claw against any enemy in reach, then moves up to 20 feet without provoking opportunity attacks.

MYTHIC ACTIONS

If the troll's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Acidic, Toxic, Tar Everywhere. The troll can now use three legendary actions per round.

Diseased Ooze (requires two actions). The troll secretes disease from its pores. Each Grappled creature, or creature the troll hits with a melee attack before the end of its next turn, must make a DC 18 Constitution save or contract Troll Sludge Disease (see next page).

Squeeze. *Melee Weapon Attack:* +14 to hit, one grappled target. Hit: 13 (2d6 +6) bludgeoning damage and 10 (1d20) acid damage.

LAIR ACTIONS

The troll's lair is in a swamp, but no one has ever found the location and lived to tell. Rumor has it that it has magic that allows it to take its possessions with it from swamp to swamp, but again, no one that knows if this is true or not has ever lived to tell anyone else.

On initiative count 20 (losing initiative ties), the troll (each troll if its trait is active) takes a lair action to cause one of the following magical effects:

- Pools of sludge within 100 feet of the troll rise up and grasp creatures. Any creature on the ground within 20 feet of such a pool must succeed on a DC 16 Strength saving throw or be restrained. Each round past the first that a creature is restrained it takes 7 (2d6) acid damage. If the troll's mythic trait is active, they take half as much damage.
- The troll kicks its feet wildly and muck and rocks fly all around it. Each creature within 10 feet of the troll must make a DC 20 Dexterity save or take 11 (2d10) bludgeoning damage and be knocked prone. If the troll's mythic trait is active, they take half as much damage and are not knocked prone.
- The troll (must be in troll form) drops any grappled creatures and it uses Sludge Form.
- The troll (must be in sludge form) uses Troll Form.

READ THE FOLLOWING WHEN THE TROLL'S MYTHIC TRAIT ACTIVATES

The creature roars in pain and its body explodes, throwing sludge and acid all around. But your victory is short-lived, as the sludge seems to be moving into two pools. The pools are forming bodies, troll bodies. To your horror, where you once faced one troll, you now face two. I guess if there is anything good about this, they are only about twice as tall as you now....

REGIONAL EFFECTS

The region near the troll's lair is filled with swampy areas. Disease is rampant in the area.

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted, and the swamps are thick with reeking mud.
- Water sources within 1 mile of the lair are filled with disease. Creatures that drink such water must make a DC 15 Constitution save or be poisoned until they save.
- Oozes of all kind flock to the region within 10 miles of the lair.



TROLL SLUDGE DISEASE

DC 18 Constitution save to be cured.

A diseased creature must make a save every day after being infected. A creature that touches an infected creature has a 10% chance of being exposed to the disease.

- First failed save: The creature takes 7 (2d6) poison damage. (must be made when first exposed)
- Second failed save: The creature takes another 7 (2d6) poison and damage and is restrained.
- Third failed save: The creature becomes a gray ooze.
- If an infected creature saves or recovers hit points from magic of at least third level, or a Cure Disease is cast on it, all effects end.

The troll and its swamp are manifestations of The Rot, a layer of Lamannia. In addition to the regional effects listed above, trees and plants rot faster here than seems natural. Intelligent fungi creatures are one of the few natural creatures that make the area home, as they seem not to attract the attention of the troll and the oozes that infect the area. Why this is so, no one knows. However, it does allow them to live among the many diseases and poisonous plants and animals found in the zone. And, others are willing to trade with them to get access to those.

OLD SILVERCLAWS

Gargantuan monstrosity, unaligned

Armor Class 16

Hit Points 212 (17d12+102)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+8)	16 (+3)	22 (+6)	9 (-1)	12 (+1)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Frightened, Prone

Senses Darkvision 90 ft., Passive Perception 17

Languages Common, Giant, Various Lost Languages

Challenge 19 (22,000 XP)

Massive Stride. No terrain is difficult terrain for Silverclaws.

Siege Monster. Silverclaws does double damage to objects and structures.

Xen'drik Bound. Silverclaws does not have its mythic trait off Xen'drik. If the girallon is ever reduced to zero hit points when Lamannian Body is active (or off Xen'drik), its body and soul are sent to Lamannia. Silverclaws is reborn when Lamannia is coterminous with Eberron.

Lamannian Body (Mythic Trait; Recharges after a Short or Long Rest). If the girallon is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, its four arms (re-growing any lost) turn to swarms and it grows a tail. She uses Pound Chest. Each time the girallon loses 53 hit points, one arm falls off and becomes an independent swarm (see next page). For each arm lost, the girallon loses a claw attack.

ACTIONS

Multiattack: Silverclaws makes a bite attack and as many claw attacks as it has hands that are not grappling a creature. In addition, each grappled creature is subject to bite, or swarming claw if its mythic trait is active.

Bite. *Melee Weapon Attack:* +13 to hit (with advantage if the target is grappled), reach 5 ft., one target. Hit: 19 (2d12 +6) piercing damage.

Claw (must have a free hand). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 16 (2d6 +9) bludgeoning damage, and the target is grappled if it is large or smaller (escape DC 22). The girallon can have as many grappled creatures of size large or smaller as hands as it has.

Swarming Claw (only available when Lamannian Body is active). Creatures grappled by Silverclaws are engulfed by the swarm holding them. They have disadvantage on any attack, skill check, or saving throw. Those that fail their save (DC 20 of the type listed) are dropped in addition to any other effect. Dropped creatures take 7 (2d6) bludgeoning damage. The swarms of insects, ravens, and plants created last 3 (1d6) rounds before leaving the area. The fungi die off in 3 (1d6) rounds.

- Upper left arm: A swarm of centipedes covers the grappled creature. It takes 18 (4d8) poison damage and must make a Wisdom save or be stunned until the end of its next turn. A dropped creature has as swarm of centipedes in its space.

- Upper right arm: A swarm of ravens covers the grappled creature. It takes 18 (4d8) piercing damage and must make a Dexterity save or be carried into the air by the ravens. The ravens fly up 40 feet before dropping the creature. A dropped creature takes 21 (2d10) bludgeoning damage, is prone, and is not dropped by the girallon. A swarm of ravens then flies and enters the space of the closest spellcaster enemy of the girallon if within 60 feet of the girallon. Otherwise it swarms the original target.
- Lower left arm: A swarm of vines and other plants constricts the grappled creature. It takes 18 (4d8) bludgeoning damage and must make a Strength check or be grappled by the plants. The target takes the 18 (4d8) damage each round it starts its turn grappled this way. It can use an action to repeat the Strength check during its turn.
- Lower right arm: A swarm of fungi of all type surrounds the target, and it takes 18 (4d8) psychic damage and must make Charisma save or be charmed for 1 minute. Charmed creatures will not attack Silverclaws or its allies. A Charmed creature can repeat its save at the end of each of its turns.

LEGENDARY ACTIONS

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

Claw. The girallon makes a claw attack.

Pound Chest. Silverclaws pounds its chest in a display of power and anger. Each creature that can see the girallon must make a DC 20 Wisdom save or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Throw Rock or Tree (requires at least one hand not to have a grappled creature). Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Tree Swing. (Costs 2 Actions). Silverclaws picks up a large tree and swings it in an arc. Each creature within 10 feet of the girallon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone, or half that on a success. The girallon then moves up to its speed without provoking opportunity attacks.

MYTHIC ACTIONS

If Silverclaws' mythic trait is active, it can use the options below as legendary actions for 1 hour after using Lamannian Body. The girallon can now use three legendary actions per round.

Charmed Attacker. Each charmed creature moves up to its speed and makes a weapon attack against the nearest enemy of the girallon. The charmed creature can make a DC 20 Charisma save after making the attack to end the charm.

Retreat. Silverclaws is no fool. If it has less than 50 hit points, it uses Disengage and Dash to leave the field.

Swarm attack (costs 2 actions). Each swarm created by losing one of its arms or from swarming claw uses its reaction to make an attack. (see the next page for the swarms).

Tail. *Melee Weapon Attack:* +14 to hit, range 15 ft., one target. Hit: 13 (2d6 +6) bludgeoning damage. The target is then thrown 60 feet, and can make a DC 20 Dexterity save, taking 21 (2d10) bludgeoning damage on a failure, or half that on a success.

LAIR ACTIONS

Silverclaws can use its lair action any time. It may or may not have a lair.....no one knows for sure.

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

- If the girallon has taken piercing or slashing damage in the last minute, plants and fungi grow where its blood has fallen. The terrain within 20 feet of the girallon is difficult terrain for 2 rounds.
- A cloud of birds fills a 20-foot-radius sphere centered on a point the girallon chooses within 120 feet of it. The cloud spreads around corners and remains until Silverclaws dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage. Ranged attacks that attempt to go through the cloud have a 50% chance of hitting a bird instead of their intended target.
- Silverclaws stomps its feet causing the land to shake within 20 feet of her. Each creature in the effected area must make a DC 16 Dexterity save, falling prone on a failure.

REGIONAL EFFECTS

The region near Old Silverclaws is thriving with “natural” life of all kinds.

- The land within 6 miles of Silverclaws has twice as many animals as normal. Creatures have advantage on Wisdom (Survival) checks made to forage for food or shelter.
- Water that has been within 2 miles of the girallon in the last 48 hours is pure and refreshing. Those that drink it are cured of all diseases and poisons. An entire tribe of drow make decent money by collecting this water and selling it.
- Lycanthropes within 2 miles of Silverclaws have control over their condition and are not more prone to violence than they were before they were infected. A small tribe of werewolves does its best to stay near the girallon to protect themselves and others from violence. They can't always keep up, and the undedicated believe the girallon creates werewolves in its wake.



READ THE FOLLOWING WHEN THE SILVERCLAWS' MYTHIC TRAIT ACTIVATES

The enormous ape-like creature roars as its arms shed their fur and skin. Where its arms were, there are now swarms! One arm writhes with centipedes, one appears to be made of ravens, one plants, and one fungi of all kind. It looks at you, and pounds its chest in a show of its power. As it does so, you notice the creature now has a prehensile tail.

The massive girallon is a manifestation of The Twilight Forest, a layer of Lamannia. Many drow and giants believe she is the reason their continent is so vibrant and full of life. Most will not attack the girallon and will even defend it against those that do. Unlike others linked to Lamannia, she does not seem to want to destroy buildings and villages. Rumor has it that she is able to create portals to Lamannia. If true, it is likely she only does so for those deserving the honor of visiting her plane.

RUNNING THE SWARMS

There are two ways that swarms come into existence when fighting Silverclaws (both require its mythic trait to be active):

- Each time Silverclaws takes a cumulative 53 hit points of damage, an arm falls off and a huge swarm forms where its arm landed.
- When Silverclaws drops a creature using Swarming Claw.

Lost Arm Clarification:

When the arm hits the ground, a swarm for that kind of arm is created. The Swarm is huge and has 4x the hit points of a medium swarm but is otherwise identical to them.

Swarming Claw Clarification:

First, the swarm surrounds / engulfs a grappled target. Then the target takes damage. Then the target makes a saving throw. If the target fails its save, it is dropped, and a swarm shares its space (the swarm is medium in size). The exception being the ravens, who carry the target up 40 feet, then drop it and then go swarm a spellcaster if they can.

If the creature succeeds, it still takes the damage per each arm, but is NOT dropped. Nor does a swarm form on the ground.

The girallon can create a new swarm every time it uses this ability, even if such a swarm already exists on the ground!

CENTIPEDE SWARM

Speed: 30 ft.

This swarm has Strength 6 and Dexterity 16.

Its damage is poison. (Constitution save for half)

RAVEN SWARM

Speed: 10 ft., fly 60 ft.

This swarm has Strength 6 and Dexterity 16.

Its damage is piercing.

PLANT SWARM

Speed: none

This swarm has Strength 16 and Dexterity 8.

Its damage is bludgeoning.

A creature is grappled by the plant swarm when it shares a space with it. It may use an action to make a DC20 Strength save to escape the grapple.

FUNGI SWARM

Speed: none

This swarm has Strength 6 and Dexterity 6.

Its damage is psychic. On a failure, the creature is also charmed. (Charisma save for half).

Its charm allows the girallon to direct it to attack any creature the girallon wants.

SWARM CORE STATS

Medium swarm of beasts or plants, unaligned

Armor Class 12

Hit Points 24 (7d8-7)

Speed (see each entry)

STR*	DEX*	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances Piercing and Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained

Senses Passive Perception 10

Languages none

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 raven. The swarm can't regain hit points or gain temporary hit points. Each time a creature first shares a space with the swarm, it is subject to the attack below (except when it has already been subject to the attack as part of swarming claws on this turn).

ACTIONS

Bite/Beak/Constrain/Mind Thrust: +4 to hit, reach 0 ft., one target.

Hit: 18 (4d8) damage (see each creature for type).

PA NUK

Huge monstrosity (undead with active trait), unaligned

Armor Class 16

Hit Points 184 (16d10+102)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	22 (+6)	9 (-1)	14 (+2)	10 (+0)

Damage Immunities Necrotic

Condition Immunities Frightened, Prone

Senses Darkvision 90 ft., Passive Perception 17

Languages none

Challenge 17 (18,000 XP)

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

Lethargy of Mabor. Each living creature within 10 feet of Pa Nuk must make a DC 16 Constitution save or suffer one cumulative level of exhaustion. A creature that saves against this effect is immune for 2 (1d4) rounds.

Stench. Any creature other than a catoblepas or undead that starts its turn within 20 feet of the catoblepas must succeed on a DC 20 Constitution saving throw or be poisoned until the start of the creature's next turn.

Surrounded by Death. No less than three Will-o-Wisps and three other random undead of level 2 or lower are always within 100 feet of the catoblepas. If any are reduced to zero hit points, one replacement arrives every round, starting in round three.

Undead Body (Mythic Trait; Recharges after a Short or Long Rest). If Pa Nuk is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it sheds its skin and it reanimates as an undead catoblepas. Everyone that sees this transformation must make a DC 18 Wisdom save or be frightened for 1 minute. A frightened creature can make a save at the end of each of its turns. Pa Nuk's body returns to its normal state after 24 hours if it has not been destroyed.

ACTIONS

Multiattack: Pa Nuk uses death ray if available and then makes a horn and tail attack.

Horn. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 16 (2d10 +5) piercing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (10d6 +5) bludgeoning damage, and the target must succeed on a DC

20 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 40 feet of it. The target must make a DC 18 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 80 necrotic damage. The target dies if reduced to 0 hit points by this ray.

LEGENDARY ACTIONS

Pa Nuk 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 catoblepas regains spent legendary actions at the start of its turn.

Horn. Pa Nuk makes a claw attack.

Tail. Pa Nuk makes a tail attack.

Order Undead. (Costs 2 Actions). The creature lets out a moan that makes you think of death and decay. Each undead within 50 feet of Pa Nuk uses its reaction to take its least deadly action (as long as that action can cause damage).

MYTHIC ACTIONS

If Pa Nuk's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Undead Body. It can now use three legendary actions per round.

Putrid Flesh. As a reaction to taking damage, Pa Nuk may allow a portion of its putrid flesh to fly into one creature within 10 feet of it. The target must make a DC 18 Dexterity save. On a failure, the target takes 21 (2d20) necrotic damage, and is prone, or half as much damage on a successful one.

Radiant Void. Pa Nuk emits a cloud of darkness to a range of 60 feet. Creatures in the cloud that attempt to cast a spell that deals radiant damage or restores hit points must succeed on a spellcasting ability check with a DC equal to 10 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the action is lost. The cloud lasts until the end of Pa Nuk's next turn.

Breath of Mabbar (costs 2 actions). Pa Nuk exhales death in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 42 (4d20) necrotic damage on a failed save, or half as much damage on a successful one. Undead in the cone recover 11 (2d10) hit points.

LAIR ACTIONS

The catoblepas wanders a massive swamp in the Northwester part of the continent. No one has seen its lair, and it isn't clear if it has one, or if the whole swamp is its lair.

On initiative count 20 (losing initiative ties), Pa Nuk takes a lair action to cause one of the following magical effects:

- The catoblepas turns its gaze toward a mass of sickly-looking plants it can see within 50 feet of it. They move and attack the nearest creature. The catoblepas can't use this action again until it uses a different action.
 - **Plants.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 16 (2d10 +5) piercing damage.
- Pa Nuk shakes its body, and the disgusting swamp matter that has been clinging to its body flies out in a 10 foot radius. Creatures in the area must make a DC 18 Dexterity save, or take 11 (2d10) necrotic damage. Pa Nuk can't use this action again until it uses a different action.
- Flies and insects that were clinging to Pa Nuk enter the space of a random creature within 10 feet of the catoblepas. The target can Dash to avoid the swarm (moving away from the catoblepas every step). Doing so does not provoke opportunity attacks. Otherwise the target takes 18 (4d8) poison damage. Pa Nuk can't use this action again until it uses a different action.
- The swamp around Pa Nuk seems to grab at anyone attempting to move. Creatures attempting to move while within 25 feet of Pa Nuk have their speed cut in half. Catoblepas and undead are immune to this effect. This effect lasts until initiative count 20 in the next round. Pa Nuk can't use this action again until it uses a different action.

REGIONAL EFFECTS

The swamp Pa Nuk lives in is a manifest zone of Mabar.

- The vegetation in the swamp is sickly and pale. Eating it has a 40% chance of poisoning a living creature.
- Undead have advantage on attempts to turn them in the swamp.
- The swamp is in a perpetual state of low light. Magical light has a 25% chance of failing when first cast, and each hour it is in the swamp.
- Undead of all kind live here, but especially will-o-wisps.
- Necromancy spells are more effective in the swamp, acting as if they were cast one level higher.
- Healing spells heal half the hit points they normally would.



READ THE FOLLOWING WHEN PA NUK'S MYTHIC TRAIT ACTIVATES

The creature's skin dissolves and falls into the swamp. It starts to tip over. You feel a sense of death and decay wash over you, as a darkness envelops the catoblepas. It steadies itself, and you can see that it has risen as an undead!

Pa Nuk is enemies with Old Silverclaws and Kraa'ark Lors. But so far, neither seems to even able to enter the Mabaran manifest zone that makes up its swamp. The swamp grows each year, when Mabar is coterminous with Eberron. It would be much more dangerous, as would the undead there, if the zone didn't make them lethargic and uninterested in leaving the swamp. Vampires and liches avoid the swamp at all costs, though none have ever communicated why this is.

A group of paladins and clerics went into the swamp two years ago. None returned, and others have reported seeing zombies and skeletons wearing their clothes.

LIVING SPELLS

Most living spells are spawned from one spell, but a rare few are living versions of two spells somehow fused together. Each of these living spells has similar statistics. (adapted from *Creature Incarnations: Living Spells* in *Dungeon* 175)

LIVING SPELL CORE STATS

Large construct, unaligned

Armor Class 15

Hit Points 73 (7d10+35)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages none

Challenge 7 (2,900 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Multiattack. The living spell makes two magical strike attacks.

Magical Strike Melee Spell Attack: +8 to hit, reach 10 ft., one target. Hit: 22 (5d6 + 5) damage (see each creature for type).

CORROSIVE WEB

A corrosive web is a combination Web and Acid Splash. It uses its tendrils to pull creatures into itself. It looks like a mass of sickly green webs rolling on the ground (even though it is flying). Its magical strikes are acidic tendrils of webbing that do acid damage.

Add the following Trait:

Flammable. The web takes an addition 10 hit points of damage against fire damage, and any creature engulfed by it also takes 10 hit points of fire damage.

Add the following Actions:

Grasping Tendril of Webbing (recharge 5-6). The living spell extends a tendril of webbing from itself and makes a magical strike. In addition to the damage, the target is grappled (escape DC 16). On a failure, the target is pulled into the living spell, and is subject to engulf.

Engulf The living spell moves up to half its speed and stops in as many creatures' spaces as it can. A creature may attempt a DC 16 Dexterity save to leap away (the save has disadvantage). On a success, the target ends up 5 feet from the web. On a failure, a creature is engulfed and must make a DC 16 Constitution saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a

successful one. A creature may make a DC 16 Strength save to escape being engulfed at the end of its turn. A creature that starts its turn engulfed takes 9 (2d8) acid damage.

Spell Mimicry (Recharge 5-6). The living spell creates webbing in a 40-foot-diameter sphere within 60 feet of it. When a creature enters the webbing for the first time on a turn or starts its turn there, it must make a DC 16 Constitution saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one. A creature may make a DC 16 Strength save to escape the webbing at the end of its turn.

WHITHERING GRASP

The withering grasp is a combination of Evard's Black Tentacles and Ray of Enfeeblement. It looks like a cloud of tentacles, not surprisingly. Its magical strikes are tentacles that do bludgeoning damage.

Add the following Actions:

Spell Mimicry (Recharge 5-6). The living spell creates a mass of tentacles in a 20-foot-diameter sphere within 60 feet of it. When a creature enters the tentacles for the first time on a turn or starts its turn there, it must make a DC 16 Dexterity saving throw, taking 22 (5d8) bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, creatures that fail their save are restrained. Creatures that make their save move 5 feet from the mass of tentacles. A creature restrained by the tentacles can use its action to make a DC 16 Strength or Dexterity check (its choice). On a success, it frees itself.

FROSTCLUTCH

The frostclutch is a large, whitish-blue hand, floating in the air. It is a combination of Bigby's Crushing Hand and Ray of Frost. Its magical strikes are fists that do bludgeoning and cold damage.

Add the following Actions:

Icy Grasp (recharge 5-6). The living spell makes a magical strike attack. On a success, the target is grasped (DC 16 Strength to escape). Grasped targets are restrained and take 11 (2d10) cold damage when first grasped. A creature that starts its turn grasped takes 22 (5d6+5) bludgeoning and cold damage. A grasped creature can attempt to escape at the end of each of its turns. The living spell cannot grasp more than one creature at a time and cannot use Magical Strike while it has a creature grasped.

Spell Mimicry (Recharge 5-6). The living spell creates a duplicate of itself. The duplicate has 36 hit points but is otherwise identical to the living spell. Its only available action is Icy Grasp, doing half the damage of the original. A frostclutch can only have one duplicate in existence at a time.

MADBORN HUMANOID

Madborn are humanoids created by the Madstone (adapted from *Five Nations*) found in the northern reaches of Karrnath. From a distance they look like humanoids with glowing blue eyes and mouths, but up close they look more ragged, dirtier and more unkempt. They attack anyone they get near.

They don't want to kill you, they want to knock you out, and take you back to the Madstone to join the collective. The sample madborn was a halfling rogue.

You may make a madborn by adding the following to any statblock (increase the CR by 1–2):

Double its hit points. Increase its Constitution to 17. Decrease its Dexterity and Charisma to 9.

Reckless. The madborn has advantage on all melee attacks, and all melee attacks against it have advantage.

Tottering. When the madborn misses with an attack, an enemy within 5 feet may use its reaction to make a melee attack against it.

Will of the Madstone. The madborn is in telepathic communication with the the Madstone. It shares knowledge with the Madstone and all other madborn, so that every madborn is aware of knowledge that any one possesses. If encountered as part of a group of madborn, the madborn and its allies cannot be flanked.

Innate Spellcasting. The madborn can innately cast the spells under actions, requiring no material components. It can use each spell 2 times per long rest.

Cause Fear. A creature the madborn can see must make a DC 12 Wisdom save or be frightened of it for 1 minute. A frightened creature can make a save at the end of each of its turns.

Expeditious Retreat. The madborn can dash each turn for the next minute. After the first round, such a dash can be done as a bonus action.

Incoherent Madness. A creature the madborn can see must make a DC 12 Wisdom save or be incapacitated for two rounds. An incapacitated creature can make a save at the end of each of its turns.

Lesser Confusion. All creatures within 10 feet of the madborn must make a DC 12 Intelligence save or be confused for one round. A confused creature can only do the following on its own turn and cannot take reactions. It grants advantage on all melee attacks.

1-4: No actions.

5-7: Attacks the nearest creature

8-10: Moves its speed in a random direction.

MADBORN HALFLING ROGUE

Small humanoid (halfling), chaotic evil

Armor Class 15 (studded leather)

Hit Points 64 (5d8+10) (doubled)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	11 (+0)	11 (+0)	9 (-1)

Senses Passive Perception 13

Languages The languages it spoke before being madborn

Challenge 3 (700 XP)

Halfling Nimbleness. The madborn can move through the space of any medium or larger creature.

Reckless. The madborn has advantage on all melee attacks, and all melee attacks against it have advantage.

Sneak Attack (1/Turn). The madborn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the madborn that isn't incapacitated and the madborn doesn't have disadvantage on the attack roll.

Tottering. When the madborn misses with an attack, an enemy within 5 feet may use its reaction to make a melee attack against it.

Will of the Madstone. The madborn is in telepathic communication with the the Madstone. It shares knowledge with the Madstone and all other madborn, so that every madborn is aware of knowledge that any one possesses. If encountered as part of a group of madborn, the madborn and its allies cannot be flanked.

Innate Spellcasting. The madborn can innately cast the spells under actions, requiring no material components. It can use each spell 2 times per long rest.

ACTIONS

Multiattack. The madborn makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Cause Fear. A creature the madborn can see must make a DC 12 Wisdom save or be frightened of it for 1 minute. A frightened creature can make a save at the end of each of its turns.

Expeditious Retreat. The madborn can dash each turn for the next minute. After the first round, such a dash can be done as a bonus action.

Incoherent Madness. A creature the madborn can see must make a DC 12 Wisdom save or be incapacitated for two rounds. An incapacitated creature can make a save at the end of each of its turns.

Lesser Confusion. All creatures within 10 feet of the madborn must make a DC 12 Intelligence save or be confused for one round. A confused creature can only do the following on its own turn and cannot take reactions. It grants advantage on all melee attacks.

1-4: Stand around and do nothing.

5-7: Attacks the nearest creature

8-10: Moves its speed in a random direction.

MISTLING DRYAD

This creature resembles a humanoid woman carved of burnished wood—or at least, it might once have done so. Cracks and spots of black blight mar the perfection of her skin. Her leaflike hair is cracked and brittle, her limbs uneven and twisted, and her eyes shine with madness. Wisps of foul gray smoke drift from her mouth, her eyes, her nose, and the cracks in her skin. The mistlings are dryads caught in the Mourning (adapted from *The Forge of War*)



MISTLING DRYAD

Medium fey, chaotic evil

Armor Class 13 (16 with barkskin)

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 2 (450 XP)

INNATE SPELLCASTING. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *charm person*, *fog cloud*

2/day each: *barkskin*, *flaming sphere*

1/day each: *erupting earth*, *wind wall*

MADNESS. Anyone targeting a mistling with a psychic spell must make a DC 12 Wisdom save or take 2 (1d4) psychic damage and the spell fails.

TREE STRIDE. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living or dead tree within her reach and emerge from a second tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

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

Conjure Living Spell. The dryad can turn any spell she can cast into a living spell. The living spell has AC 15, 25 hit points, and speed 30 feet. The living spell acts as a swarm, moving into a target's space as if the spell that spawned it was cast on that target.

(alternatively, use one of the living spells from [Unusual Living Spells](#) (found on DMSGUILD) or another source....but remember that it should be equal to a cantrip or first-level-based living spell, give or take)

MOUNTS

Halfings on glidewings! Warriors riding metal carriages. These are some of the mounts found in Eberron.

GLIDEWING

Statistics for these halfling mounts can be found in the Basic Rules under [Pteranodon](#).

DRAGONHAWK

The dragonhawk is the symbol of Aundair. They are flown by their military. It is very rare to find one for sale.....illegal even. A dragonhawk is a large hawk, similar to a griffon. However, the lower body is reminiscent of a dragon. (Adapted from the 4E Eberron Guide)

DRAGONHAWK

Large beast, unaligned

Armor Class 13

Hit Points 75 (9d10+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Senses Passive Perception 15

Languages can understand commands from its rider

Challenge 3 (700 XP)

Keen Sight. The dragonhawk has advantage on Wisdom (perception) checks that rely on sight.

Flyby. The dragonhawk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Beak. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

WHEELED CARRIAGES

The two-wheeled carriage is a magical mount. It has two wheels, with a seat between them. Imagine a horse with one wheel at the front and back, with a metal bar for a body with a saddle where you'd expect it. The four-wheeled carriage has a seat, with two wheels on each side of it. Four-wheeled carriages are often used by humanoids that cannot walk for some reason, though anyone can use them. A rider must attune to a carriage to control it. Most are ridden by the wealthy in cities, but some are built for battle.

TWO-WHEELED CARRIAGE

Medium construct, unaligned

Armor Class 14

Hit Points 26 (4d8+8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	9 (-1)	9 (-1)	10 (+0)

Senses darkvision 60 ft., Passive Perception 15

Damage Immunities Poison, Psychic

Condition Immunities Poison, Psychic

Languages can follow orders from its owner

Challenge 1 (200 XP)

Requires Rider. A medium creature or smaller must ride the carriage for it to function. While doing so, the rider controls the carriage, and has advantage on all attacks it makes.

Rideby Rider. A rider doesn't provoke opportunity attacks while on the carriage.

ACTIONS

Fire Breath (Recharge 3-6) The carriage exhales fire from the front in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

FOUR-WHEELED CARRIAGE

Medium construct, unaligned

Armor Class 14

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	9 (-1)	9 (-1)	10 (+0)

Senses darkvision 60 ft., Passive Perception 15

Damage Immunities Poison, Psychic

Condition Immunities Poison, Psychic

Languages can follow orders from its owner

Challenge 1 (200 XP)

Requires Rider. A medium creature or smaller must ride the carriage for it to function. While doing so, the rider controls the carriage, and has advantage on all attacks it makes.

Rideby Rider. A rider doesn't provoke opportunity attacks while on the carriage.

ACTIONS

Fire Breath (Recharge 3-6) The carriage exhales fire from the front in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft, one target. *Hit:* 7 (1d6+3) piercing damage.

MOURNER

Mourners are undead formed when soldiers died in the coming of the Mourning. They moan in pain and agony, and all appear to wear the same Thrane uniform. They look similar to specters but are surrounded by the mist of the Mourmland. They are also very fast. (adapted from the 4E Guide). Significantly more lore can be in *Five Nations*.

MOURNER

Medium undead, unaligned

Armor Class 18

Hit Points 75 (9d10+27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Senses Passive Perception 10

Languages Common

Challenge 3 (700 XP)

Aura of Doom. The mourner is surrounded by the mists of the Mournlands. Any creature other than an undead creature within ten feet of the mourner has disadvantage on Wisdom saves and checks.

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) psychic damage. The target must make a DC 12 Wisdom save or be frightened until the end of its next turn.

Wail of Anguish. (Recharge 5-6) The mourner exhales a psychic cloud of agony in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw, taking 14 (4d6) psychic damage and being frightened on a failed save, or half as much on a successful one.



MOURNING HAUNT

A Mourning haunt resembles a brown ghost-like thing, standing about 7 feet tall. Tendrils of dead-gray mist unwind from around it, concealing it in a cloud of fog. Its eyes are blank white orbs, and its mouth is full of long, sharp teeth. (adapted from the 4e Guide)

MOURNING HAUNT

Medium fiend (demon), chaotic evil

Armor Class 18

Hit Points 60 (11d8+11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Stealth +4

Senses Passive Perception 10

Languages Abyssal

Challenge 4 (1,100 XP)

Mist Aura. The mourning haunt is surrounded by the mists of the Mournlands. Non-magical weapon attacks against it have disadvantage.

ACTIONS

Multiaction. The haunt makes three bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 10 (1d10 + 5) psychic damage.

Haunting Fog. (Usable only when the Haunt has at least half its hit points – Recharge 5-6) The haunt extends the mist around it into enemies and attempts to haunt them with the terror of the mists that surround it. Each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw or take 5 (1d6+2) psychic damage each round it is in the fog. In addition, creatures that fail their save are restrained by fear. A haunted creature can make a save at the end of each of its turns. Once placed, the fog is stationary.

Whirlwind of Tentacles. (Usable only when the Haunt has less than half its hit points) The haunt reaches out with tentacles of fog. The haunt makes a bite attack against all creatures within 10 feet.

REACTIONS

Retribution. The haunt can make a bite attack against any creature that hits it with a melee attack, as long as that creature is within 5 feet of the haunt.

OPABINIA

The opabinia were tiny creatures that the daelkr mutated and enlarged. They are covered in slate-blue chitinous pates. An Opabinia crawls on dozens of tiny legs, and its front is marked by five eyes and a long proboscis tipped with a jagged beak. Its back end is tipped with fins, like those of a lobster. It is amphibious and lives mostly near bogs and swamps or in the oceans and seas of Eberron. (adapted from *Horrors of the Daelkyr* in *Dragon Magazine* 348)



QUARBOUND WOLF SPY

Wolf spies are created by the Inspired (or sometimes others, those who serve the good in the Dreamlands). Their coat blends with the land. They read minds, and a glimmer in their eyes creates a shiver that informs its target that the creature is inside its mind, already transmitting your location and thoughts to its unseen masters. Quarbound Wolf Spies are generally Lawful Evil, though some good Quori also create such spies. (adapted from *Secrets of Sarlona*)

OPABINIA

Medium aberration, neutral

Armor Class 15

Hit Points 16 (3d6+6)

Speed 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Senses Passive Perception 10

Languages Deep Speech, Common

Challenge 4 (1,100 XP)

Jagged Bite. Damage from an opabinia's bite can only be cured by magical means.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target must make a DC 10 Strength check or be grappled. On a failure, the opabinia may make a grinding bite attack against the target. An opabinia cannot use Bite when it has a target grappled.

Grinding Bite. One target that is grappled by the opabinia takes 14 (4d6) piercing damage.

QUARBOUND WOLF SPY

Medium aberration, neutral

Armor Class 14

Hit Points 27 (5d8+5)

Speed 20 ft., Swim 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 13

Languages understands Quori and either Common or Riedran.

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The wolf's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no component:

At will: *Disguise Self* (the wolf changes its color to blend into its surroundings and adds 10 to any attempt to hide).

2/day, each: *Animal Messenger*, *Detect Thoughts*.

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

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

ACTIONS

Multiattack. The wolf makes one bite and two claw attacks. At least two attacks must be against the same target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 14 (4d6) piercing damage and the

RANCID BEETLE SWARM

Rancid beetle swarms are large groups of disease-carrying cockroaches. They are more intelligent than normal roaches and attempt to create as many zombies as they can. When a new zombie is created, half the swarm moves into the new zombie, the other half remains an independent swarm. (adapted from *Sharn – City of Towers*)

RANCID BEETLE ZOMBIE

Beetle zombies are little more than vessels to carry diseased cockroaches around. They are created when a creature fails three saves against beetle rot disease.

RANCID BEETLE SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+1)	10 (+0)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

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

Create Spawn. A creature killed by a beetle swarm immediately becomes a rancid beetle zombie, and the half the swarm enters the zombie's body.

Creepy Crawly. A creature sharing a space with the swarm has disadvantage on all skill checks and attacks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target sharing a space with the swarm. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a D 12 Constitution save or be subject to beetle rot disease.

RANCID BEETLE ZOMBIE

Medium Undead and medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	7 (-2)	1 (-5)

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 1 (200 XP)

Create Spawn. A creature killed by a zombie contracts beetle rot and becomes a rancid beetle zombie in 2 rounds unless it is healed.

Protecting A Swarm. The zombie has a Rancid Beetle Swarm inside its body. The swarm is only subject to area effect damage while the zombie has at least one hit point.

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

ACTIONS

Multiattack. The zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must make a D 12 Constitution save or be subject to rancid beetle disease.

Spew Swarm. Half the swarm inside the zombie comes rushing out of all openings in the zombie. Every creature that is not a rancid beetle swarm or undead that can see the swarm must make a DC 12 Wisdom save or take 5 (1d6+2) psychic damage and be restrained for one round. The swarm moves up to ten feet and moves into the nearest target's space and takes a bite action.

REACTIONS

Exploding Swarms. When the zombie is reduced to zero hit points, the swarm inside it bursts out of it (if it survived the attack that killed the zombie). The swarm lands in two spaces within ten feet, becoming two swarms in the process. If it can occupy an enemy space, it does so and makes an immediate bite attack.

BEETLE ROT

Beetle Rot Disease: DC 12 Constitution save to be cured.

A diseased creature must make a save every day after being infected. A creature that touches an infected creature has a 10% chance of being exposed to the disease.

- First failed save: The creature takes 4 (1d3+1) poison and psychic damage. (must be made when first exposed)
- Second failed save: The creature takes another 4 (1d6+1) poison and psychic damage and is restrained.
- Third failed save: The creature becomes a rancid beetle swarm zombie.
- If an infected creature recovers hit points in any way other than by resting (or makes one save), it is cured of beetle rot.

RHESH TURAKBAR AND HIS ALLIES

Rhesh is the minotaur ruler of a group of demon worshippers. You can learn more about him in the 4e Eberron Campaign Guide. He follows the Horned King (Baphomet) and his followers wield demonic powers beyond their normal kin.

GNOLL DEMONIC BLOODDRINKER

The gnolls known as blooddrinkers have forsaken the new, peaceful, ways of many gnolls in Eberron. They serve as leaders of warbands for Rhesh. They have pledged their souls to the same demon lord Rhesh serves and have become fiends in the process.

GNOLL DEMONIC BLOODDRINKER

Medium fiend, (gnoll), chaotic evil

Armor Class 14 (Hide Armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Senses darkvision 60 ft., Passive Perception 10

Languages Abyssal, gnoll, minotaur

Challenge 4 (1,100 XP)

RHESH TURAKBAR

Rhesh is large even for a minotaur and is stronger than some giants. However, he's no fool, and will not fight to the death. If he feels like he might lose a battle, he will use his maze ability to escape.

Innate Spellcasting. The gnoll's spellcasting ability is Charisma (+3 to attack, DC 13 to save) is a natural spellcaster and can cast the following spells once per day:

2nd level: *arms of hadar*

3rd level: *summon lesser demon*

ACTIONS

Multiattack: The gnoll makes three attacks, one with its bit and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+3) piercing damage, and the target must succeed on a DC 12 Constitution save or take 7 (2d6) poison damage.

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

RHESH TURAKBAR

Large monstrosity, chaotic evil

Armor Class 17

Hit Points 99 (11d10+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	18 (+4)	11 (+0)	10 (+0)	14 (+2)

Senses darkvision 60 ft., Passive Perception 18

Languages Abyssal

Challenge 7 (2,900 XP)

Charge. If Rhesh moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. Rhesh can perfectly recall any path it has traveled.

Reckless. At the start of his turn, Rhesh 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.

ACTIONS

Multiattack: Rhesh makes two attacks, one with his magical maul, and one gore.

Magical Maul+1. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (4d6+6) bludgeoning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 24 (4d8+6) slashing damage.

Maze. Rhesh creates a magical maze around him. He then moves up to twice his speed. Creatures within 30 feet of Rhesh when the maze is created must succeed on a DC 20 Wisdom check or be lost in the maze until it disappears in four rounds or they find their way out. A lost creature can take no action other than trying to find their way out of the maze and can make a new check at the end of its turns to find its way out.

SCORROW

Eight segmented legs support the long body of a black scorpion. Where its head should be, the smooth torso of a drow elf rises up, its arms wielding silvered blades. (adapted from *Secrets of Xen'drik*)

Scorrows are master hunters and hate giants and other aberrations.

SCORROW

Large aberration, varies

Armor Class 18

Hit Points 90 (11d10+30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	11 (+0)	11 (+0)	10 (+0)

Senses Passive Perception 10

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Expert Climber. The scorrow can climb any surface without needing to make an ability check.

Favored Enemy. The scorrow has advantage to track giants and aberrations. It does an extra 4 (1d8) damage against them on a hit.

Survivor. The Scorrow has advantage on all Survival checks.

Magic Weapons. The Scorrow's sword attacks are magical.

ACTIONS

Mutliattack: The scorrow makes two sword attacks and one stinger attack or makes two boomerang attacks.

Boomerang. Ranged Weapon Attack: +6 to hit, range 60/120, one target. Hit: 9(1d8+5) bludgeoning damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. Hit: 13 (3d6 + 3) piercing damage

Sword. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 9 (2d8) poison damage and the target must make a DC 14 Constitution save or be poisoned until



SKINWEAVERS

Skinweavers are bizarre aberrations created in the Forest of Flesh by Mordain the Fleshweaver.

Each head controls a group (2–5) of hands. If the head that controls a group of hands dies, the hands attack the creature that killed the head until one or the other is dead. Hands will seek out a new head if their leader dies.

Heads are humanoid heads mounted on the body of a small spider. There is not much neck between the body and the head. Hands are mounted on the body of small scorpions, with the hand where you would expect the tail to be found.

Neither speaks a language, but the heads are perfect mimics of any sound they've heard in the last 24 hours.

(Adapted from *Forests of Flesh* in *Dragon* 364)

SKINWEAVER HAND

SKINWEAVER HAND

Small aberration, unaligned

Armor Class 17

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	9 (-1)	9 (-1)	8 (-2)

Damage Resistances Necrotic, Poison

Condition Immunities Poisoned

Senses Passive Perception 9

Languages None

Challenge 3 (700 XP)

Web Climber. Hands can move normally through any web.

ACTIONS

Unclean Touch. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) damage and 2 (1d4) necrotic damage.

Rotted Blast (recharge 3-6). *Ranged Spell Attack* +6 to hit, range 60 ft., one target. *Hit* 5 (1d10) necrotic damage. On a hit, the target must make a DC 12 Wisdom save. On a failure, the target takes 4 (1d6+1) damage each time it moves closer to the hand for the next 2 rounds.

Choke Hold (recharges after a short or long rest). The hand moves into a large or smaller creature's space (the creature must have a neck). It then crawls up the target's body and its hand grabs the target's neck. The target must make a DC 14 Constitution save or be stunned. A stunned creature takes 10 (2d6+3) damage. The hand can sustain Choke Hold on a stunned creature. A stunned creature can re-roll its save at the end of each of its turns. On a save, the hand moves off the target's body up to its speed (this movement does not provoke an opportunity attack from the target).

SKINWEAVER HEAD

SKINWEAVER HEAD

Small aberration, unaligned

Armor Class 17

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	15 (+2)	14 (+2)	12 (+1)	6 (-3)

Damage Resistances Necrotic, Poison

Condition Immunities Poisoned

Senses Passive Perception 9

Languages None

Challenge 4 (1,100 XP)

Web Climber. Heads can move normally through any web.

ACTIONS

Multiattack. The head makes two attacks: one creepy presence and takes any other one action.

Creepy Presence. Each creature of the head's choice that is within 80 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or feel as if spiders are crawling all over its body and the target has disadvantage on all attacks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending effects 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 head's Creepy Presence for the next 24 hours.

Vicious Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) damage and 2 (1d4) necrotic damage.

Painful Word (recharge 3-6). One creature within 60 feet of the head suffers crippling pain. A target is unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a Constitution saving throw (DC 14) at the end of each of its turns. On a successful save, the pain ends.

Slimy Webs (recharge 5-6). The head creates webs per the spell (DC 16). Because the webs are slimy, they take two rounds to burn.

Skinweaving (recharge 5-6). Skinweavers within 20 feet of the head heal 10 hit points.

Spell Mimicry. The head can cast any spell it has seen an enemy cast since its last turn. If the spell is an attack, it is +9 to hit and adds +5 damage. If it requires a save the DC is 16. This is a standard action, regardless of the type of action used to cast the original spell.

TENTACLE SPIDER

The large creature moving toward you looks like a spider, but where its fangs should be, you see tentacles. Unfortunately, it still has a mouth of very sharp teeth. Despite their name they are aberrations, not spiders. (adapted from *Secrets of Xen'drik*)

TENTACLE SPIDER

Larger Aberration construct, chaotic evil

Armor Class 13

Hit Points 22 (4d8+4)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	14 (+2)	13 (+1)	2 (+-4)	11 (+0)	4 (-3)

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

Languages None

Challenge 2 (200 XP)

ACTIONS

Multiattack. The spider makes four tentacle attacks and one eyebite attack.

Eyebite. One creature within 60 feet of the spider that it can see must succeed on a DC 12 Wisdom save or be sickened. A sickened creature has disadvantage on attack rolls and ability checks. A sickened creature may make another saving throw at the end of each of its turns. Once it saves it is immune to eyebite for 24 hours.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success. If at least two tentacle attacks hit the same target, it is subject to bite (only one creature may be bitten per round).

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Writhing Web (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). Webs that miss their target writhe and move to attempt to restrain the nearest target (as Writhing Web) for two rounds before falling apart (acting after the spider).

UMBRAL SPY

The umbral spy was created by Breland early in the last war. They don't like necromancy, but they found these spies very useful. These constructs look like shadows, but they are not undead. On the other hand, Breland had to use necromancy in the process.....and the charm that controls them are made from the rib bone of the changeling used to create the spy.....(adapted from *The Forge of War*)

UMBRAL SPY

Small construct, unaligned

Armor Class 14

Hit Points 35 (10d8-10)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages the languages it knew in life, it can only communicate telepathically, and only with the holder of its charm

Challenge 3 (700 XP)

Hide in Plain Sight. The spy has advantage on Dexterity (Stealth) checks made to hide while it is in any area other than full sunlight.

Incorporeal Movement. The spy 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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) psychic damage. The target must make a DC 12 Wisdom save, or have its Wisdom reduced by 3 (1d6). The urdark gains temporary hit points equal to the damage it dealt (up to 35 temporary points)

Shadow Bond. An umbral spy can attempt to bond with the shadow of any giant or humanoid of Small to Huge size. The target must make DC 13 Wisdom save. On a failure, the umbral spy disappears into the subject's shadow. From that point on, it accompanies the subject everywhere, seeing what it sees, hearing what it hears. When bonded, the umbral spy is undetectable by any magic other than true sight. An umbral spy can detach itself at will, and the victim is permitted a new save every 24 hours. If a subsequent save succeeds, the umbral spy must depart. Subjects are unaware of the presence of the spy in their shadow.

URDARK

The first urdark was created in the labs of Karrnath from the body of an insane mass murderer. It escaped and is not controlled by the Karrnathi. It has been slowly making its way around Karrnath, seemingly at random, creating spawn (which it does not control). Urdarks are incorporeal spirits of evil, which look like the creature they were spawned from. Except their arms and head are now pulsing red and white mists. As if that wasn't bad enough, they giggle as they injure their prey.....(adapted from *Magic of Eberron*)

URDARK

Small undead, chaotic evil

Armor Class 14

Hit Points 35 (10d8-10)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Incorporeal Movement. The urdark 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.

Unsettling Aura. The urdark is constantly giggling in a creepy way. Any living creature within 10 ft. of the urdark must make a DC 14 Constitution save, taking 4(1d6+1) psychic damage and becoming frightened until the end of its next turn on a failure. Succeeding on a save does not make a creature immune from the giggling in future rounds.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) psychic damage. The target must make a DC 12 Wisdom save, or have its Wisdom reduced by 3 (1d6). The urdark gains temporary hit points equal to the damage it dealt (up to 35 temporary points)

Create Spawn Any creature reduced to zero Wisdom dies and rises as an urdark in 24 hours. Powerful magic cast on the body before that prevents the spawning. An urdark does not control the spawn it creates.

WARFORGED RAPTOR

House Cannith built these large metal raptors to combat Aundarin dragonhawk riders, but it turned out to be much better at fighting ground troops. No one is sure how many survive in the Mournlands. The rocks the raptor throws weigh 40–60 pounds! (adapted from *The Forge of War*)

WARFORGED RAPTOR

Large construct, unaligned

Armor Class 17

Hit Points 65 (10d8+20)

Speed 20 ft., fly 90 ft.

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

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages understands Common but can't speak it

Challenge 5 (1,800 XP)

Clumsy on Land. The raptor's attacks have disadvantage when it is on the ground.

Dive Attack. If the raptor is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d6+2) damage to the target.

Flyby. The raptor doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The raptor makes two claw attacks and one wing buffet attack. If the raptor is flying at the time, the wing buffet must be made against a creature that is not subject to claw.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Wing Buffet. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Throw Rock. *Ranged Weapon Attack:* +6 to hit, range 60 / 100 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage.

Strafing Rocks. *Ranged Weapon Attack:* +6 to hit, one target for each rock (up to four targets). *Hit:* 15 (3d8 + 2) bludgeoning damage. The raptor flies up to its speed, dropping one rock every 20–30 feet. Each rock must target a different creature.

WARFORGED SCORPION

Before the fall of the giants, clans of renegade drow learned the secrets of creating constructs in the ruined creation forges the quori left behind. In these forges they built the first warforged scorpions in homage to their god Vulkoor. (adapted from *Secrets of Xen'drik*)

WARFORGED SCORPION

Large construct, unaligned

Armor Class 17

Hit Points 52 (8d8+16)

Speed 30 ft., climb 30 ft.

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

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages none

Challenge 4 (1,100 XP)

Expert Climber. The scorpion can climb any surface without needing to make an ability check.

ACTIONS

Multiattack. The scorpion makes two Claw attacks and one Stinger attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 2) piercing damage and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

Acid Spray (recharges on a long rest): The scorpion sprays poison from its stinger in a 30-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 24 (4d10+2) poison damage on a failed save, or half as much damage on a successful one. The scorpion cannot add poison to its sting attack until this has successfully recharged.

WHIRLING BLADE SWARM

Found in manifest zones near battlefields, these swarms of blades seem like living spells, but are actual blades that swarm creatures. The rarely attack any creature that is not carrying a weapon. They seem to be looking for battle, not just to kill every creature they come across. (adapted from the 4e Guide)

WHIRLING BLADE SWARM -

GREATER

Large construct, unaligned

Armor Class 14

Hit Points 61 (8d8+16)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	18 (+2)	16 (+2)	8 (-1)	10 (-3)	8 (-1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages none

Challenge 4 (1,100 XP)

Swarming Recklessness. When using Swarm of Swords, the swarm gains 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.

ACTIONS

Swords. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Swarm of Swords (recharge 5-6). The swarm moves into an enemy's space and surrounds it with swords. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 20 (4d8 + 2) slashing damage. A creature that ends its turn in the swarm takes 20 (4d8+2) slashing damage.

Bladestorm. The swarm moves up to its speed, moving through enemy spaces. It makes a swords attack against every enemy whose space it moves through. The swarm cannot attack a target more than once in this fashion, and It must end its movement in an unoccupied square.

WHIRLING BLADE SWARM

Medium construct, unaligned

Armor Class 12

Hit Points 26 (4d8+8)

Speed fly 20 ft.

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

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 7

Languages none

Challenge 1 (200 XP)

ACTIONS

Swords. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Bladestorm. The swarm moves up to its speed, moving through enemy spaces. It makes a swords attack against every enemy whose space it moves through. The swarm cannot attack a target more than once in this fashion, and It must end its movement in an unoccupied square.



XENOSTELID

This horrid creature stands over 20 feet tall. Its appearance combines features of a centipede's head and body held erect with twitching appendages, four massive scorpion claws, and eight spidery legs. Several pairs of eyes circle its head, just above pairs of huge mandibles.

The daelkyr only managed to create a handful of these monsters near the end of the war. They have been hunted to near extinction. They are quite intelligent and love tearing creatures in half. They are also fond of destroying buildings (when they deem it safe enough to approach them). Despite being left behind by their masters and creators when the war ended, they still worship them as gods. Most xenostelids lead a Cult of the Dragon Below, and are rarely found alone.

(adapted from *Horrors of the Daelkyr* in *Dragon* 348)

XENOSTELID

Huge aberration, chaotic evil

Armor Class 19

Hit Points 189 (18d10+90)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	18 (+4)	14 (+2)	14 (+2)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Poisoned

Senses Blindsight 60 ft., Passive Perception 18

Languages Common, Deep Speech, Telepathy 120 ft.

Challenge 14 (11,500 XP)

Legendary Resistance (2/day). If the xenostelid fails a saving throw, it can choose to succeed instead.

Expert Climber. The xenostelid can climb any surface and is not effected by webbing.

Siege Monster. The xenostelid does double damage to objects and structures.

Deadly Claws. The xenostelid's claw attacks are deadly. They are a critical hit on an 18-20.

Web Fighter. The xenostelid has advantage against any creature restrained in webbing.

ACTIONS

Multiattack: The xenostelid makes four claw attacks, and one bite attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) piercing damage. In addition, the target must succeed on a DC 22 Constitution saving throw or be Poisoned. The

xenostelid can attempt to grapple (DC 24 Strength to avoid the grapple) the target. On a failure, the xenostelid uses Bite against the target. If two claw attacks hit the same creature and it is grappled, the xenostelid use rip apart.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 19 (4d10+5) piercing damage. If the target is grappled, it takes an additional 10 (1d6 + 7) damage.

Rip Apart. *Melee Weapon Attack:* +10 to hit, one target hit by two claw attacks on the same round. The target must succeed on a DC 20 Constitution save or have part of its body ripped apart. On a failure, the creature takes 20 psychic damage, 10 slashing damage, and is unconscious for 1 round. The xenostelid then throws the target aside. On a success, the creature takes half damage and is still thrown.

LEGENDARY ACTIONS

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

Screech (costs 2 actions). The xenostelid uses disengage to move up to its speed. As it moves, it emits a deafening screech. All creatures within 20 feet of the xenostelid at any point in this movement must succeed on a DC 18 Constitution saving throw or take 27 (6d8) thunder damage and be stunned until the end of its next turn.

Web. *Ranged Weapon Attack:* +18 to hit, range 100 ft., creatures in a 20-foot burst. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 16; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Advanced Leadership. The xenostelid yells at one of its allies when it misses an attack. The ally can reroll the attack with advantage.

XORBEAST

Even the daelkry find a xorbeast to be repulsive. You can see the ripples of fat, when you aren't distracted by the glistening, sickly, rainbow of colors on its oddly shaped body. It stands on four appendages that end in sucker-tipped stumps.

Two more appendages grow from its back, each ending in a sphincter-like mouth. It doesn't really have a face, more of a mouth surrounded by goo. It drips some kind of jelly substance; indeed, you now notice its entire body is gelatinous.

Xorbeasts live to engulf creatures and take them to their daelkry masters. This can take a very, very, long time if the xorbeast is not near a way into a demiplane.

(adapted from *Horrors of the Daelky in Dragon* 348)

XORBEAST

Huge aberration, chaotic evil

Armor Class 14

Hit Points 93 (11d10+33)

Speed 25 ft.

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

Damage Resistances Cold, Fire; Bludgeoning and Slashing from Nonmagical Attacks

Damage Immunities Acid, Thunder

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages Deep Speech

Challenge 5 (1,800 XP)

Blubbery. The xorbeast's gelatinous body protects it from critical hits. There is a 50% chance a critical hit turns into a normal hit.

Excellent Climber. The xorbeast has +10 on all skill checks to climb.

ACTIONS

Multiattack: The xorbeast can use frightful presence, then makes two slam attacks, or uses engulf.

Frightful Presence. Each creature of the xorbeast's choice that is within 60 feet of it and aware of it must succeed on a DC 15 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 xorbeast's Frightful Presence for the next 24 hours.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

Engulf. The xorbeast moves up to its speed and raises its body higher. It stops over as many medium or smaller creatures as possible. Creatures may make an attack against the xorbeast OR may attempt a DC 15 Strength save. On a failure, they are engulfed and subject to Temporal Stasis. Engulfed targets are blinded and restrained, have total cover against attacks and other effects outside the xorbeast. The xorbeast can have only two targets engulfed at a time. On a save, the creature is pushed so that it is not under the xorbeast.

Temporal Stasis. Creatures that are engulfed by the xorbeast must make a DC 15 Constitution save. On a failure, the creature is unconscious. The xorbeast or a daelkry can end this state. A creature in this state can make a new save every ten minutes. On a success not only is stasis ended, but the creature is no longer engulfed. A creature escaping the engulf this way appears in a space within 10 feet of the xorbest.

YUAN-TI WRETCHLING

The yuan-ti of Xen'drik capture explorers and drow to experiment on. Most experiments result either in death or in the creation of a yuan-ti wretchling. A wretchling looks like a humanoid with green scales, elongated legs and arms, and hands that are more claw than hand. It has a larger mouth with uneven rows of teeth. (adapted from *Secrets of Xen'drik*)

YUAN-TI WRETCHLING

Medium humanoid (yuan-ti), neutral evil

Armor Class 14

Hit Points 27 (5d8+5)

Speed 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	4 (-3)	10 (+0)	8 (-1)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages understands Quori and either Common or Riedran.

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Poisonous Bite (recharges after a long rest). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much on a successful one.

