

THE KORRANBERG CHRONICLE

THREAT DISPATCH



AN EBERRON BESTIARY

BY

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THREAT DISPATCH

Only the best and most rugged were invited to the Wayfinder Foundation. The thought always made Ardiane smile. That she; still young enough that she looked like a teenager; had earned her place alongside the famous explorers of the broadsheets and history books. Not least of whom was the man they had come to see.

"Lord ir'Dayne is on the west side of the upper floor. Better for his health," Ardiane explained to Rhen as they climbed the stairs. She tried to make a competition of it, but he kept pace with her. "But you find Vikan first. He's the one who decides if you see Lord ir'Dayne." She looked around for the big man, unconsciously brushing her short hair back.

Vikan Buristal was walking towards them, flipping through accounts in a leather binding. "He the Library bloke?" Vikan asked as Ardiane led Rhen and the plain scholar's face he wore over. She didn't answer, instead turning her head to indicate the changeling. "You the Library bloke?" Vikan repeated, looming as Rhen opened his bag for his travel papers.

Handing them over, he explained, "Giff Rapelje reached out to the Library of Korranberg and requested that we send over a writer of some skill and fortitude. I drew the metaphorical short straw." After a long pause, Rhen added, "Sir." Vikan handed the papers back, then led the pair into the office of Lord ir'Dayne. Rhen made to follow, but Ardiane grabbed his shoulder to hold him back, shaking her head.

They could hear a brief discussion on the other side of the door, which was ended by a hearty voice calling, "Well, come in! Both of you. Haven't got an elf's—" the voice broke off into coughing, and Ardiane felt the familiar twinge of concern as she kept the door open for Rhen.

Lord Boroman ir'Dayne. The halfling was both a living legend, and a cautionary tale. On the one hand, he led the only Frostfell expedition that ever returned. He'd wrestled trolls, fought slimy chuuls, and lived more life than ninety percent of the people on the street could dream of. On the other, was the curse. Lord ir'Dayne was skeletally thin under his rich clothes, his face drawn almost to hiding the spirit of adventure in his eyes. Every adventurer in the building wanted to be him, and just as fervently wanted not to end up like him.

"Sit down, boy!" The only part of Lord ir'Dayne that sounded like the portrait in the foyer was his loud, boisterous voice. "I need your quill and your mind, and I've got hardly that much time to waste. Vikan, the dispatch." His manservant pulled a roughly bound book from between an umber hulk head and a dusty packmate. "This is—" Rhen took the thin book. "This is my Threat Dispatch. The worst and strangest things I've seen and heard of."

Rhen nodded, flipping through it. "This is why they sent me. I was cataloguing the monsters in the Library when I was told the Foundation needed a scribe." He opened his pack and put his list on the table. At Lord ir'Dayne's gesture, Vikan pushed it closer. "There's a lot of overlap between my list and this work," Rhen noted, "though I hadn't heard of the different rakshasa forms."

Lord ir'Dayne grinned like a man half his age. "This is what I've hired you to do!" He declared, clearing his throat. "This Foundation's grown beyond me. It's strong, and I've no doubt in the good people here, but I have one last dream before I go." He pointed at the Threat Dispatch and slammed his hand on Rhen's list. "Finish that book!" He stood in his chair, balancing on the armrest. "Make it so that every Wayfinder can hear a little piece of the wisdom of those of us who passed. The old loremaster who started that Library of yours wanted to steal Aureon's spot. I want to get everyone to learn!"

Vikan helped the old halfling sit down again, as Rhen mulled the idea. "Is this official Wayfinder business?" He asked. He was no mercenary. The idea of a collected, collated book of Khorvairian beasts had been mostly a way to keep busy, to prove he was doing something with the time and access he'd been given. This... this was the best exile he could ask for.

"The Foundation's got enough funds for a small team to pursue Lord ir'Dayne's ambition while daily operations go on." Vikan explained, standing behind the halfling's chair. "I suppose you'd like to take Ardiane over there, and you can have any other Wayfinder work with you, if they're willing. Our records are open to you as well, for this."

Rhen looked back over his shoulder at her, and Ardiane met his eyes for a moment. She turned her head to the side, hoping her hair hid the blush in her cheeks. Working with him might mean she'd be out of the autumn expedition, but somehow that didn't seem that bad anymore. She didn't look back until Rhen had started speaking to Lord ir'Dayne again. "I'll do it, milord. Your help would be invaluable to my research, and if my research can do more than sit in Korranberg gathering dust, I'll be happy."

The joy that spread over the old halfling's face was contagious. "Then let us toast to the new endeavor! Always good luck to start an expedition with a christening!" Lord ir'Dayne lifted a half-empty bottle of kuryeva and a whole set of glasses out from a shelf beneath his desk. Vikan's face froze over, and he set down a hand that seemed gigantic on ir'Dayne's thin wrist. "Oh, my friend, we know one drink won't kill me!" Lord ir'Dayne protested.

Reading the room, Ardiane took hold of Rhen's shoulder and ushered him out. Soon the pair found themselves outside the office, a growing argument over the halfling's health muffled behind the quickly-shutting door. The portrait of Lord ir'Dayne in the foyer below caught Ardiane's eye, and she sighed. Seeing him in his prime after that scared her a little. "So, fearless leader," Ardiane said, resting against the railing with a deep breath and wicked little smile. "What do you want to do first?"

"Read this. Edit it to some decent standard," Rhen held up the tatty Threat Dispatch, a small amount of dust still clinging to it. He absently brushed it off with his sleeve, not looking up. "The archives should be the perfect place to start." Silence followed. He met her suddenly withering gaze with confusion. Ardiane dropped his hand with disgust, then marched off. "Um... What? Hey, wait!"

INTRODUCTION

Welcome to The Korranberg Chronicle, a series of supplements by Anthony J. Turco for use in 5th edition Eberron campaigns. The Korranberg Chronicle supplements are intended to go along side—or offer alternatives to—other Eberron products like *Eberron: Rising from the Last War*, *Exploring Eberron*, and *Wayfinder's Guide to Eberron*.

Threat Dispatch, the first of these supplements, is a bestiary of Eberron villains and monsters, with a broad focus on creatures for use in a wide variety of Eberron campaigns. Unlike most bestiaries, this supplement is divided by topic, with each creature grouped together by theme or origin.

WHAT YOU NEED TO PLAY

To make the most out of this supplement, you will need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Additionally, references are made to *Eberron: Rising from the Last War* (*Rising*), *Volo's Guide to Monsters* (*Volo's*), *Mordenkainen's Tome of Foes*, and *Xanathar's Guide to Everything* (*XGtE*).

This supplement summarizes information that is presented more in-depth in the following 3.5 and 4th edition Eberron campaign setting sourcebooks: *Eberron Campaign Guide*, *Eberron Campaign Setting*, *Explorer's Handbook*, *Five Nations*, *Magic of Eberron*, and *Secrets of Sarlona*.

You can find pdfs of these classic Eberron sourcebooks, available for purchase at www.DMsGuild.com.

CONTENTS

Beasts of Eberron	1
Dinosaurs.....	1
Dragonhawk.....	3
Horrid Beasts.....	4
Magebred Animals.....	10
Tribex.....	11
Valenar Steeds.....	12
Daelkyr, Lords of Madness	13
Ancient Invasion.....	13
Horror of Horrors.....	13
Aberrant Minions.....	17
Symbionts.....	19
The Daughters of Sora Kell	28
Savage Nation.....	28
The Three Daughters.....	28
Denizens of Droaam.....	33
Fiends of Khyber	36
Native Fiends.....	36
Limited Numbers.....	36
Night Hags.....	37
Rakshasa.....	38
Overlords.....	42
Homunculi	47
Methods of Construction.....	47
Model Servants.....	47

Karrnathi Bulette	51
Mournland Horrors	52
Mutated Monstrosities.....	52
Living Spells.....	53
The Restless Dead.....	55
Order of the Emerald Claw	56
Emerald Claw NPCS.....	56
Karrnathi Undead.....	59
The Quori	60
Dal Quor.....	60
Quori Castes.....	60
Distant Dreams.....	62
Quori-Possessed NPCs.....	63
The Undying Court	66
Irian Necromancy.....	66
Gestalt Divinity.....	66
The Deathless.....	67
The Warforged	70
Stat Blocks by Challenge Rating	75
Stat Blocks by Creature Type	76
Credits	77

BEASTS OF EBERRON

Eberron is home to a vast and awe-inspiring diversity of wildlife, from the thundering dinosaurs of the Talenta Plains, to the world-renown equine mounts of the Valenar elves. Whether naturally occurring, or magically created like horrid or magebred breeds, these beasts are an integral part of the world.

DINOSAURS

Dinosaurs are found all across Eberron, typically in the jungles of Argonnessen, Q'barra, and Xen'drik. The Talenta Plains also has a large population of these creatures, and the halflings of that region have domesticated them as mounts and beasts of burden.

BY ANY OTHER NAME

Dinosaurs in Eberron are not referred to by their scientific names, instead being given descriptive names that are easily translated into Common. See the table below for the localized name of dinosaurs found across Eberron, as well as where game statistics for them can be found.

DINOSAUR NAMES

Scientific Name	Common Name	Source
Allosaurus	Bladetooth	<i>Monster Manual</i>
Ankylosaurus	Hammertail	<i>Monster Manual</i>
Brontosaurus	Thunderherder	<i>Volo's Guide</i>
Deinonychus	Carver	<i>Volo's Guide</i>
Dimetrodon	Finback	<i>Volo's Guide</i>
Dromaeosaurus	Clawfoot	<i>Eberron: Rising</i>
Hadrosaurus	Steadyfoot	<i>Volo's Guide</i>
Leaellynasaura	Fastieth	<i>Eberron: Rising</i>
Plesiosaurus	Fintail	<i>Monster Manual</i>
Pteranodon	Glidewing	<i>Monster Manual</i>
Quetzalcoatlus	Soarwing	<i>Volo's Guide</i>
Stegosaurus	Bladeback	<i>Volo's Guide</i>
Triceratops	Threehorn	<i>Monster Manual</i>
Tyrannosaurus Rex	Swordtooth Titan	<i>Monster Manual</i>
Utahraptor	Great Carver	See below
Velociraptor	Razorfoot	<i>Volo's Guide</i>

LEAELLYNASAURA (FASTIETH)

This reptilian, bipedal creature is about the size of a large dog. The fastieth is the most common halfling mount of the Talenta Plains, chosen and bred for speed. They are not aggressive animals and will typically choose flight over fight. They are not carnivorous, but when pressed they will use their sharp teeth to defend themselves. The statistics for fastieths are found in *Eberron: Rising from the Last War*.

Small Mount. Small creatures can use a fastieth as a mount. It has a carrying capacity of 180 pounds. Barding for medium-sized mounts costs only twice as much as regular armor, instead of 4 times as much.

With the DM's permission, when casting the *find steed* spell, a fastieth may be summoned instead of one of the options listed in the spell.

UTAHRAPTOR (GREAT CARVER)

Great carvers are reptilian bipedal creatures about the size of a bugbear or goliath, with a wicked, scythe-like claw on one toe of each foot. They are extremely dangerous predators, capable of taking down prey much larger than themselves. It is a larger relative of the carver and clawfoot. Halflings of the Talenta Plains typically use trained great carvers as war mounts.

Small Mount. Small creatures can use a great carver as a mount. It has a carrying capacity of 270 pounds. Barding for medium-sized mounts costs only twice as much as regular armor, instead of four times as much.

With the DM's permission, when casting the *find greater steed spell (XGtE)*, a great carver may be summoned instead of one of the options listed in the spell.



UTAHRAPTOR (GREAT CARVER)

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	4 (−3)	13 (+1)	6 (−2)

Skills Athletics +6, Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Pounce. If the carver 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 14 Strength saving throw or be knocked prone. If the target is prone, the carver can make one bite attack against it as a bonus action.

Actions

Multiattack. The carver makes three attacks: one with its bite and two with its claw.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.



DRAGONHAWK

Appearing on the royal crest of Aundair, the dragonhawk is a symbol of pride for that northern nation. An enormous avian breed, dragonhawks roost in the highest mountains of the Starpeak and Icehorn Mountain ranges. Their feathers are brown with a stripe of white on their under-sides. A single long, thin feather sprouts from the base of its sharp beak, above its nostrils.

Sky Terrors. Dragonhawks prey on large mammals like cows and horses, and citizens of Aundair and the Eldeen Reaches often fear for their livelihoods—not to mention their lives—if a dragonhawk roost is discovered nearby. Despite the danger they present to the common folk, Aundairians see dragonhawks as the embodiment of freedom and wild majesty, symbols of Aundair's power and ideals.

Majestic Mounts. Dragonhawks of the Icehorn Mountains are sometimes approached by powerful champions of the Eldeen druidic sects. These immense avian creatures are easily large and strong enough to serve as mounts for such stalwart heroes of nature.

Circle of the Moon druids who have seen a dragonhawk can transform into one once they reach 15th level.

Nature's Bounty. House Vadalis, the Dragonmarked House that corners the market on animal husbandry and domestication, has a keen interest in rearing dragonhawks, but they are notoriously difficult to tame if hatched in the wild. House Vadalis is said to offer a sizable bounty on dragonhawk eggs, but the prospect of deliberately seeking out a dragonhawk nest is too daunting for all but the most daring of heroes.

DRAGONHAWK

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 84 (8d12 + 24)

Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	2 (–4)	14 (+2)	6 (–2)

Saving Throws Dex +4

Skills Perception +5, Stealth +4

Senses blindsight 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The dragonhawk makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Talons. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the dragonhawk can't use its talons on another target.



HORRID BEASTS

When the Gatekeeper druids fought their ancient war against the forces of Xoriat, they bred stronger, tougher, meaner beasts to counter the aberrant monsters they clashed with. The result were species of horrid beasts, more aggressive and tougher than any normal animal.

HORRID BEAST TEMPLATE

Any Small or larger beast can be bred or born as a horrid beast. When creating a horrid beast, the base creature retains all its statistics except, as noted below.

Alignment. Horrid beasts are vicious and incredibly aggressive, to the point of malice and cruelty. A horrid beast is always neutral evil.

Armor Class. The base creature's natural armor improves by 3. If the base creature does not have natural armor, it gains an AC value equal to 13 + its Dexterity modifier due to natural armor.

Ability Score Increase. The base creature's Constitution score increases by 4, with no maximum. Adjust the creature's hit points as appropriate for its new Constitution modifier and Hit Dice total.

Immunities. Horrid beasts are immune to acid damage and the charmed condition.

New Trait: Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid animal are always made with disadvantage.

New Action: Multiattack. If the base creature did not already possess a multiattack option, the horrid version has one that allows it to make two attacks with any of its natural weapons (such as bites, claws, horns, etc.).

Vicious Natural Weapons. Any of the horrid creature's natural weapons deal double the amount of damage dice as the base creature's. For example, if the base creature's bite attack that does 6 (1d6 + 3) piercing damage, the horrid version's bite attack deals 10 (2d6 + 3) piercing damage.

Caustic Attack. The horrid creature's bite attack, or any one other natural weapon attack if it does not possess a bite, deals extra acid damage on a hit. This extra damage is equal to 1d6 if the base creature had a challenge rating of less than 1, 2d6 if the base creature had a challenge rating of 1-3, or 3d6 if the base creature had a challenge rating of 4 or higher.

Challenge Rating. If the base creature had a challenge rating of less than 1, it increases to 2. If the base creature had a challenge rating of 1-3, increase its challenge rating by 2. For a base creature with a challenge rating of 4 or higher, recalculate its challenge rating as per the *Dungeon Master's Guide*.

HORRID APE

Bred from truly exceptional stock, the gigantic horrid ape is covered in thick red scales. Caustic blood seeps from between the hard scales covering its knuckles when it tightens its fists in preparation for battle, which is usually whenever it encounters any other living creature.

HORRID APE

Huge beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +10, Perception +5

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 15

Languages —

Challenge 11 (7,200 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid ape are always made with disadvantage.

Actions

Multiattack. The horrid ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage and 10 (3d6) acid damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.



HORRID BADGER

A horrid badger is the size of a large dog and viciously hunts prey even when not hungry, as if it savors the feel of rending flesh beneath its claws. Its saliva is unusually caustic and foams at its mouth when it is angry, which is always.

HORRID BADGER

Medium beast, neutral evil

Armor Class 13 (natural armor)
Hit Points 17 (2d8 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Damage Immunities acid
Condition Immunities charmed
Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid badger are always made with disadvantage.

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

Actions

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage and 3 (1d6) acid damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (4d4 + 1) slashing damage.

HORRID BAT

Horrid bats are descended from a blood-drinking species, but are immense in size, often confused for fiends with their red-scaled wings and dripping fangs. They lair in caves and mountains, and frequently harry potential threats even as they try to flee.

HORRID BAT

Medium beast, neutral evil

Armor Class 13 (natural armor)
Hit Points 17 (2d8 + 8)
Speed 50 ft.

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

Damage Immunities acid
Condition Immunities charmed
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Echolocation. The bat can't use its blindsight while deafened.

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid bat are always made with disadvantage.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The horrid bat makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and 3 (1d6) acid damage.

HORRID BOAR

A horrid boar is a horrific sight to behold when traveling through forest-ed areas. A juggernaut of thick bristling hide and tusks the size of a giant's blade, these terrors fight to the death when confronted, usually not their own.

HORRID BOAR

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	2 (–4)	7 (–2)	5 (–3)

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits with a tusk attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid boar are always made with disadvantage.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The horrid boar makes two tusk attacks.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage and 7 (2d6) acid damage.

HORRID HYENA

While normal hyenas are usually scavengers, a horrid hyena delights in hunting packs of weaker animals. They frequently kill more than they can possibly eat in one attack, leaving the carcasses as a lure for yet more prey.

HORRID HYENA

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	2 (–4)	12 (+1)	7 (–2)

Skills Perception +3

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid hyena are always made with disadvantage.

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The horrid hyena makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage and 7 (2d6) acid damage.



HORRID LION

A horrid lion lacks the majestic mane of its ancestors, instead sporting a ring of layered scales that make a rattle when it is about to pounce. Unlike a rattlesnake, this threatening noise does not seem to function as a warning. The horrid lion never fails to attack once it makes this sound, even if a creature retreats.

HORRID LION

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	3 (−4)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +3

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid lion are always made with disadvantage.

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

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

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

Running Leap. With a 10-foot running start, the lion can jump up to 25 feet.

Actions

Multiattack. The horrid lion makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

HORRID RAT

A horrid rat is covered in a thick, shiny, chitinous hide. Their serrated teeth drip with caustic saliva and their mouths are cesspools of bacteria and disease.

Packs of horrid rats often swarm a much larger animal, biting it incessantly to infect it, then retreat. The pack will then shadow their prey until it slowly dies from the diseases inflicted upon it.

HORRID RAT

Small beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	15 (+2)	2 (−4)	10 (+0)	4 (−3)

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid rat are always made with disadvantage.

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

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

Actions

Multiattack. The horrid rat makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and 3 (1d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

HORRID SHARK

Terrifying nightmares of the deep, horrid sharks are said to have been created to fight krakens, aboleths, and other aquatic fiends and horrors. Their bodies are covered in black scales that shimmer with a violet iridescence. Sailors who see this strange radiance know that their best chance for survival is to seek land, as horrid sharks are known to batter boats to splinters.

HORRID SHARK

Huge beast, neutral evil

Armor Class 16 (natural armor)

Hit Points 148 (11d12 + 77)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	25 (+7)	1 (–5)	10 (+0)	5 (–3)

Skills Perception +8

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 18

Languages —

Challenge 12 (8,400 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid shark are always made with disadvantage.

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The horrid shark makes two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage and 10 (3d6) acid damage.

HORRID TIGER

A horrid tiger is a vicious and cruel hunter. It will often stalk and harry prey for hours, bounding in to make quick attacks and vanishing into the brush, weakening its prey for far longer than necessary to make a kill. Its teeth extend from its mouth and their serrated edges rend flesh with ease, though it often delights in maiming its unfortunately prey with its talon-like claws.

HORRID TIGER

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +6

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid tiger are always made with disadvantage.

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

Pounce. If the tiger moves at least 20 feet straight toward a target and then hits with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Multiattack. The horrid tiger makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 3) piercing damage and 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 3) slashing damage.

HORRID WEASEL

Horrid weasels are the size of large dogs, and must consume almost their weight in meat every day to match their hyper-fast metabolism. Their jaws are strong enough to crush a man's skull.

HORRID WEASEL

Medium beast, neutral evil

Armor Class 16 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid weasel are always made with disadvantage.

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

Actions

Multiattack. The horrid weasel makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and 3 (1d6) acid damage.

HORRID WOLF

A horrid wolf is the size of a rhinoceros, and even more ferocious with six clawed limbs. They seem to have an uncanny knack for picking out the weakest target in a group of prey.

HORRID WOLF

Large beast, neutral evil

Armor Class 17 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	19 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Damage Immunities acid

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid wolf are always made with disadvantage.

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 an attack roll 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 horrid wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage and 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

MAGEBRED ANIMALS

Magic is a common factor of nearly all facets of life in Eberron, and animal husbandry is no exception. The breeders of House Vadalis, bearers of the Mark of Handling, are experts at weaving magical enhancements into animal bloodlines, producing magebred beasts.

A magebred example of a species looks much like a regular beast, but exceptionally healthy, and may sometimes sport unusual colorations in their hide or fur.

MAGEBRED ABILITIES

Any beast can be bred as magebred stock. When creating a magebred beast, the chose a beast and give it up to three of the following abilities. Its challenge rating remains the same.

Darkvision. The beast gains darkvision out to a radius of 60 feet.

Fierce (Recharge after a Short or Long Rest). When the beast hits with an attack, the attack deals an extra 1d8 damage.

Keen Tracker. The beast applies twice its proficiency bonus to ability checks made with the Survival skill and has advantage on all Wisdom checks made to track other creatures.

Sapient. The beast's Intelligence score increases to 6 if it was not already 6 or higher, and it can understand one language (usually Common). It cannot speak unless it is physically able to do so (such as a parrot or raven).

Skilled. The beast gains proficiency with one of the following skills: Athletics, Acrobatics, Performance, Survival. This ability can be chosen more than once.

Swift (Recharge after a Short or Long Rest). As a bonus action, the beast may take the Dash action.

Thick Hide (Recharge after a Short or Long Rest). As a reaction, when the beast takes damage, it can roll a d10 and subtract the number rolled from the damage.

Vigilant. The beast applies twice its proficiency bonus to ability checks made with the Perception skill and has a +5 bonus to Passive Perception.

War-Trained. The beast is proficient with light, medium, and heavy barding.

MAGEBRED MASTIFF

This loyal, intelligent hound was bred for guard duty, and will vigilantly watch for intruders it doesn't recognize and protect its master.

MAGEBRED WARHORSE

This mount was bred for endurance and speed, and wears scale mail barding.

MAGEBRED MASTIFF

Medium beast, neutral good

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 20

Languages understands Common, but can't speak

Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MAGEBRED WARHORSE

Large beast, unaligned

Armor Class 15 (scale mail)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (–4)	12 (+1)	7 (–2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Swift (Recharge after a Short or Long Rest). As a bonus action, the horse may take the Dash action.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Reactions

Thick Hide (Recharge after a Short or Long Rest). As a reaction, when the horse takes damage, it can roll a d10 and subtract the number rolled from the damage.

TRIBEX

Tribex are large, cloven-hooved beasts similar to bison or buffalo, but with a thick, bony plate on their forehead that sweeps up into three massive horns.

Tribex are found roaming the Talenta Plains in large herds, and their meat features prominently in traditional Talenta cuisine. However, tribex are indigenous to many regions of Khorvaire, with minor variations (such as a woolly hide, or darker coloration of the horn-plate) in each region.

TRIBEX

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the tribex moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Sure-Footed. The tribex has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.



VALENAR STEEDS

The Tairnadal elves of Valenar share a strong cultural bond with their mounts. The Siyal Marrain (or "Horse Watchers" in Common), are a sect of Valenar elf druids who dedicate themselves to the raising of Valenar steeds.

Blood Brothers. Beyond being exceptional mounts, Valenar horses are fey creatures far more intelligent than beasts, and they live ten times longer than normal or magebred horses.

Equine Espionage. Once reports of the majestic steeds from Valenar reached House Vadalis, the Dragonmarked house began a focused attempt to buy, coerce, or steal specimens from the Valenar elves. So far, they have been rebuffed at every turn, and even when they have successfully stolen specimens, the Valenar horses only produce normal offspring in captivity. Solving the mystery of true Valenar steed breeding remains a major priority for the house.

VALENAR RIDING STEED

Valenar riding steeds are among the fastest known mounts in Khorvaire.

Sacred Mount. With the DM's permission, when casting the *find steed* spell, a Valenar riding steed may be summoned in addition to the options listed in the spell, but only if the spell is cast by a Valenar elf. It remains a fey when summoned.

VALENAR RIDING STEED

Large fey, neutral

Armor Class 13
Hit Points 22 (3d10 + 6)
Speed 70 ft.

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

Skills Perception +4
Senses passive Perception 14
Languages understands Common, Elvish, and Sylvan but can't speak
Challenge 1/2 (100 XP)

Bonding. The steed can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the steed bonds with a different creature or until the bonded creature dies. While bonded, the steed and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

Burst of Speed (Recharge 6). The steed can take the Dash action as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

VALENAR WAR STEED

A Valenar war steed is an immense beast of majestic power. It fights with a ferocity bordering on the supernatural, and it refuses to leave its rider's side if separated in battle.

Sacred Mount. With the DM's permission, when casting the *find greater steed* spell (*Xanathar's Guide to Everything*), a Valenar war steed may be summoned in addition to the options listed in the spell, but only if the spell is cast by a Valenar elf. It remains a fey when summoned.

VALENAR WAR STEED

Large fey, neutral

Armor Class 16 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +4
Senses passive Perception 14
Languages understands Common, Elvish, and Sylvan but can't speak
Challenge 2 (450 XP)

Bonding. The steed can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the steed bonds with a different creature or until the bonded creature dies. While bonded, the steed and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

Trampling Charge. If the steed moves at least 20 feet straight toward a creature then hits it with an attack made with its hooves on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the steed can make another attack with its hooves against it as a bonus action.

Actions

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



DAELKYR, LORDS OF MADNESS

Madness stalks beneath the realms of men and beast. Banished to the winding, subterranean realm of Khyber long ago, the daelkyr delight in the warping of minds and crafting of flesh. Though they are barred from returning to the surface of Eberron, their influence has begun to seep beyond broken seals.

ANCIENT INVASION

Though the daelkyr currently make Khyber their home, they are not creatures of the material plane; their origins lie in Xoriat, the Realm of Madness. Nine thousand years ago, Xoriat became coterminous with the material realm and disgorged an army of horrors. Leading the aberrant horde were the daelkyr, beings of unsurpassed beauty and terrible vision.

They saw Eberron as a blank canvas, yearning, screaming, begging for their perfecting touch. Though the mortals of the time rose against them, ultimately harnessing the binding power of Eberron itself to cast them into Khyber, empires collapsed in the wake of their invasion.

In the current day, few know of this ancient cataclysm. The works of the daelkyr have become boogeymen in the tales of children, haunting the darkness in the back of mortal minds.

HORROR OF HORRORS

Every daelkyr is a spirit of madness incarnate given physical form. The most powerful ones among them manifest their distinctive insanity as unique traits and abilities. It is thought at least six of these legendary lords and generals amongst the daelkyr were sealed in prison demiplanes beneath the surface of the world. However, the true number of daelkyr sealed within Khyber is unknown, and it is theorized that many more daelkyr remain in Xoriat, the Realm of Madness, watching and waiting for the first sign of the barrier between realities weakening once again.

The statistics for the unnamed daelkyr in this section represent the common baseline for the daelkyr. Orlassk, the Master of Stone, is presented afterward, as an additional example of the legendary figures among their kind, joining the ranks of Dyrrn, the Corruptor, and Belashyyra, the Lord of Eyes, in *Eberron: Rising from the Last War*, and Valaara, the Crawling Queen, in Keith Baker's *Exploring Eberron*.

FIENDISH DAELKYR?

The Korranberg Chronicle regrets to inform you of a discrepancy in the statistical information of various daelkyr listed in *Eberron: Rising from the Last War*. While that venerable tome has gone to print with claims that daelkyr are themselves aberrations, we at the Korranberg Chronicle believe this is in error.

While daelkyr are indeed natives of the plane of Xoriat like the mind flayers and beholders that serve them, planar scholars have determined that daelkyr themselves are not merely creatures that are born, live, and die while originating from that plane, as is the case with their aberrant minions. Instead, the daelkyr are believed to be the incarnated evil essence of the Realm of Madness itself given physical form; an origin which most learned sages agree would earn them a more correct classification as **fiends**. This is also corroborated by historical analysis suggesting that the Gatekeeper druids of the Age of Monsters resorted to sealing the daelkyr in Khyber because they, as immortal fiends, could not be truly destroyed, similarly to the fiendish Overlords.

This is evidenced by several spells and effects that target fiends, but not aberrations, being effective against daelkyr, such as the *dispel evil and good* spell, and the paladin's Divine Sense feature.

If you find yourself agreeing with this assessment and your campaign features a daelkyr from another source, replace the daelkyr's Regeneration trait with the one below:

Regeneration. The daelkyr regains 20 hit points at the start of its turn. If it takes damage from a byeshk weapon, this trait doesn't function at the start of its next turn. A daelkyr dies only if it starts its turn with 0 hit points and doesn't regenerate.



DAELKYR

During the Xoriat invasion of ancient Khorvaire, an unknown number of daelkyr emerged from planar rifts, each one more than a match for dozens of mortal soldiers and spellcasters. Worse yet, each carried the madness of Xoriat with them like a mantle, which seeped into the strata of reality wherever they settled. Even in the current day, demiplanes within Khyber where these daelkyr are imprisoned bend and twist under the weight of their presence.

A DAELKYR'S LAIR

A daelkyr's lair is essentially a manifest zone of Xoriat, and it is nearly impossible to encounter these beings of incarnate insanity outside of such a place.

Lair Actions. On initiative count 20 (losing initiative ties), the daelkyr takes a lair action to cause one of the following effects; the daelkyr can't use the same effect two rounds in a row:

- The daelkyr briefly pierces the veil between dimensions and opens a window to Xoriat, allowing a glimpse into the most alien depths of the Realm of Madness. Each creature within the lair that isn't blind or currently has its eyes closed must succeed on a DC 21 Wisdom saving throw or take 33 (6d10) psychic damage.
- Until the next initiative count 20, all aberrations and humanoids within the lair are enraged, causing them to have advantage on melee weapon attack rolls and for attack rolls to have advantage against them.
- The daelkyr casts *mirage arcane*, affecting an area within the lair that is no longer in any dimension than 100 feet. The effect ends on the next initiative count 20.

Regional Effects. The proximity of a daelkyr can over time cause a manifest zone tied to Xoriat to form. Such a manifest zone may begin as small as 1 mile in diameter, and slowly grows over time. The daelkyr can impose any of the following affects in the region it envelopes:

- Wild beasts within the manifest zone become violent and crazed—even creatures that are normally docile such as rabbits and deer. Alternatively, beasts evacuate the manifest zone entirely, leaving it eerily silent.
- Minor warps in reality occur within the manifest zone and vanish 24 hours later. Marks on cave walls might change subtly, an eerie trinket might appear where none existed before, harmless slime might coat a statue, and so on. These effects apply only to natural surfaces and to nonmagical objects that aren't on anyone's person.
- As an action, a daelkyr in the manifest zone can create an illusory image of itself within 1 mile of its current location. The copy can appear anywhere the daelkyr has seen before or anywhere an aberrant creature can currently see. Once created, the image lasts for as long as the daelkyr maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the daelkyr. The daelkyr can sense and speak from the image's position as if present at that position. If the image takes any damage, it disappears.

DAELKYR

Medium fiend, any evil

Armor Class 19 (natural armor)

Hit Points 212 (25d8 + 100)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	19 (+4)	25 (+7)	22 (+6)	25 (+7)

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

Skills Arcana +13, Perception +12

Damage Resistances poison, psychic

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

Senses truesight 120 ft., passive Perception 22

Languages Daelkyr, telepathy 120 ft.

Challenge 19 (22,000 XP)

Alien Mind. If a creature tries to read the daelkyr's thoughts or deals psychic damage to it, that creature must succeed on a DC 21 Intelligence save or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Regeneration. The daelkyr regains 20 hit points at the start of its turn. If it takes damage from a byeshk weapon, this trait doesn't function at the start of its next turn. A daelkyr dies only if it starts its turn with 0 hit points and doesn't regenerate.

Teleport. As a bonus action, the daelkyr can teleport up to 30 feet to an unoccupied space it can see.

Actions

Multiattack. The daelkyr makes three attacks.

Warping Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage, plus 18 (4d8) acid, necrotic, or psychic damage (daelkyr's choice).

Reactions

Aura of Madness. When a creature starts its turn within 30 feet of the daelkyr, the daelkyr can unleash a blast of pure madness out to a radius of 30 feet. Each creature in the area must a DC 21 Charisma saving throw.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Aberrations and other daelkyr automatically succeed on their saving throw.

ORLASSK, THE MASTER OF STONE

Orlassk is whispered of in legend to be the progenitor of all creatures capable of turning the living into stone. It cares little for the adoration or worship of its creations, and many creatures with petrifying attacks deny any connection to this entity.

In all of Orlassk's time trapped in Khyber, it has made no concerted effort to break free. It seems content to wander the endless stone corridors and caverns in its walking fortress, encountering new creatures, turning them to stone, and then using *stone shape* to improve them.

ORLASSK'S LAIR

Orlassk is still imprisoned in Khyber like the rest of its kin, unable to cross the mystical barriers that keep it from reaching the surface. However, uniquely among the daelkyr, Orlassk is free to roam the length and breadth of the Dragon Below. It travels within its mobile lair, the Living Fortress. The lair is an enormous creature of living stone, a gargoyle of titanic size. Those wishing to confront Orlassk will have to do so in the bowels of its lair, literally.

Lair Actions. While within its Living Fortress, Orlassk can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Orlassk takes a lair action to cause one of the of the following effects:

- Orlassk uses its Petrifying Aura legendary action.
- Orlassk reproduces the effect of the *bones of the earth* (XGtE), *Maximillian's earthen grasp* (XGtE), or *stone shape* spells, affecting any part of its lair that it can see. The saving throw for any effect reproduced this way is DC 22. These reproduced spell effects cannot be dispelled or countered and do not require concentration.

Regional Effects. Orlassk is so powerful that the Xoriat manifest zone linked to its influence moves along with its colossal living citadel, radiating out to a distance of 24 miles. Though the daelkyr lord still cannot break the seals imprisoning it in Khyber, Orlassk's wanderings can at times bring the envelope of its influence to the surface. The manifest zone linked to Orlassk has all of the following effects:

- Stone sculptures spontaneously weep tears of blood.
- Stone sculptures appear to slightly move position when unobserved, but no investigation can prove it.
- As an action, Orlassk can animate any stone sculpture of a humanoid. Once animated, the statue has the statistics of a **gargoyle** (*Monster Manual*) except it has Orlassk's Intelligence, Wisdom, and Charisma scores and can't fly. The statue remains animated for as long as Orlassk concentrates (as though concentrating on a spell). Orlassk can sense and speak from the statue's position as if present at that position. If the statue is reduced to 0 hit points, it crumbles to rubble.

- If a humanoid finishes a long rest in the manifest zone, it must succeed on a DC 22 Wisdom saving throw or descend into a madness determined by the Madness of Stone table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 1 week.

If Orlassk dies, its Living Fortress ceases to move, stopping the manifest zone's mobility. The zone and all of its effects fade after 1d10 days, though the fortress remains.

MADNESS OF STONE

If a creature goes mad or insane in the Xoriat manifest zone linked to Orlassk's influence, roll on the Madness of Stone table to determine the nature of the madness, which is a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on madness.

MADNESS OF STONE

d100	Flaw (lasts until cured)
01–20	"I have fallen in love with a beautiful, life-sized sculpture. I couldn't bear to part from it."
21–40	"My fingernails are turning grey! My joints are getting stiff! I'm slowly turning to stone! Why won't you believe me!?"
41–60	"I don't see the point in emotion. It's best to remain stone cold in all situations."
61–80	"Did that statue just talk to me? You hear it too, right?"
81–90	"I can't go underground or enter stone structures. The stone weighs too much. I will be crushed!"
91–00	"I desire to gaze long and deep into the eyes of a medusa. I will last forever as an edifice of stone!"



ORLASSK

Medium fiend, lawful evil

Armor Class 22 (natural armor)

Hit Points 253 (22d8 + 154)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	25 (+7)	25 (+7)	23 (+6)	24 (+7)

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

Skills Athletics +14, Arcana +13, Perception +12

Damage Resistances psychic

Damage Immunities poison; bludgeoning, piercing, and slashing damage from attacks made with weapons that aren't either adamantite or byeshk

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

Senses truesight 120 ft., passive Perception 22

Languages Daelkyr, telepathy 120 ft.

Challenge 23 (50,000 XP)

Alien Mind. If a creature tries to read Orlassk's thoughts or deals psychic damage to it, that creature must succeed on a DC 21 Intelligence save or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Marble Claws. Damage Orlassk deals is considered to be dealt by magic weapons that are both silvered and adamantite. Furthermore, petrified creatures do not have resistance against damage dealt by Orlassk.

Master of Stone. Orlassk is immune to any effect that would petrify it, unless it wishes to be affected. While petrified, Orlassk is aware of its surroundings and may still use its Teleport ability. If it does so, it appears at its destination no longer petrified, and leaves behind a statue of itself in its former location.

Regeneration. Orlassk regains 20 hit points at the start of its turn. If it takes damage from a byeshk weapon, this trait doesn't function at the start of its next turn. Orlassk dies only if it starts its turn with 0 hit points and doesn't regenerate.

Teleport. As a bonus action, Orlassk can teleport up to 30 feet to an unoccupied space it can see.

Actions

Multiattack. Orlassk makes two attacks with its marble claws and then uses Crush.

Marble Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning, piercing, or slashing damage (Orlassk's choice). If the target is a Large or smaller creature, it is grappled (escape DC 24). Orlassk can grapple up to two targets, one with each claw.

Crush. Each creature Orlassk is currently grappling must make a DC 22 Constitution saving throw, taking 32 (5d12) bludgeoning damage on a failed save, or half as much on a successful one. If this damage reduces a creature to 0 hit points, it is obliterated into dust.

Legendary Actions

Orlassk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orlassk regains spent legendary actions at the start of its turn.

Stone Grasp. Orlassk makes a Marble Claw attack.

Stone Crush (Costs 2 Actions). Orlassk uses Crush.

Stone Mind (Costs 2 Actions). Orlassk animates any stone object or petrified creature within 60 feet of it. An object is affected as though by the *animate objects* spell. An animated petrified creature ignores most effects of the petrified condition, though it is still transformed into stone, has resistance to all damage, and remains immune to poison and disease. Additionally, Orlassk's can control the animated creature as though it were an *animated object*. Removing the petrified condition from the creature frees it from Orlassk's control.

Petrifying Aura (Costs 3 Actions). Any number of creatures Orlassk chooses within 60 feet of it, including itself if desired, must make a DC 21 Constitution saving throw. On a failure, a creature is restrained for 1 minute. A restrained creature can repeat the saving throw with disadvantage at the end of each of its turns, ending the effect on a success. However, if a creature fails the initial or any subsequent save by 5 or more, it becomes petrified indefinitely. Orlassk can willingly fail its saving throw against this effect and be petrified if it wishes.

BE PREPARED

The Master of Stone is capable of permanently petrifying an entire party of PCs in an instant. While most creatures capable of petrifying others—such as the medusa or cockatrice—can only do so slowly over time or only for a short duration, Orlassk's ability is rightfully much more potent.

That doesn't make for a very fun encounter, however. A single saving throw permanently incapacitating a player character is mostly unheard of in 5th edition. Therefore, any adventure or campaign that leads to an eventual confrontation with Orlassk should allow the PCs to find ways to prepare, such as finding or creating the following magic item.

ZHAAK'NUUSHA

Wondrous item, rare

Originally mass-produced by the Gatekeeper orcs for their Dhakaani allies during the Xoriat invasion, knowledge of how to prepare this thick, chalky magical paste is all but lost in modern day. It comes in a small earthenware jug, containing 1d4 + 1 doses. The jug and its contents weigh 1/2 pound.

As an action, one dose of the salve can be applied topically. A dose retains its potency for 24 hours after applied. If a creature who receives the dose becomes petrified due to a failed saving throw, they may repeat the saving throw at the end of each of their turns, ending the petrified condition on a success.

ABERRANT MINIONS

When the daelkyr led their invasion from Xoriat, they brought many natives of the Realm of Madness with them, creatures like beholders and mind flayers acting as their siege engines and shock troops. More horrifically, the daelkyr saw the mortals who resisted them as lumps of clay to be sculpted and fashioned into new creations.

BEHOLDERS

Many aberrations that stalk the endless tunnels of Khyber were created by the daelkyr, and beholders and their ilk are no exception. Used in the invasion as living siege weapons, spies, and servitors, beholderkin are the favored "children" of Belashyrra, the Lord of Eyes. When Belashyrra and the other daelkyr were imprisoned in Khyber, most beholderkin were driven into the depths with them.

Since the imprisonment of the daelkyr, many beholders stopped serving their masters and carved out their own domains. Some even started their own cults of Khyber-worshipping madmen, incorporating lesser beholder-kin into the hierarchy of their warped, false religions.

In Eberron, all beholders and beholderkin, even undead specimens like the death tyrant, have resistance to bludgeoning, slashing, and piercing damage from all attacks that aren't made with byeshk weapons. This adjusts each monster's challenge rating as follows:

- A beholder (*Monster Manual*) has a challenge rating of 14 (11,500 XP)
- A death kiss (*Volo's*) has a challenge rating of 11 (7,200 XP)
- A death tyrant (*Monster Manual*) has a challenge rating of 15 (13,000 XP)
- A gauth (*Volo's*) has a challenge rating of 7 (2,900 XP)
- A gazer (*Volo's*) remains challenge rating 1/2 (100 XP)
- A mindwitness (*Volo's*) has a challenge rating of 6 (2,300 XP)
- A spectator (*Monster Manual*) has a challenge rating of 4 (1,100 XP)

CHOKERS

Chokers are a creation of Dyrrn the Corruptor, a dreaded daelkyr who crafted aberrant minions from the flesh of natural humanoids. They may have at one point been halflings, goblins, or kobolds, though it is hard to prove any link between them beyond general size. Today, chokers languish in tribal congregations in the twisting caverns of Khyber, whispering gibbering epithets and writhing in the darkness. They are often harangued into small warbands by dolgaunts and led into battle against their masters' enemies.

Statistics for the choker can be found in *Mordenkainen's Tome of Foes*. In Eberron, these creatures also have resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks that aren't made with byeshk weapons. Their challenge rating remains 1 (200 XP).

DOLGAUNTS

When the armies of the ancient Dhakaani Empire clashed with the forces of madness, hobgoblins that fell in battle were not always lucky enough to die. Those who were captured were experimented upon by Dyrrn the Corruptor to create dolgaunts. The emaciated forms of the dolgaunt host writhe with sensitive cilia and tentacles that allow them to "see" despite their lack of eyes.

Statistics for dolgaunts can be found in *Eberron: Rising from the Last War*, however it is recommended to give them resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks that aren't made with byeshk weapons. If you do, their challenge rating remains 3 (700 XP).



BYESHK WEAPONS

This lustrous, purple metal is incredibly dense and heavy. It is mined from mountain ranges in western Khorvaire, typically the Byeshk and Graywall Mountains. It is usually worn as jewelry and is considered a precious metal akin to silver, gold, or platinum, though it is not as soft as those metals, and can hold an edge.

Because it is so heavy, byeshk weapons are typically steel with a thin, durable byeshk plating. Druidic sects of the Eldeen Reaches, most often the Wardens of the Wood or Gatekeepers, trade with the peoples of the Byeshk and Graywall Mountains for byeshk ore to make weapons with. Additionally, many ancient weapons of the Dhakaani Empire were forged with byeshk to aid them in their war against the invading hordes from Xoriat.

Whenever you hit an aberration with a byeshk weapon, it can't regain hit points until the start of your next turn. Additionally, certain creatures have a distinct aversion to the metal and are resistant or immune to weapons that aren't byeshk.

The byeshk version of a melee weapon or ten pieces of ammunition costs 200 gp more than the normal versions.

DOLGAUNT ASCETIC

Over the centuries since their initial creation, some dolgaunts have become feared assassins and warriors among the cults of the Dragon Below. The most skilled among them discipline their bodies and minds with monastic rigor, perfecting their aberrant existence. These harsh masters command strike forces of other aberrations (such as chokers and dolgrims).

DOLGAUNT ASCETIC

Medium aberration, lawful evil

Armor Class 18 (Unarmored Defense)

Hit Points 78 (12d8 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Skills Acrobatics +8, Athletics +6, Perception +6, Stealth +8

Damage Resistances poison; bludgeoning, piercing, and slashing damage from attacks made with weapons that aren't byeshk

Condition Immunities blinded, charmed, frightened, poisoned, stunned

Senses blindsight 120 ft. (blind beyond this radius),

passive Perception 16

Languages Daelkyr, Goblin

Challenge 5 (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.

Unarmored Defense. While the dolgaunt is wearing no armor and wielding no shield, its A C includes its Wisdom modifier.

Unfettered Stride. The dolgaunt can move along vertical surfaces and across liquids on its turn without falling during its movement. It is immune to fall damage.

Stunning Blow. As a bonus action the dolgaunt can prepare the next unarmed strike it makes on its turn to be a stunning blow. If the attack hits, in addition to taking damage the target of the attack must succeed on a DC 14 Constitution saving throw or be stunned until the end of their next turn.

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:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 5) bludgeoning damage. The target is grappled (escape DC 16) 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:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 5) 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 9 (2d8) necrotic damage, and the dolgaunt regains a number of hit points equal to half the necrotic damage taken.

DOLGRIMS

When Dyrn the Corruptor turned his baleful attention upon the goblins of the Dhakaani Empire, he created more than just chokers. The dolgrims that infest Khyber are also the result of his endeavors; hideous amalgamations of two goblins crushed together and molded into a single grotesque creature. Though the original dolgrims were once in fact multiple individuals, dolgrims of later generations were never anything other than what they are. What foul reproductive process produces such pitiable creatures is best left undiscovered and not dwelled upon.

Statistics for dolgrims can be found in *Eberron: Rising from the Last War*, however it is recommended to give them resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks that aren't made with byeshk weapons. If you do, their challenge rating remains 1/2 (100 XP).

MIND FLAYERS

Mind flayers and their elder brains are native to Xoriat—or at least, that was where they came from prior to invading the material plane in Eberron's distant past. The illithids are servitors of the daelkyr—especially Dyrn—coordinating the desires of their masters with Khyber cultists and "lesser" aberrations. Despite their minds being nearly as incomprehensible as the daelkyr, mind flayers seem to have a clear goal: freeing the daelkyr from their imprisonment in Khyber.

In Eberron, all mind flayers and creatures related to them, such as elder brains, ulitharids, neothelids, and even undead alhoons, have resistance to bludgeoning, piercing, and slashing damage from all attacks not made with byeshk weapons, in addition to any other resistances or immunities they might have. This adjusts each monster's challenge rating as follows:

- An alhoon (*Volo's*) remains challenge rating 10 (5,900 XP)
- An elder brain (*Volo's*) has a challenge rating of 15 (13,000 XP)
- A mind flayer (*Monster Manual*) has a challenge rating of 8 (3,900 XP)
- A mind flayer arcanist (*Monster Manual*) has a challenge rating of 9 (5,000 XP)
- A neothelid (*Volo's*) has a challenge rating of 15 (13,000 XP)
- An ulitharid (*Volo's*) has a challenge rating of 10 (5,900 XP)



SYMBIONTS

Bizarre creations of the daelkyr, symbionts are living creatures that seek out a host to merge with. The daelkyr are fond of gifting symbionts as rewards to their favored servants and cultists, and daelkyr typically use them as living arms and armor. The warped progeny of daelkyr influence, daelkyr half-bloods, are also born with symbiont twins. All symbionts share the following game mechanics:

Attach. Symbionts are creatures that can join with a host, and most cannot attach to an unwilling host. Typically, to attach a symbiont, it must be attuned to as though it were a magic item. While attached in such a way, the symbiont cannot take any actions and is a sentient magic item for all purposes. For example, it cannot be targeted by spells or effects that target creatures.

Symbiotic Nature. Symbionts can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to the symbiont. If the host is targeted by a spell that ends a curse, its attunement to all symbionts it is attached to ends, and they detach from the host.

Most symbionts impose some detrimental effect when forcibly detached this way. In some cases the detached symbiont violently reacts to being expelled, damaging the former host's body on the way out. Sometimes though, the host's body adjusted to the presence of the symbiont while it was attuned, and it loses some vital function with it gone.

Telepathy. Symbionts can telepathically perceive their surroundings through the host's senses and mentally communicate with their host, if their host knows at least one language.

EXPLORING SYMBIONT ITEMS

Many of the symbionts in this appendix are creature versions of symbiont magic items in *Eberron: Rising from the Last War*, and Keith Baker's *Exploring Eberron* (used with permission). The Attach and Symbiont Nature mechanics are adapted from these sources, with the exception of detachment penalties.

Threat Dispatch adds these penalties because the author feels that symbiont items should be creepy and disturbing in effect as well as flavor. While attached, the host suffers no penalty, but once removed, the toll a symbiont exacts from its former host becomes horrifically apparent. If you rather not use these drawbacks, feel free to exclude them from your game.

BREED LEECH

This tiny creature appears to be a thick, swollen slug with a lamprey-like mouth. Though it feeds on its host's vitality like any other symbiont, a breed leech also introduces alien chemicals into the host's body that bolsters the host's fortitude.

Despite this benefit, the true purpose of the breed leech is to spread the "progeny" of the daelkyr. The alien fluids it injects into a host will mutate any developing embryo, if present. Should a pregnancy come to term after this mutation takes place, the child will be born as a daelkyr half-blood.

BREED LEECH

Tiny aberration (symbiont), neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	15 (+2)	11 (+0)	5 (−3)	8 (−1)	10 (+0)

Senses blindsight 30 ft. (blind beyond this radius without a host), passive Perception 9

Languages telepathy (host only)

Challenge 0 (10 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

While a *breed leech* is attached to a host, the host regains all expended Hit Dice when they finish a long rest, ignores the first level of exhaustion they would gain in any given 24-hour period, and has advantage on Constitution saving throws to resist disease and being poisoned.

Curse. If the *breed leech* is attached to a pregnant humanoid host for at least 24 hours, the child the host is carrying will be born as a daelkyr half-blood. This property of the *breed leech* is undetectable by divination and it can't be reversed by magic.

Symbiotic Nature. A *breed leech* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *breed leech* ends, and it detaches from the host.

When a *breed leech* is detached, it leaves its former host poisoned for 24 hours.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target instantly attunes to breed leech as it attaches itself. If the target is already attuned to their maximum limit of magic items, one random attunement is overridden.



CEREBRAL HOOD

When at rest, a cerebral hood appears to be a silken red mantle and hood. However, when in motion this mass of fine strands of muscle and sinew glides through the air like a bloody, graceful manta ray.

CEREBRAL HOOD

Medium aberration (symbiont), neutral evil

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	17 (+3)	14 (+2)	22 (+6)

Damage Immunities bludgeon, piercing, and slashing from attacks made with weapons that aren't byeshk

Senses blindsight 60 ft. (blind beyond this radius without a host), passive Perception 12

Languages understands Daelkyr, but can't speak, telepathy (host only)

Challenge 5 (1,800 XP)

Attach. Wondrous item, legendary (requires attunement)

To attune to a cerebral hood, the host must wear it on their head for the entire attunement period, during which a hidden stinger burrows into the base of their skull and floods their nervous system with psionically potent fluids.

While wearing the hood, a host has blindsight out to a radius of 30 feet, resistance to psychic damage, and does not require sleep.

Spells. The hood has 10 charges. While wearing it, the host can use an action to expend some of its charges to innately cast one of the following spells from it (spell save DC 16), requiring no components: charm person (1 charge), detect thoughts (2 charges), dominate person (5 charges), mage armor (1 charge), mind spike (XGtE, 2 charges), primal savagery (XGtE, 1 charge), sending (3 charges), shapechange (9 charges), suggestion (2 charges), vampiric touch (cast 5th-level, 5 charges).

The hood regains 1d6 + 3 expended charges daily at dawn.

Symbiotic Nature. The hood requires energy be fed to it. Immediately after the host finishes any long rest, they must either feed half of their remaining Hit Dice to the hood (round up) or take 1 level of exhaustion.

While on the same plane of existence as the hood, the daelkyr Gagegha, Lord of Shattered Thoughts, can hear any telepathic conversation between creatures within the host's blindsight.

A cerebral hood can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the cerebral hood ends, and it detaches from the host.

When a cerebral hood is detached, it no longer supplies its former host with an enzyme that counteracts the negative effects of the psychic toxin it used to grant them magical power. Without the protection of this enzyme, the former host is permanently paralyzed. The former host can be restored to full function with greater restoration, regenerate, or wish.

Actions

Mind Blast (Recharge 4–6). The cerebral hood magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COAT OF MANY EYES

Designed by Keith Baker and Will Brolley,

Adapted from Exploring Eberron courtesy of KP Presents

Appearing as a blob of leathery flesh, a coat of eyes is covered with the eyes of several different kinds of creatures, each independently moving, gazing at its surroundings.

COAT OF MANY EYES

Small aberration (symbiont), neutral evil

Armor Class 3

Hit Points 45 (7d6 + 21)

Speed 1 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	1 (–5)	17 (+3)	5 (–3)	20 (+5)	16 (+3)

Skills Perception +9

Senses darkvision 120 ft., passive Perception 19

Languages telepathy (host only)

Challenge 0 (0 XP)

Attach. Armor (studded leather); uncommon, rare, or very rare (evolves with service to Belashyrra, requires attunement)

When a host attunes to the coat of many eyes, it binds itself to the host's flesh and shares its insight, granting the following benefits:

- The armor lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- You have darkvision with a range of 120 feet.

Gifts of the All-Seer. All coats of many eyes are linked to Belashyrra, and while wearing one a host may receive visions—flashes of things the Lord of Eyes wishes to see through them. If the host follows through with these tasks, the coat can evolve, gaining additional powers and increasing its effective rarity.

- A rare coat also grants its host a +1 bonus to AC and allows them to see invisible creatures and objects within 120 feet.
- A very rare coat also grants the same benefits as a rare coat. Additionally, the host can use an action to cast arcane eye with it. Once the host casts the spell in this manner, they can't do so again until they finish a long rest.

Symbiotic Nature. A coat of many eyes can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the coat ends, and it detaches from the host.

When a coat of many eyes is detached, assimilates the former host's eyes into its mass before it goes, leaving the host blinded with empty eye sockets. A lesser restoration spell or similar magic can restore the former host's eyes and vision.

Actions

None. A living armor has no effective attacks.

CRAWLING GAUNTLET

Magic item mechanics designed by Keith Baker and Will Brolley,
Adapted from *Exploring Eberron* courtesy of KP Presents

This disturbing creature resembles a monstrous, severed hand. It skitters about in disturbing motions akin to a spider. A host can wear this symbiont like a glove, giving it a claw attack.

CRAWLING GAUNTLET

Tiny aberration (symbiont), neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	11 (+0)	5 (-3)	8 (-1)	10 (+0)

Senses passive Perception 9

Languages telepathy (host only)

Challenge 1/4 (50 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

When a *crawling gauntlet* is attuned to, it surrounds the host's hand and forearm, fusing to their flesh.

When the host makes an unarmed strike, they can slash with the talons on the *gauntlet*. On a hit, the host deals slashing damage equal to 1d6 + their Strength modifier, in place of the normal damage of their unarmed strike.

Additionally, the host can project an ectoplasmic duplicate of the *gauntlet*, allowing them to manipulate objects at a distance. While wearing the *crawling gauntlet*, the host can use an action to *cast mage hand*.

Symbiotic Nature. A *crawling gauntlet* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *crawling gauntlet* ends, and it detaches from the host.

When a *crawling gauntlet* is detached, it takes its former host's hand and forearm with it. The former host's hit point maximum is reduced by 5. This reduction cannot be reversed by any means until the limb is restored, such as from receiving a *regenerate* spell to regrow the limb or otherwise attaching a prosthetic replacement. If this reduces the former host's maximum hit points to 0, they die.

Actions

Strangling Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. On a critical hit, the crawling gauntlet automatically grapples the target. It latches onto the target's throat and begins to strangle them. The target begins to suffocate as if it just ran out of breath and cannot breathe again until it escapes the grapple or the crawling gauntlet dies.

EARWORM

This fat slug is covered in oily rainbow-shimmering slime. On its own, an earworm looks harmless, but it can defend itself by projecting chaotic psychic static into another creature's mind.

EARWORM

Tiny aberration (symbiont), neutral evil

Armor Class 10

Hit Points 5 (2d4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	11 (+0)	10 (+0)	8 (-1)	17 (+3)

Senses blindsight 60 ft. (blind beyond this radius without a host), passive Perception 9

Languages understands Daelkyr, but can't speak, telepathy 10 miles (daelkyr, host, or other earworms only)

Challenge 1 (200 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

To attune to an *earworm*, a host must hold it against the skin behind their ear for the entire attunement period, whereupon it burrows into the host's head and bonds to their brain. While the earworm is inside a host, they can speak, read, and write Daelkyr.

Spells. The *earworm* has 4 charges. The host can cast the following spells from it, expending the necessary number of charges (spell save DC 15): *detect thoughts* (2 charges) or *dissonant whispers* (1 charge). Each time the host uses the *earworm* to cast the *detect thoughts* spell, it sends the information gleaned to the nearest daelkyr, or to the next nearest earworm until it reaches a daelkyr.

The *earworm* regains 1d4 expended charges daily at dawn.

Symbiotic Nature. An *earworm* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *earworm* ends, and it detaches from the host.

When an *earworm* is detached, it leaves behind a hole in the auditory center of the former host's brain where it once resided. The former host is deafened and can't communicate telepathically by any means. A *lesser restoration* spell or similar magic can restore the former host's hearing and potential to communicate telepathically.

Innate Spellcasting (4/day). The earworm can innately cast dissonant whispers, requiring no components (spell save DC 13). Its innate spellcasting ability is Charisma.

Actions

None. A living armor has no effective attacks.

KHYBER'S TONGUE

The language of aberrations, cultists, and foul things that live in Khyber is known by many names. Whether referred to as Deep Speech, Daelkyr, Undercommon, or "Khyber's Tongue", this language is the shared language of Eberron's underdark.

EYE TYRANT CROWN

This symbiotic crown looks to be carved from dark purple and mauve stone, with ten points like stalks set with gemstones resembling the eyestalks of a beholder. In fact, this inert exterior is a shell not unlike a crustacean's, and its squirmy insides pulse invisibly while it remains motionless.

EYE TYRANT CROWN

Tiny aberration (symbiont), neutral evil

Armor Class 20 (natural armor)

Hit Points 50 (20d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	11 (+0)	13 (+1)	20 (+5)	10 (+0)

Skills Perception +11

Damage Immunities bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 21

Languages understands Daelkyr, but can't speak, telepathy (host only)

Challenge 5 (1,800 XP)

Attach. Wondrous item, legendary (requires attunement)

To attune to this item, a host must wear it on their head for the entire attunement period, during which the crown's hidden tendrils burrow into their scalp to bond with your skull.

While wearing the crown, a host can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Spells. The crown has 10 charges. While wearing it, the host can use an action to expend some of its charges to cast one of the following spells from it (spell save DC 16): charm person (1 charge), disintegrate (6 charges), fear (3 charges), finger of death (7 charges), flesh to stone (6 charges), hold person (2 charges), ray of enfeeblement (2 charges), sleep (1 charge), slow (3 charges), telekinesis (5 charges).

The crown regains 1d6 + 3 expended charges daily at dawn.

Symbiotic Nature. While on the same plane of existence as the crown, the daelkyr Belashyrra can see through its eyestalks.

An eye tyrant crown can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the eye tyrant crown ends, and it detaches from the host.

When an eye tyrant crown is detached, its tendrils deal grotesque damage to the former host's brain on their way out. The former host's Intelligence and Charisma scores become 1, it can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The former host can, however, identify their friends, follow them, and even protect them. The former host's brain can be restored to full function with greater restoration, regenerate, or wish.

False Appearance. While the eye tyrant crown remains motionless, it is indistinguishable from an inert crown made of dark stone.

Actions

Grasping Lunge. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 14 (4d4 + 4) piercing damage and the crown latches onto the target, moving with them. This attack automatically hits a creature the crown is already latched onto. While latched onto a creature, any attack that misses the crown targets the creature instead.

LIVING ARMOR

On its own, a living armor looks like a round mass of muscle and black chitin, and is defenseless except for its extreme durability. When attached to a creature, the symbiont extends tendrils deep into the host's body, entwining around organs and injecting alien fluids into the host's circulatory system. Though disturbing and torturously painful, a host gains several defensive benefits if it survives the process.

LIVING ARMOR

Small aberration (symbiont), neutral evil

Armor Class 5

Hit Points 85 (10d6 + 50)

Speed 1 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	1 (-5)	21 (+5)	5 (-3)	15 (+2)	14 (+2)

Saving Throws Con +7

Damage Immunities bludgeon, piercing, and slashing from attacks made with weapons that aren't byeshk

Senses blindsight 30 ft. (blind beyond this radius without a host), passive Perception 9

Languages telepathy (host only)

Challenge 0 (0 XP)

Attach. Armor (any), very rare (requires attunement)

This hideous armor is formed from black chitin, beneath which veins pulse and red sinews glisten. To attune to this item, a host must wear it for the entire attunement period, during which tendrils on the inside of the armor burrow into them.

While wearing this armor, the host has a +1 bonus to Armor Class, and they have resistance to necrotic, poison, and psychic damage.

Symbiotic Nature. The armor requires fresh blood be fed to it. Immediately after the host finishes any long rest, they must either feed half of their remaining Hit Dice to the armor (round up) or take 1 level of exhaustion.

A living armor can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the living armor ends, and it detaches from the host.

When a living armor is detached, its tendrils wildly thrash on the way out of the former host's body. The former host must make a Constitution saving throw with a DC equal to the Armor Class the living armor granted them while it was attached, reducing their maximum hit point total by 55 (10d10) on a failure, or half as much on a success. If this reduces the former host's maximum hit points to 0, they die.

Actions

None. A living armor has no effective attacks.

LIVING GLOVE

On its own, a living glove looks like a grotesque, fleshy scorpion with four thick legs and a stubby tail. Sinewy muscle pulses with life between its thin chitin. When worn like a glove, the symbiont imparts foreign, skillful muscle-memory to its host.

LIVING GLOVE

Tiny aberration (symbiont), neutral evil

Armor Class 12

Hit Points 5 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	5 (-3)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages telepathy (host only)

Challenge 1/8 (25 XP)

Attach. Wondrous item, uncommon (requires attunement)

To attune to a living glove, a host must wear them for the entire attunement period, during which the gloves bonds with their skin and muscle. A host may only attune to one living glove at a time.

While attuned to a living glove, the host gains one of the following proficiencies (the host's choice when they attune to the gloves):

- Sleight of Hand
- Thieves' tools
- One kind of artisan's tools of the host's choice
- One kind of musical instrument of the host's choice

When the host makes an ability check using the chosen proficiency, they add double their proficiency bonus to the check, instead of their normal proficiency bonus.

Symbiotic Nature. A living glove can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the living glove ends, and it detaches from the host.

When a living glove is detached, it flays its former host's hand of all its skin as it goes, dealing 5 (1d10) slashing damage. Furthermore, the former host has disadvantage on all ability checks and attack rolls made using the flayed hand, until they receive a lesser restoration spell or similar magic to regrow their appendage's lost skin.

Actions

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

MORPHING OOZE

This type of opalescent, symbiotic goo is a creation of Kyrzin. Cultists of the Prince of Slime often capture these oozes and seal them in acid-proof jars, giving them as rewards to the mad faithful, who drink with them to gain the "Blessing of Kyrzin's Ooze".

MORPHING OOZE

Tiny ooze (symbiont), unaligned

Armor Class 3

Hit Points 5 (2d4)

Speed 15 ft.

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

Damage Immunities acid, poison

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

Senses blindsight 60 ft. (blind beyond this radius without a host), passive Perception 8

Languages -

Challenge 0 (10 XP)

Attach. Wondrous item, very rare (requires attunement)

To attune to morphing ooze, a host must first ingest it, unlocking the following properties.

Resistant. While attuned to morphing ooze, a host has resistance to poison and acid damage, and they're immune to the poisoned condition.

Amorphous. As an action, the host can speak a command word and cause their body to assume the amorphous qualities of an ooze. For the next minute, the host (along with any equipment they're wearing or carrying) can move through a space as narrow as 1 inch wide without squeezing. Once a host uses this property, it can't be used again until the next dawn.

Acid Breath. As an action, the host can exhale acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one. Once the host uses this property, it can't be used again until the next dawn.

Black Eruption. If the host dies while the morphing ooze is inside them, it bursts out and engulfs the host, turning their corpse into a black pudding allied with the daelkyr.

Symbiotic Nature. A morphing ooze can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the morphing ooze ends, and it detaches from the host.

When a morphing ooze is detached, it seeps out of the former host's digestive tract, leaving behind a foul substance that afflicts them with a debilitating disease. Until cured, the former host has disadvantage on all ability checks and saving throws.

Actions

Acid Spittle. Ranged Weapon Attack: +2 to hit, range 30 ft., one target. Hit: 2 (1d4) acid damage.

SHADOW SIBLING

*Magic item mechanics designed by Keith Baker and Will Brolley,
Adapted from [Exploring Eberron](#) courtesy of KP Presents*

A shadow sibling is often confused for an undead shadow creature, as it appears to be a vaguely dark, intangible humanoid. In reality it is a hollow, thin sheath of tissue that can attach to a host like a second skin, granting it a shadowy appearance.

SHADOW SIBLING

Medium aberration (symbiont), neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	19 (+4)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning piercing and slashing from nonmagical attacks made with non-byeshk weapons

Senses passive Perception 11

Languages understands Daelkyr but can't speak, telepathy (host only)

Challenge 2 (450 XP)

Attach. *Wondrous item, rare (requires attunement)*

The *shadow sibling* condenses into a black jewel-like object that fuses to the center of a host's forehead when they attune to it.

As a bonus action, the host can cause the *shadow sibling* to exude or retract an ectoplasmic shadow that surrounds their body and conceals them from prying eyes. While the shadow is active, Wisdom (Perception) checks made to see the host have disadvantage, and the host has advantage on Dexterity (Stealth) checks made to hide.

In addition, when the host is hit by an attack, they can use their reaction to spend one Hit Die to shield themselves, rolling the die and adding the result as a bonus to their AC, including against the triggering attack. This bonus lasts until the end of the host's next turn.

Symbiotic Nature. A *shadow sibling* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *shadow sibling* ends, and it detaches from the host.

When a *shadow sibling* is detached, the former host no longer casts a shadow and is vulnerable to cold, necrotic, and psychic damage. This effect remains until the host receives a *greater restoration* spell or similar magic.

Actions

Corrupting Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) cold or necrotic damage (the shadow sibling's choice).

SPELLBURROW

*Magic item mechanics designed by Keith Baker and Will Brolley,
Adapted from [Exploring Eberron](#) courtesy of KP Presents*

This symbiont appears to be a large beetle with shiny, prismatic chitin. Barely sentient on its own, a spellburrow nonetheless possesses great arcane potential. It must anchor itself in a humanoid's grey matter in order to awaken its alien sentience, finally able to understand the full power it holds.

The below spellburrow knows *fire bolt*, but this can be replaced with any sorcerer or warlock cantrip. This cantrip is the cantrip a host knows while the spellburrow is attached.

SPELLBURROW

Tiny aberration (symbiont), neutral evil

Armor Class 12

Hit Points 10 (4d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	11 (+0)	5 (–3)	8 (–1)	16 (+3)

Senses passive Perception 9

Languages telepathy (host only)

Challenge 1 (200 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

To attune to a *spellburrow*, a host must place it on their head; in the process of attunement, it digs in and burrows through the host's skull, awakening its strange alien sentience that responds to the host's desires.

An attached *spellburrow* knows one cantrip of the DM's choice drawn from the sorcerer or warlock spell list, and the host can cast this cantrip as if they know it. In addition, a *spellburrow* knows one 1st-level spell and one 2nd-level spell from the same spell list its cantrip is from. If the host has the Spellcasting or Pact Magic class feature, they can cast these spells as if they had prepared or learned them, and they don't count against the number of spells the host can prepare or know. The host can choose to use either their Intelligence modifier, or a spellcasting ability modifier they have gained from another source, for these spells.

Symbiotic Nature. A *spellburrow* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *spellburrow* ends, and it detaches from the host.

When a *spellburrow* is detached, it remains inside its former host's skull and begins to claw its way out, reducing its former host's Intelligence score by 2d4 every round. At the end of each of the former host's turns, it may make a Constitution saving throw, expelling the *spellburrow* on a success. If the *spellburrow* reduces its former host's Intelligence score to 0, they die. This reduction lasts until the former host finishes a long rest.

Actions

Fire Bolt (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

STORMSTALK

Similar in appearance to an eel, except for the large humanoid eye replacing its head, a stormstalk's sleek body crackles with electricity. It can discharge this lighting through its eye, and allows a host to use this attack as well.

STORMSTALK

Tiny aberration (symbiont), neutral evil

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	5 (-3)	8 (-1)	11 (+0)

Senses passive Perception 9

Languages telepathy (host only)

Challenge 1 (200 XP)

Attack. Wondrous item, uncommon (requires attunement)

While a stormstalk is attached to a host, the host can magically fire a ray of lightning from the stormstalk's eye as an action. When they do, a white-hot bluish line of crackling light streaks toward a creature of the host's choice within 60 feet of them. This is a ranged spell attack that uses the host's Dexterity as its spellcasting ability. On a hit, the target takes 1d8 lightning damage, and has disadvantage on Dexterity checks and Dexterity saving throws until the start of the host's next turn.

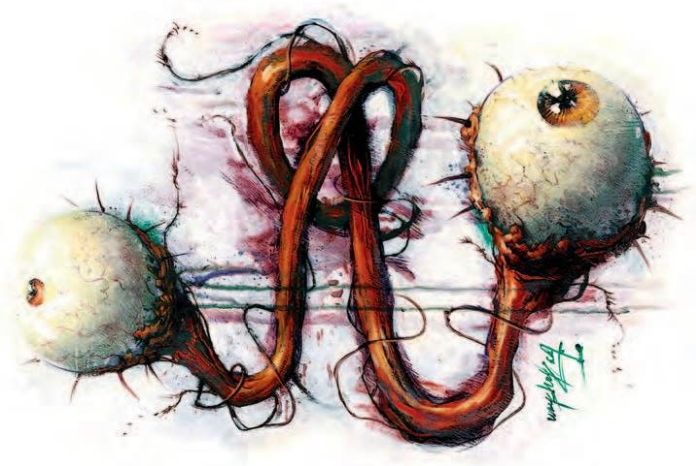
The ray's damage increases by 1d8 when the host reaches 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Symbiotic Nature. A stormstalk can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the stormstalk ends, and it detaches from the host.

When a stormstalk is detached, it leaves its former host's nervous system a shambling wreck. The former host has disadvantage on Dexterity checks and Dexterity saving throws until it receives a lesser restoration spell or similar magic.

Actions

Eye Ray. Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 9 (2d8) lightning damage, and the target has disadvantage on Dexterity checks and Dexterity saving throws until the start of the stormstalk's next turn.



TENTACLE WHIP

This creature appears to be a long, thin snake with its skin and scales flayed, leaving wet, slimy muscle. Its psychic venom is capable of paralyzing prey, and a host can use the creature as a deadly whip.

TENTACLE WHIP

Tiny aberration (symbiont), neutral evil

Armor Class 17 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	13 (+1)	7 (-2)	8 (-1)	10 (+0)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius without a host), passive Perception 9

Languages understands Daelkyr but can't speak, telepathy (host only)

Challenge 2 (450 XP)

Attack. Weapon (whip), very rare (requires attunement)

To attune to this symbiotic weapon, the host must wrap the whip around their wrist for the entire attunement period, during which time the tentacle whip painfully embeds its tendrils into the host's arm.

The host gains a +2 bonus to attack and damage rolls made with this magic whip, but attack rolls made against aberrations with this weapon have disadvantage. A creature hit by this weapon takes an extra 1d6 psychic damage. When the host rolls a 20 on the d20 for an attack roll with this weapon, the target is stunned until the end of its next turn.

As a bonus action, the host can sheathe the whip by causing it to retract into their arm, or draw the whip out of their arm again.

Symbiotic Nature. A tentacle whip can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the tentacle whip ends, and it detaches from the host.

When a tentacle whip is detached, it delivers a lethal dose of its psychic venom to its former host. The former host must make a DC 17 Constitution saving throw. On a failure, they take 35 (10d6) psychic damage and are paralyzed indefinitely. On a success, they take half damage and are not paralyzed.

Actions

Sting. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

If the psychic damage reduces the target to 0 hit points, the target is stable but paralyzed for 1 hour, even after regaining hit points.

THROWING SCARAB

Magic item mechanics designed by Keith Baker and Will Brolley,
 Adapted from *Exploring Eberron* courtesy of KP Presents

At first glance, a throwing scarab appears to be a gem cut in the shape of a small beetle, until it moves. Mostly harmless on its own, while attached to a host, it generates small shards of hard crystal that can be used as deadly throwing weapons that dissolve into acid.

THROWING SCARAB

Tiny aberration (symbiont), neutral evil

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 5 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (−4)	13 (+1)	11 (+0)	5 (−3)	12 (+1)	6 (−2)

Senses darkvision 60 ft., passive Perception 11

Languages telepathy (host only)

Challenge 0 (10 XP)

Attach. Wondrous item, uncommon (requires attunement)

When a host attunes to the *throwing scarab*, it fuses with one of their hands, visible only as an iridescent, chitinous growth on their palm.

For every attack the host makes as part of the Attack action on their turn, the host can extrude a shard of razor-sharp chitin from the symbiont into their empty hand, using it for the attack. The shard counts as a magical simple melee weapon with which the host is proficient. It has the finesse, light, and thrown properties (range 20/60), and deals 1d4 points of piercing damage and 1d4 points of acid damage on a hit. The shard dissolves as soon as it hits or misses its target.

Symbiotic Nature. A *throwing scarab* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *throwing scarab* ends, and it detaches from the host.

When a *throwing scarab* is detached, it violently thrashes as it burrows its way out the back of the former host's hand, dealing 5 (2d4) piercing damage and 5 (2d4) acid damage. The former host has disadvantage on attack rolls made with the damaged hand until this damage is healed or they finish a long rest.

Actions

Bite. *Melee Weapon Attack:* −2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

TONGUEWORM

Magic item mechanics designed by Keith Baker and Will Brolley,
 Adapted from *Exploring Eberron* courtesy of KP Presents

Similar in appearance to the tentacle whip, this symbiont attaches to a host by enveloping the host's tongue and compressing itself into the creature's mouth. The host can then launch the symbiont's stinger outward, delivering a potent poison.

TONGUEWORM

Tiny aberration (symbiont), neutral evil

Armor Class 14

Hit Points 18 (4d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	15 (+2)	5 (−3)	8 (−1)	10 (+0)

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius without a host), passive Perception 9

Languages telepathy (host only)

Challenge 1/2 (100 XP)

Attach. Wondrous item, uncommon (requires attunement)

When a host attunes to a *tongueworm*, it envelops their tongue, contracting itself like a spring and acting as a perfect replacement for the host's sense of taste.

A host can use a bonus action to make an unarmed strike using the *tongueworm*, using their choice of Strength or Dexterity for the attack, dealing piercing damage equal to 1d4 + the host's Strength or Dexterity modifier (host's choice), instead of the bludgeoning damage normal for an unarmed strike. In addition, the target must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the host's next turn.

Symbiotic Nature. A *tongueworm* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *tongueworm* ends, and it detaches from the host.

When a *tongueworm* is detached, it takes its former host's tongue with it. The former host's cannot speak while missing its tongue. A *lesser restoration* spell or more similar magic can restore the former host's tongue and ability to speak.

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of their turns, ending the effect on a success.

WANDERING EYE

Designed by Keith Baker and Will Brolley,
Adapted from *Exploring Eberron* courtesy of KP Presents

This disturbing daelkyr-made symbiont is a leathery tentacle with one end terminating in a single bulbous eye, and the other sporting a barb designed to burrow into flesh. It uses the barb in self-defense or to attach to a prospective host.

WANDERING EYE

Tiny aberration (symbiont), neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (4d4 + 12)

Speed 30 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages telepathy (host only)

Challenge 1/4 (50 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

When a host attunes to the *wandering eye*, it burrows into one of the host's shoulders, then rises up from it, studying the world and projecting insights into their mind. While the eye is uncovered, the host gains the following benefits:

Third Eye. When the host makes a Wisdom (Perception) or Intelligence (Investigation) check involving sight, they can roll a d4 and add the number rolled to the ability check.

Periscopic Vision. The eye can stretch up to 18 inches and can be used to peer around corners or over cover. When extended and used in this way, the eye has an AC of 20 and 6 hit points. If it is forced to make an ability check or a saving throw, it uses the host's statistics. If it is reduced to 0 hit points, the host cannot benefit from any of the *wandering eye's* properties until they finish a short or long rest, after which it regains all lost hit points.

Always Vigilant. The eye remains watchful while its host sleeps. When the host takes a long rest, the *wandering eye* remains active, allowing the host to use their passive Wisdom (Perception) score to notice threats even while asleep. If the eye spots danger, it sends its host a mental alarm in the form of a nightmare that immediately wakes the host up.

Symbiotic Nature. A *wandering eye* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *wandering eye* ends, and it detaches from the host.

When a *wandering eye* is detached, the loss of extra perception is disorienting to the former host. The former host is blinded for 24 hours as its brain reacclimates to only seeing with two eyes.

Actions

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

WINTER CYST

This bulbous, slimy polyp looks like a slug with a glassy, inhuman eye at one end. The eye's iris is ice-blue and glows with a baleful, pale light just before it projects a freezing beam from it.

WINTER CYST

Tiny aberration (symbiont), neutral evil

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	5 (-3)	8 (-1)	11 (+0)

Senses passive Perception 9

Languages telepathy (host only)

Challenge 1 (200 XP)

Attach. *Wondrous item, uncommon (requires attunement)*

While a *winter cyst* is attached to a host, the host can magically fire a ray of frost from the *winter cyst's* eye as an action. When they do, a frigid beam of blue-white light streaks toward a creature of the host's choice within 60 feet of them. This is a ranged spell attack that uses the host's Dexterity as its spellcasting ability. On a hit, the target takes 1d8 cold damage, and has disadvantage on Strength checks and Strength saving throws until the start of the host's next turn.

The ray's damage increases by 1d8 when the host reaches 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Symbiotic Nature. A *winter cyst* can't be removed from a host while they're attuned to it, and the host can't voluntarily end their attunement to it. If the host is targeted by a spell that ends a curse, their attunement to the *winter cyst* ends, and it detaches from the host.

When a *winter cyst* is detached, it leaves its former host with a bone-draining weakness. The former host has disadvantage on Strength checks and Strength saving throws until it receives a lesser restoration spell or similar magic.

Actions

Eye Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) cold damage, and the target has disadvantage on Strength checks and Strength saving throws until the start of the *winter cyst's* next turn.

THE DAUGHTERS OF SORA KELL

Every child across Eberron was raised on the bedtime stories of the Daughters of Sora Kell, monstrous hags out of fairy tales meant to illustrate morality lessons. "Listen to your parents, or Sora Maenya will pluck the teeth from your skull!" or "If you lie too often and too well, Sora Katra will grow jealous and snatch your soul from behind your eyes!"

Then the Daughters of Sora Kell walked out of children's stories and into stark reality, wresting control of the western frontier of Breland away from its humanoid population during the Last War, creating their unrecognized monster nation of Droaam. The terrifying truth of their existence now weighs on the minds of every citizen of the Five Nations.

SAVAGE NATION

Droaam is a nation of monsters, but surprisingly civilized. Though the Daughters of Sora Kell haunted the nightmares of children for centuries, it appears they are a force for order and stability within this western frontier of Khorvaire. The Daughters command the loyalty of powerful warlords, each a chief of a species of intelligent monsters, such as trolls, minotaurs, medusas, harpies, and tieflings. They have even earned the respect of the Zvir Pact gnolls, who act as their neutral policing force.

No one knows why the Daughters, terrifying horrors out of folk legend, formed this monster nation, or why they seem content to make a home for themselves within it. The Thronehold Accords that ended the Last War refused to acknowledge Droaam as a sovereign nation, partly due to prejudice against its monstrous citizens, but also due to fear. Who can trust these terrors-made-manifest as heads of state?

THE THREE DAUGHTERS

Each of the Daughters of Sora Kell is a legend in their own right and have haunted the folk tales of Eberron individually for centuries. No one is quite sure what prompted them to unite. Many suspect the guiding oracular vision of Sora Teraza drew them together for some prophetic purpose. Some suspect Sora Katra of some diabolical machination that will bring great ruin. Still others fear that Sora Maenya's only purpose to join with her sisters is to raise the largest horde of monsters and beasts Khorvaire has ever known and sweep civilization away in a wave of bloodlust and carnage.

SORA KATRA, THE VOICE OF DROAAM

Known as a devious and deadly trickster, Sora Katra has plagued the Brelish countryside for generations with her words of power and guile. Folktales of Breland are thick with would-be heroes that quest to find Sora Katra and best her with silvered tongue or silvered sword. These tales almost always end badly for their protagonist.

While the threat of Sora Maenya's lust for violence may have been the foundation that brought the warlords of Droaam together, the passionate words of Sora Katra have stoked the fires of devotion, inspiring a fanatic following among Droaam's monstrous inhabitants.

SORA MAENYA, THE FIST OF DROAAM

Sora Maenya has been the terror of the Eldeen Reaches and western Aundair for centuries. She is known for stealing teeth and adding her favorites to her own mouth, to better devour her foes, and for creating lanterns out of the skulls of her victims, lit with the light of their bound souls. Terrible tales, once thought pure myth and now a frighteningly possible history, tell of her consuming entire villages and shifter tribes in the Towering Wood.

While Sora Maenya is most known for her strength and appetite, she is no dumb brute. She plays mind games with her prey, savoring their dread and fading hope, before ripping them asunder with her iron claws. Of all the Daughters, Sora Maenya is the most likely to be encountered alone, as she stalks the wilderness and frontier looking for the next exciting kill to indulge in.

SORA TERAZA, THE DREAM OF DROAAM

Sora Teraza may be the least well known of the Daughters of Sora Kell, but esoteric legends have passed among the erudite for nearly a thousand years, whispering of the blind oracle who wandered the Demon Wastes.

Sora Teraza is said to be able to see the future but is also rumored to be bound by her visions, compelled to bring about the fates she glimpses, whether for good or ill. She is likely to be well aware of player characters who seek to confront her and her sisters, and the Dungeon Master should take full advantage of her foreknowledge.

THE LAIR OF THE DAUGHTERS

Despite being legends in their own right for centuries, the Daughters currently share a single lair, the Court of the Hags in the city of Great Crag, from where they rule Droaam.

Lair Actions. On initiative count 20 (losing initiative ties), one Daughter of Sora Kell takes a lair action to cause the effect that corresponds to her; the same Daughter can't use their lair action two rounds in a row:

- *Sora Katra* sings, targeting one Medium or smaller living humanoid she can see. If the target fails a DC 21 Charisma saving throw, their soul is pulled from their body and is corrupted by her song, becoming a **will-o-wisp** (*Monster Manual*) that obeys Sora Katra, acting on initiative count 20. The target still lives and acts normally, but they cannot be brought back to life should they die unless the will-o-wisp is destroyed and a *remove curse* spell or similar magic is cast upon the target or their corpse.
- *Sora Maenya* strikes the ground with both fists, sending shockwaves throughout the lair. Each creature in contact with the floor, other than the Daughters, must succeed on a DC 21 Dexterity saving throw or be knocked prone.
- *Sora Teraza* grants her and her sisters precognitive vision. Until the next initiative count 20, all attacks against the Daughters have disadvantage and the Daughters have advantage on all ability checks, attack rolls, and saving throws.

Regional Effects. The combined weight of the legends of the Daughters presses down upon their lair like a great oppressive weight, straining against the world. This weight imposes the following effects within the city of Great Crag and for 23 miles of the surrounding region:

- Due to Sora Teraza's oracular powers, the Daughters of Sora Kell are aware of every creature who seeks to confront them or desires an audience well ahead of their arrival. As an action, Sora Teraza can locate any one creature within the region. Such creatures feel vaguely as though they are being watched, but no source of this feeling can be found, even with magic.
- A creeping fog clings to the ground in the region, occasionally swirling into alluring or eerie forms. The fog seems to avoid creatures native to Droaam.
- Dark and stormy nights are frequent, and the driving rain and winds seem to blow out open fires—such as torches and campfires—at the most inopportune moments.
- Whenever a humanoid attempts to cast a *remove curse* or *greater restoration* spell within the region, they must make a DC 21 Wisdom saving throw. On a failure the spell fails and they are subject to a *bestow curse* spell cast from a 9th-level spell slot that curses them to have disadvantage on ability checks and saving throws with the ability score they use for spellcasting.

THE COVEN OF SORA KELL

The Daughters of Sora Kell are a hag coven of unprecedented power. They function like a hag coven as described in the *Monster Manual*, but with more powerful spellcasting. When acting as part of the Covenant of Sora Kell, each daughter's individual challenge rating increases to 20 (25,000 XP).

Shared Spellcasting. While all three Daughters of Sora Kell are within 60 feet of one another, they can each cast the following spells from the wizard spell list but must share the spell slots among themselves:

Cantrips (at-will): *mage hand*, *ray of frost*
1st level (at-will): *identify*, *ray of sickness*
2nd level (at-will): *hold person*, *invisibility*, *knock*
3rd level (at-will): *bestow curse*, *counterspell*
4th level (3 slots): *blight*, *phantasmal killer*
5th level (3 slots): *cloudkill*, *scrying*
6th level (3 slots): *circle of death*, *disintegrate*, *eyebite*
7th level (3 slots): *finger of death*, *plane shift*, *teleport*
8th level (2 slots): *maze*, *mind blank*
9th level (2 slots): *imprisonment*, *power word kill*

When casting these spells, each Daughter is a 20th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 14 + the Daughter's Intelligence modifier, and the spell attack bonus is 6 + the Daughter's Intelligence modifier.



SORA KATRA

Medium fiend (green hag), neutral evil

Armor Class 18

Hit Points 225 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	23 (+6)	14 (+2)	24 (+7)

Saving Throws Int +12, Cha +13

Skills Arcana +12, Deception +19, Perception +8, Perform +19

Damage Vulnerabilities piercing or slashing from silvered weapons wielded by creatures with a Charisma score of at least 18

Damage Resistances acid, cold, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Giant, Gnoll, Goblin, Infernal, Sylvan

Challenge 18 (20,000 XP)

Amphibious. Sora Katra can breathe air and water.

Fiendish Inspiration (Recharge 4-6). As a bonus action, Sora Katra can grant an ally within 30 feet a Bardic Inspiration die as the Bard feature, except the die is a d12.

Alternatively, she can use this ability as a reaction to roll a d12 and subtract the number rolled from an attack roll or saving throw of a creature she can see within 30 feet.

Innate Spellcasting. Sora Katra's innate spellcasting ability is Charisma (spell save DC 21). She can innately cast the following spells, requiring no material components:

At-will: *dancing lights*, *minor illusion*, *vicious mockery*
3/day each: *glibness*, *mirage arcane*, *mislead*, *modify memory*

Legendary Resistance (2/day). If Sora Katra fails a saving throw, she can choose to succeed instead.

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

Mimicry. Sora Katra can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 21 Wisdom (Insight) check.

Shared Spellcasting. For coven spells, Sora Katra's spell save DC is 20, and her spell attack bonus is +12.

Sora Kell's Blessing. Sora Katra's AC includes her Charisma bonus.

Actions

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage and 10 (3d6) psychic damage.

Fiendish Charm. One humanoid Sora Katra can see within 30 feet of her must succeed on a DC 21 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Sora Katra's spoken commands. If the target suffers any harm or receives a suicidal command from Sora Katra, the target can repeat the saving throw,

ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends for it, the creature is immune to Sora Katra's Fiendish Charm for the next 24 hours.

Illusory Appearance. Sora Katra covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if Sora Katra takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, Sora Katra could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that she is disguised.

Invisible Passage. Sora Katra magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Weave Curse. Sora Katra weaves a magical curse on one creature she can see within 60 feet. The target must make a DC 21 Charisma saving throw. On a failed save, it is cursed with vulnerability to psychic damage. On a successful save, the creature isn't cursed.

A creature cursed by this effect must make another Charisma saving throw at the end of each of its turns. If it successfully saves against this effect three times, the curse ends. If it fails its saves three times, the weave of the curse becomes complete and the target suffers one of the below additional effects, which can only be reversed by a carefully worded *wish*:

1. **Eternal Slumber.** The target falls asleep and can't be awoken. While asleep, it ceases to age and doesn't require food or water.
2. **Form of Punishment.** The target is polymorphed into the form of a beast or construct with a challenge rating of 0. The target's statistics are entirely replaced by those of its new form, except it retains its alignment, personality, Intelligence, Wisdom, and Charisma scores, and ability to speak.
3. **Magic Prison.** The target shrinks to a height of 1 inch and is imprisoned inside a magically created jar, vase, or similar object. The target may communicate with anyone holding the object telepathically.

Legendary Actions

Sora Katra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sora Katra regains spent legendary actions at the start of her turn.

Claws. Sora Katra makes one attack with her claws.

Beguile (Costs 2 Actions). Sora Katra uses her Fiendish Charm, Weave Curse, or casts *modify memory*.

Misdirect (Costs 2 Actions). Sora Katra uses her Illusory Appearance, Invisible Passage, or casts *mislead*.

Will of the Coven (Costs 3 Actions). Sora Katra casts one of the shared spells from the Coven of Sora Kell if she is within 60 feet of both of her sisters.

SORA MAENYA

Large fiend (annis hag), neutral evil

Armor Class 19 (natural armor)

Hit Points 228 (24d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	17 (+3)	14 (+2)	23 (+6)	21 (+5)

Saving Throws Str +13, Cha +11

Skills Athletics +13, Deception +11, Perception +18

Damage Resistances cold, fire; bludgeoning, piercing, and slashing

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 28

Languages Common, Goblin, Infernal

Challenge 18 (20,000 XP)

Fiendish Fury. Sora Maenya has advantage on Strength checks and Strength saving throws, and has a +6 bonus to damage rolls that deal bludgeoning, piercing, or slashing damage (already included).

Innate Spellcasting. Sora Maenya's innate spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

At-will: *alter self* (can take the form of a Medium humanoid), *fog cloud*, *sleep*

1/day: *dimension door*

Legendary Resistance (2/day). If Sora Maenya fails a saving throw, she can choose to succeed instead.

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

Shared Spellcasting. For coven spells, Sora Maenya's spell save DC is 16, and her spell attack bonus is +8.

Sora Kell's Blessing. Sora Maenya's AC includes her Charisma bonus.

Stolen Teeth and Iron Claws. Sora Maenya's melee weapon attacks are magical and ignore damage resistances and immunities.

Actions

Multiattack. Sora Maenya makes three attacks: two with her claws and one with her bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d6 + 13) piercing damage. If this damage reduces the target to 0 hit points, Sora Maenya immediately devours part of the target, killing it instantly.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d6 + 13) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 23). Sora Maenya can grapple up to two targets, one in each claw.

Reactions

Bind Soul. When Sora Maenya kills a humanoid with her Bite, she may remove its skull and bind the creature's soul to it. The target cannot be restored to life while its soul is bound to the skull.

While the soul is bound to its skull, Sora Maenya can take an action to make the skull start or stop shedding magical light like a hooded lantern. While Sora Maenya has a soul-bound skull on her person, she can produce one of the following effects:

1. **Consume Knowledge.** Sora Maenya can learn the answer to one question the soul would be able to answer. The information she gains is true to the best of the soul's knowledge.
2. **Devour Vitality.** Sora Maenya can use a bonus action to devour part of the soul's vitality and regain 2d8 hit points.
3. **Drain Essence.** Sora Maenya can use a bonus action to invigorate herself with part of the soul's essence, making her next attack roll, ability check, or saving throw with advantage. If she doesn't use this benefit before the start of her next turn, it is lost.

Once Sora Maenya exploits a soul six times by using any of the above effects, it is completely destroyed and ceases to exist. No mortal magic, not even *true resurrection* or *wish*, can recover a soul from such a fate. A bound soul remains inside the skull until it or the skull is destroyed. If the skull is destroyed before the soul is, the soul escapes to the afterlife.

Legendary Actions

Sora Maenya can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sora Maenya regains spent legendary actions at the start of her turn.

Chomp. Sora Maenya makes one bite attack.

Smell Prey. Sora Maenya makes a Wisdom (Perception) check with advantage.

Mind Games (Costs 2 Actions). Sora Maenya casts one of her innate spells.

Rending Embrace (Costs 3 Actions). One creature grappled by Sora Maenya must make a DC 21 Strength saving throw, taking 30 (5d6 + 13) piercing damage and 30 (5d6 + 13) slashing damage on a failed saving throw, or half as much of each on a success.

Will of the Coven (Costs 3 Actions). Sora Maenya casts one of the shared spells from the Coven of Sora Kell if she is within 60 feet of both of her sisters.

SORA TERAZA

Medium fiend (dusk hag), lawful neutral

Armor Class 24 (natural armor, Dream Vision)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	30(+10)	16 (+3)	19 (+4)

Saving Throws Dex +16, Wis +9

Skills Arcana +16, History +16, Insight +15, Perception +21

Damage Resistances cold, fire

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 120 ft. (blind beyond this radius),
passive Perception 31

Languages Common, Dwarven, Giant, Goblin, Infernal, Orc

Challenge 18 (20,000 XP)

Dream Vision. Though Sora Teraza is blind, her oracular vision grants her several benefits. She can't be magically put to sleep, nor can she be surprised. Additionally, she always acts first in the initiative order (she acts on an initiative count equal to one higher than the highest initiative rolled among a combat's participants). Finally, she gains a bonus to her Armor Class and Dexterity saving throws equal to her Intelligence modifier (included above).

Innate Spellcasting. Sora Teraza's innate spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

At-will: *augury, detect magic, disguise self, legend lore*
3/day each: *dream, hypnotic pattern, scrying, sleep* (21d8), *tongues*

Legendary Resistance (2/day). If Sora Teraza fails a saving throw, she can choose to succeed instead.

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

Shared Spellcasting. For coven spells, Sora Teraza's spell save DC is 24, and her spell attack bonus is +16.

Sora Kell's Blessing. Sora Teraza's AC includes her Charisma bonus.

Actions

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage and 10 (3d6) psychic damage.

Nightmare Gaze. Sora Teraza fixes her blind gaze on each creature she can sense within a 60-foot cone. Creatures in the area must make a DC 21 Wisdom saving throw. On a failure, a creature takes 35 (10d6) psychic damage, or half as much damage on a success. Regardless of success or failure, if the creature is unconscious, it takes an extra 10 (3d6) psychic damage and is cursed. The curse can take one of the following forms, chosen by Sora Teraza individually for each creature so cursed:

1. **Night Terrors.** The cursed creature's hit point maximum decreases by 16 (3d10) whenever it finishes a long rest.
2. **Tabula Rasa.** The cursed creature's proficiency bonus is reduced to 0 and it cannot remember any events prior to reaching adulthood.
3. **Laid Bare.** The cursed creature's entire life story is magically written into a waiting book in Sora Teraza's library. While the creature is cursed, Sora Teraza may cast *legend lore* and name the cursed creature, regardless of its legendary significance.

Whichever effect Sora Teraza choose for a curse, it cannot be removed except by a carefully worded *wish*.

Reactions

Dream Eater. When an unconscious creature within 30 feet of Sora Teraza regains consciousness, she can force the creature to make a DC 21 Wisdom saving throw. Unless the save succeeds, the creature takes 33 (6d10) psychic damage, and Sora Teraza regains hit points equal to the amount of damage taken.

Legendary Actions

Sora Teraza can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sora Teraza regains spent legendary actions at the start of her turn.

Claws. Sora Teraza makes one attack with her claws.

Cursed Glance. One creature of Sora Teraza's choice within 120 ft. of her must make a DC 21 Wisdom saving throw. On a failure, the creature is cursed. Sora Teraza chooses one of the options from her Nightmare Gaze to lay upon the creature. This curse cannot be removed except by a carefully worded *wish*.

Dream Caller (Costs 3 Actions). Sora Teraza casts one of her innate spells.

Will of the Coven (Costs 3 Actions). Sora Teraza casts one of the shared spells from the Coven of Sora Kell if she is within 60 feet of both of her sisters.

DENIZENS OF DROAAM

While many of the monstrous inhabitants of the nation founded by the Daughters of Sora Kell are of the exact kind found in the *Monster Manual*—from harpies, to trolls, to ogres, etcetera—some unique subspecies or specialized clans can be found in Droaam, detailed below.

HARPY SONGBIRD

Harpies that join the Katra's Voice act in Sora Katra's name as her eyes, ears, and mouthpieces. They are also much beloved by the common monsters of Droaam, as they entertaining the masses with their beautiful songs and tales of events from afar.

HARPY SONGBIRD

Medium monstrosity, any alignment

Armor Class 13 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 20 ft., fly 40 ft.

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

Saving Throws Dex +3, Wis +3, Cha +4

Skills Performance +6, Persuasion +4

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Spellcasting. The harpy is a 3rd-level spellcaster. Its spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). The harpy knows the following bard spells:

Cantrips (at will) : *message*, *minor illusion*

1st level (4 slots): *comprehend languages*, *dissonant whispers*,
healing word, *thunderwave*

2nd level (2 slots): *calm emotions*, *suggestion*

Actions

Multiattack. The harpy makes two attacks with its claws.

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

Song of Droaam. The harpy sings a magical melody, affecting each creature of the harpy's choice within 300 feet. While affected by the harpy, a target ignores the songs of other harpies. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. When the song ends, creatures are no longer affected by it.

Depending on which song the harpy songbird sings, it produces different effects. If a song allows a saving throw and a creature fails, it is affected until the song ends. A target that successfully saves is immune to any of this harpy's songs for the next 24 hours.



1. **Luring Song.** An affected creature must make a DC 12 Wisdom saving throw or be incapacitated and charmed by the harpy. If it is more than 5 feet away from the harpy, it must take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.
2. **Tearful Lament.** An affected creature must make a DC 12 Wisdom saving throw. On a failure, the creature is filled with sorrow. It has disadvantage on ability checks and is blinded by its tears.
3. **Dirge of Despair.** An affected creature must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened until the song ends. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if they can still hear the song, ending the effect on itself on a success.
4. **Lullaby.** An affected creature must make a DC 12 Wisdom saving throw. On a failure, the creature's speed is halved and it has disadvantage on ability checks. It must repeat the saving throw at the end of each of its turns during the song. On a subsequent failure, the creature falls asleep and cannot be awoken until the song ends.
5. **Furious Chant.** At the start of its turn, an affected creature can choose to have advantage on attack rolls until the end of its turn. If it does so, attack rolls made against it have advantage until the start of its next turn.
6. **Joyful Aria.** An affected creature is filled with a liberating sense of happiness. Until the song ends, the creature is immune to being charmed, and whenever it makes an ability check, it may roll a d6 and add the result of the roll to its check.
7. **Hymnal of Hope.** An affected creature is filled with the conviction that the future will be brighter. Until the song ends, they regain the maximum number of hit points possible from any healing and whenever they make a saving throw they may roll a d6 and add the result to their saving throw.
8. **Ode to Bravery.** An affected creature is imbued with bravery. Until the song ends, the creature is immune to being frightened and gains 1d10 temporary hit points at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

HARPY HUNTER

The harpy clans of the Byeshk Mountains are a raucous bunch, believing themselves to be the children of the Fury. They are known to be excellent archers and use their powerful voices to terrorize prey with piercing shrieks of ungodly volume.

HARPY HUNTER

Medium monstrosity, any alignment

Armor Class 15 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	11 (+0)

Saving Throws Dex +4, Con +3

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Archer's Eye (3/Day). As a bonus action, the harpy can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The harpy uses Terrorizing Screech then makes two melee or ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Terrorizing Screech. The harpy emits an ear-splitting screech in a 120-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or be frightened. A frightened creature can repeat the saving throw at the end of each of its turns. If a creature fails a saving throw against the harpy's Terrorizing Screech while already frightened, it becomes paralyzed as well. If a target's saving throw is successful or the effect ends for it, the target is immune to the harpy's Terrorizing Screech for the next 24 hours.

SKULLCRUSHER OGRES

Skullcrusher ogres are a subspecies of ogre that is stronger and more cunning than their common kin. All skullcrushers are born to serve in Maenya's Fist, Sora Maenya's elite guard which she used to force the warlords of Droaam into submission.

SKULLCRUSHER OGRE

Large giant, any lawful alignment

Armor Class 20 (plate, shield)

Hit Points 119 (14d10 + 42)

Speed 40 ft..

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Str +6, Con +5, Wis +2

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 6 (450 XP)

Martial Discipline. The ogre has advantage on saving throws against being frightened or stunned.

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

Actions

Multiattack. The ogre makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage.

WAR TROLLS

War trolls are another subrace of monster that exclusively serves Sora Maenya in her elite guard. Where skullcrusher ogres are typically fielded in disciplined shield walls, war trolls are the shock troop vanguard of Maenya's Fist. Relying on their regeneration and heavy armor, these trolls wade into enemy lines in what would be a suicidal charge for any other being.

Other than their training and superior equipment, war trolls most notably differ from their common kin in their resilience to fire. The only way to put these trolls down for good is with acid.

WAR TROLL

Large giant, any alignment

Armor Class 18 (plate)

Hit Points 168 (16d10 + 80)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	9 (-1)	7 (-2)

Saving Throws Dex +6, Con +9

Senses darkvision 60 ft., passive Perception 11

Languages Goblin

Challenge 9 (5,000 XP)

Brave. The troll has advantage on saving throws against being frightened.

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

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vanguard. A melee weapon deals two extra dice of its damage when the troll hits with it (included in the attack).

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws. If the troll has its greataxe drawn, it can make an attack with its greataxe in place of both of its claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) slashing damage.





FIENDS OF KHYBER

The Age of Demons was one of the earliest ages of the world, a dark time in ancient history before the dragons rediscovered the Draconic Prophecy, when the demonic Overlords ruled the world and commanded legions of lesser fiends.

Though the time of fiends has ended, they have by no means disappeared. Biding their time in ancient ruined citadels or in the labyrinthine bowels of Khyber, they plot and plan, gaining power and pulling threads of prophecy throughout history.

NATIVE FIENDS

Unlike other campaign settings, in Eberron, many fiends are native to the material plane. When such creatures are affected by an effect that would banish them back to their home plane, such as the *banishment* or *dispel evil and good* spells, they are instead magically transported and bound to Khyber, the underdark of Eberron.

The depths of Khyber are infested with pocket dimensions and demiplanes, some big enough to host entire worlds. When banished, it is within one of these demiplanes that native fiends are sent. Typically, they are unable to pass beyond the dimensional borders to return to the material plane proper without assistance, but only for a period of time. Eventually, they become free, unless powerful wards are used to keep them imprisoned.

Almost any kind of fiend can be native to the material plane in Eberron, typically sporting cosmetic differences to their more extraplanar cousins. For instance, a balor might appear with a massive horned tiger head with eyes of flame, or a bearded devil may have a leonine face with fuzzy, tiger-striped snakes for a beard. Native fiends tend to display traits that are mockeries of natural creatures.

LIMITED NUMBERS

Like all kinds of immortals in the Eberron setting, native fiends have a fixed population. When one dies, a new fiend of the same kind is formed in Khyber from the essence of the old one, and they cannot procreate to bred true fiendish offspring (though they can create offspring with fiendish blood, like cambions and tieflings).

When a fiend reforms after dying, the newly created fiend is typically an entirely new entity with no memories of its past; only in the case of an exceptionally powerful fiend does the new entity retain memories from its former life. The process of fiendish essence coalescing into a new physical form can take months or years. The strength of the destroyed fiend correlates to how quickly they can reform their essence into a new body, with the strongest fiends needing only a handful of weeks to reform.

The ancient demonic overlords, native fiends of Eberron with god-like power, can reform their bodies when destroyed in only a matter of hours.

NIGHT HAGS

Night hags in Eberron differ in a few distinct ways from those in other settings. Firstly, night hags of Eberron were never fey; each came into existence as a fiend. Night Hags are native to the material plane and their kind have been in existence since the Age of Demons, often acting as impartial mediators between the demons and dragons. They are typically neutral in alignment.

Night hags in Eberron have proficiency with Charisma (Persuasion) checks (+7 modifier on such checks) and can speak Draconic. A night hag with a heartstone can innately cast *plane shift* three times per day, instead of 2, and are not limited to affecting themselves only with the spell.

NIGHT HAG ANCIENT

Medium fiend, neutral

Armor Class 17 (natural armor)

Hit Points 187 (25d8 + 75)

Speed 30 ft..

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

Skills Arcana +10, Deception +10, Insight +9, Perception +9, Persuasion +10, Stealth +7

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks made with weapons that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Common, Draconic, Infernal, Primordial

Challenge 12 (8,400 XP)

Ancient Secrets. An ancient night hag can maintain concentration on three spells at once, and automatically succeeds on Constitution saving throws to maintain concentration due to taking damage.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At-will: *detect magic*, *magic missile*, *plane shift*
2/day each: *ray of enfeeblement*, *sleep*

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

Spellcasting. The hag is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She can cast *invisibility* at will and has the following wizard spells prepared:

NIGHT HAG ANCIENTS

In the first age of the world, thirteen night hags came into existence possessing greater power than their lesser kin. From the moment they were born, these night hag ancient were imbued with arcane genius and the innate ability to traverse the planes. They used these powers frequently to act as emissaries between the great powers of the planes.

Below is an example of one of these night hag ancient; there may be even more powerful ones, such as the fabled Sora Kell.

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

1st level (4 slots): *detect magic*, *fog cloud*, *identify*, *protection from good and evil*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *magic circle*

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

5th level (3 slots): *cloudkill*, *contact other plane*, *hold monster*

6th level (1 slot): *eyebite*, *globe of invulnerability*, *true seeing*

7th level (1 slot): *forcecage*, *mirage arcana*

8th level (1 slot): *feeblemind*, *mind blank*

9th level (1 slot): *weird*

Actions

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

RAKSHASA

In Eberron, rakshasa are not the spirits of devils in mortal flesh. Rather, they are the incarnate evil of Khyber on the material plane.

During the Age of Demons, the rakshasa dominated the continents of Khorvaire and Sarlona. They loyally served the overlords, entities of nearly god-like power and evil who they named their rajahs. When the demonic overlords were defeated by the combined forces of the dragons of Argonnessen and the sacrifice of nearly the entire couatl race, the rakshasa retreated to the shadows of Khorvaire. There, they started referring to themselves as the Lords of Dust, and began their scheming and plotting. Some plan to free their overlord; others seek to usurp the power of one of these bound entities and take it for their own.

In Eberron, several types of rakshasa exist beyond the one presented in the *Monster Manual*. The one detailed there is referred to as a **hakima rakshasa**, and it is suggested that you replace *disguise self* with *alter self* in their innate spellcasting trait. Beyond the hakima, three additional types of rakshasa are detailed below.

AK'CHAZZAR RAKSHASA

Ak'chazzar rakshasa are among the most powerful of their kind, and several of them are counted among the Lords of Dust. Quite a few are actually "prakhutu", a kind of high priest or proxy for one of the overlords, and one is known to act as emissary to the Daughters of Sora Kell, currently residing in the Great Crag of Droaam. Ak'chazzar are highly skilled in arcane magic, especially necromancy. Almost all of these rakshasa retain their memories if destroyed and reborn, and the tales of vengeance they wreak on those that once felled them are too terrible to contemplate.

NAZTHARUNE RAKSHASA

While all rakshasa have an innate talent for deception and disguise, the naztharune are known to embody these aspects of their kind like none other. Shadowy, silent, and remorseless killers, naztharune serve as the assassins and spies of the Lords of Dust. They can cloak themselves in supernatural darkness, shielding themselves from harm and obscuring their true location.

ZAKYA AMAR RAKSHASA

The warrior-like zakya have served the rajahs and their prakhutu for age upon age, since the birth of Eberron. The zakya detailed in *Eberron: Rising from the Last War* represents the vast majority of these fiendish soldiers. However, there are zakya more powerful than their lesser kin known as the "Amar".

When a zakya of exceptional ambition slays an immortal under the right circumstances, they can consume the spirit's essence and use it to empower themselves. The amar earn their distinction because, even should one fall in battle, they are almost universally reborn with their memories, power, and peerless martial skill intact.



AK'CHAZZAR RAKSHASA

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 175 (27d8 + 54)

Speed 40 ft..

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	18 (+4)	24 (+7)

Skills Arcana +13, Deception +13, Insight +10

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, Daelkyr

Challenge 16 (15,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 21). The rakshasa can innately cast the following spells, requiring no components:

At-will: *alter self*, *detect magic*, *detect thoughts*
2/day each: *fly*, *plane shift*, *true seeing*

Spellcasting. The rakshasa is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The rakshasa knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *mage hand*, *poison spray*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *charm person*, *magic missile*, *ray of sickness*
2nd level (3 slots): *blindness/deafness*, *mirror image*, *ray of enfeeblement*
3rd level (3 slots): *animate dead*, *lightning bolt*, *stinking cloud*
4th level (3 slots): *greater invisibility*
5th level (3 slots): *dominate person*
6th level (2 slot): *disintegrate*

Actions

Multiattack. The rakshasa uses Pain Wave if its available and then either casts a spell or makes two claw attacks.

Claw. *Melee weapon attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Pain Wave (Recharges 4–6). The rakshasa projects a wave of agony-inducing necromantic energy. Every creature within a 20-foot radius of the rakshasa must make a DC 21 Constitution saving throw. On a failed save, a creature takes 22 (10d8) necrotic damage and has disadvantage on attack rolls and ability checks and until the end of its next turn. On a successful save, a creature takes half damage, but suffers no other effect.



Regardless of success or failure, any creature that takes damage from Pain Wave is cursed. The magical curse takes effect whenever the creature takes a short or long rest, filling the creature's thoughts with horrible images and dreams. The cursed creature gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Command Undead (Recharges after a Short or Long Rest). The rakshasa targets one undead creature it can see within 30 feet of it. The target must make a DC 21 Charisma saving throw. On a failed save, the target must obey the rakshasa's verbal commands until it or the rakshasa is slain. An undead creature with a greater challenge rating than the rakshasa is unaffected by this ability. The rakshasa can control a total number of undead this way equal to its Charisma modifier (7 undead). If it successfully gains control of more undead than it can control, the earliest affected undead creature is no longer under the rakshasa's control.

NAZTHARUNE RAKSHASA

Medium fiend, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft..

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	14 (+2)	17 (+3)	16 (+3)

Skills Deception +11, Perception +8, Stealth +15

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 18

Languages Common, Infernal

Challenge 11 (7,200 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 5th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 15). The rakshasa can innately cast the following spells, requiring no components:

At-will: *alter self*, *darkness*, *detect thoughts*

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

Hide in Darkness. The rakshasa can attempt to hide even when only lightly obscured by dim light.

Shadow Sight. Magical darkness doesn't impede the rakshasa's darkvision.

Shadow Evasion. While it is in an area of dim light or darkness, if the rakshasa 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.

Shadow Jump. While in dim light or darkness, the rakshasa can use a bonus action to teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness.

Vicious Attack (2/Turn). The rakshasa deals an extra 17 (5d6) damage when it hits a target with a weapon attack.



Actions

Multiattack. The rakshasa makes two weapon attacks. If it has both of its shortswords drawn, it may make four shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Reactions

Shadow Dodge. When the rakshasa takes damage from an attack, it halves the damage that it takes and it immediately casts *darkness*, centered on itself.

ZAKYA AMAR RAKSHASA

Medium fiend, lawful evil

Armor Class 18 (scale mail, shield)

Hit Points 85 (10d8 + 40)

Speed 40 ft..

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	18 (+4)

Skills Athletics +9, Intimidation +12, Perception +5

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 11 (7,200 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 5th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no components:

At-will: *alter self*, *detect thoughts*

1/day each: *shield*, *vampiric touch* (cast at 6th level)

Immortal Warrior. A zakya rakshasa adds twice its proficiency modifier to weapon attack rolls and deals an extra 11 (2d10) damage when it hits with a melee weapon attack (both included in the attack).

Additionally, when the rakshasa hits a creature with a melee weapon attack, the creature must make a DC 15 Strength saving throw. On a failure, the rakshasa can push the creature up to 10 feet away from it, knock the creature prone, or make the creature drop one item it is holding of the rakshasa's choice.

Magic Weapons. The rakshasa's weapon attacks are magical.

Actions

Multiattack. The rakshasa makes three melee weapon attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (1d8 + 5 plus 2d10) slashing damage, or 21 (3d10 + 5) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 30/ 120 ft., one target. *Hit:* 18 (1d6 + 5 plus 2d10) piercing damage, or 8 (1d6 + 5) piercing damage if used as a ranged attack.

Reactions

Riposte. When a creature misses the rakshasa with a melee attack, the rakshasa can make a melee weapon attack against the creature.



OVERLORDS

When the Progenitor Wyrms Khyber was entombed within Eberron, she created fiends of incredible might and power directly from her own body. Sometimes referred to as Khyber's children, or the rajahs of rakshasa, these demonic overlords were roughly thirty in number, each embodying a universal evil that can never be destroyed.

At the end of the Age of Demons, nearly the entire celestial race of couatls sacrificed themselves to ignite the Silver Flame, an immortal source of light and goodness to contain the immortal evil of the overlords. To this very day, the overlords remain bound by the Silver Flame. But the Lords of Dust, the rakshasa and other fiends who once served the overlords, study the Draconic Prophecy for ways to free their masters.

Should an overlord actually gain its freedom, the threat to mortal civilizations cannot be understated. The statistics for Rak Tulkesh and Sul Khatesh in *Eberron: Rising from the Last War* represent these god-like fiends in their weakest possible form, moments after their prophetic release from the Silver Flame and weary from their long confinement.

Should a newly-freed overlord remain unchecked, however, it will only grow into its full power, stronger than any team of mortals could ever hope to defeat. The manifest evil of the overlord begins to spread, covering nations and possibly the entire world, bringing ruin or destruction according to the overlord's individual nature.

The statistics, lair actions, and regional effects for Rak Tulkesh and Sul Khatesh in this section represent these demonic entities once they have been restored to something closer to their full deific might. Once an overlord reaches this level of power, Eberron's only hope would be for legendary heroes to follow the threads of the Draconic Prophecy to rebind the overlords in the eternal Silver Flame.

Immortal Nature. An overlord doesn't require air, food, drink or sleep. It also can't die permanently. Upon its death, it reforms in its heart demiplane, a region of Khyber from which its existence stems. It becomes active again at a time set by the DM.



MAKING YOUR OWN OVERLORD

Several overlords have been named in Eberron's lore. However, of their roughly-thirty number, most overlords have gone undetailed, leaving the Dungeon Master with an opportunity to create their own. While the overlords are each a unique entity with individual abilities and aspects, the following traits offer a starting place when creating your own overlord at the height of its power:

Damage Immunities. Overlords are immune to poison damage, as well as bludgeoning, piercing, and slashing damage from weapons not wielded by good creatures.

Condition Immunities. Overlords are immune to the following conditions: charmed, exhaustion, frightened, paralyzed, poisoned

Senses. Overlords have truesight out to a distance of 120 feet.

Telepathy. An overlord can speak all languages and can communicate telepathically out to a range of at least 120 feet.

Change Form. As an action, an overlord can assume the form of any creature, being, or unique shape. The form can be of any size. The overlord's statistics do not change, regardless of its form, and it maintains the form indefinitely until a new form is chosen. Truesight reveals that an overlord's form is an assumed one, but does not reveal its true form. In fact, an overlord does not have a true form.

Innate Spellcasting. All overlords have the ability to cast innate spells, using its highest mental ability score (Charisma, Wisdom, or Intelligence) as its spellcasting ability. While each overlord's list of innate spells is unique, all overlords can cast *detect thoughts* and *dispel magic* at will.

Immortal Body. An overlord cannot have its maximum hit point total reduced, and it is immune to disease and any spell or effect that would alter its form, unless it wishes to be affected.

Legendary Resistance. If an overlord fails a saving throw, it can choose to succeed instead 5 times a day.

Limited Magic Immunity. Overlords can't be affected or detected by spells of 6th level or lower unless they wish to be. They have advantage on saving throws against all other spells and magical effects.

Force Attacks. When an overlord makes an attack with a weapon it always deal force damage, rather than bludgeoning, piercing, or slashing damage. This is noted in its attacks.

Regeneration. Overlords regain 30 hit points at the start of each of their turns.

Legendary Actions. Each overlord is a legendary encounter and typically has at least 5 legendary actions per round.

Aura of Evil. Every overlord is surrounded by a domain of influence that manifests around its form to a great distance, and intensifies to a palpable aura in its immediate vicinity (typically 700 feet). This takes the form of the overlord's regional effects and lair actions, respectively.

Unlike normal lairs, an overlord's lair is centered on them and travels with them because its lair is the aura itself. On initiative count 20 (losing initiative ties), an overlord takes an lair action to cause an effect. All overlords have the following two aura action options, and at least one additional unique one:

- The overlord instills all other creatures in its lair with dread. They are frightened until the next initiative count 20.
- A wave of awe fills the area. All allies of the overlord in its lair have advantage on attack rolls, ability checks, and saving throws, and all enemies of the overlord in its lair have disadvantage on attack rolls, ability checks, and saving throws. Creatures immune to the charmed condition are immune to this effect. This effect lasts until the next initiative count 20.

RAK TULKHESH

The overlord known to most only as the Rage of War, Rak Tulkhesh is the embodiment of the anger, hatred, and envy that drives a person to violence. Every fist raised in enmity is the will of Rak Tulkhesh made manifest, and as long as swords are raised in the name of conquest anywhere in reality, he can never truly be defeated.

Rak Tulkhesh's prison was shattered long ago, but his essence remained bound to its pieces by the Silver Flame, divided among several shards and spreading his influence thin. The Last War strengthened him, however, as atrocities were committed on all sides over that hundred-year conflict. Now, though the shards containing him have drifted far apart, his influence seeps from them, stoking the fires of hatred in the hearts of mortals nearby.

It is quite possible that this is a sign, that the time of Rak Tulkhesh's release is nigh. If the time of the Prophecy is at hand and the shards of his prison are brought together in the correct fashion, his essence will be released. The Rage of War will take his preferred physical form once more—that of a unique, draconic, demonic-centaur-like creature of immense proportions—and begin to wreak bloody havoc across the world.

Should this come to pass, heroes only have a very limited window of opportunity to confront him before he fully awakens. If they manage to do so, player characters can confront Rak Tulkhesh as he appears in *Eberron: Rising from the Last War*. Should enough of Rak Tulkhesh's god-like power start to awaken, however, reality itself starts to bend under the weight of his evil, represented by the lair actions, regional effects, and statistics below.

Immortal Nature. Rak Tulkhesh doesn't require air, food, drink or sleep. He also can't die permanently. Upon his death, he reforms in the Bitter Shield, his heart demiplane within Khyber, from which his existence stems. He becomes active again at a time set by the DM.

RAK TULKHESH'S LAIR

The very weight of Rak Tulkhesh's evil presence bends reality around him, forming a lair that radiates from him in an aura that extends out to a distance of 700 feet. This lair emanates from Rak Tulkhesh's physical form, moving with him, and remains in existence until his physical form is destroyed. By manipulating his own aura, Rak Tulkhesh can take lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), Sul Khatesh takes a lair action to cause one of the following effects:

- Rak Tulkhesh instills all other creatures in his lair with dread. They are frightened until the next initiative count 20.
- All allies of Rak Tulkhesh in his lair have advantage on attack rolls, ability checks, and saving throws, and all enemies of Rak Tulkhesh in his lair have disadvantage on attack rolls, ability checks, and saving throws. Creatures immune to the charmed condition are immune to this effect. This effect lasts until the next initiative count 20.
- Rak Tulkhesh's targets one creature within his lair. The target must make a DC 27 Wisdom saving throw. On a failure, the target immediately moves up to its speed directly toward another creature of Rak Tulkhesh's choice, until it is within the target's melee reach. This movement provokes opportunity attacks. The target then makes a melee weapon attack with advantage against the other creature. Creatures immune to the charmed condition are immune to this effect.

Regional Effects. Once enough of his true power is made manifest, Rak Tulkhesh's influence alters reality as far as hundreds of miles in all directions. As one of the first true children of Khyber, the Rage of War is one of the most powerful overlords, and it is possible that if left unchallenged, the sphere of his influence could eventually spread across the entire world.

Within the domain of his influence, Rak Tulkhesh can produce any of the following effects:

- Rak Tulkhesh can sense the direction and distance, accurate to within a mile, between his physical form and any battle, riot, or massacre involving at least 100 humanoids that takes place within his influence, though he gains no further information about the nature of the conflict.
- Rak Tulkhesh can telepathically communicate as if present at and sense any location within his domain where blood was shed specifically in his name.
- Within the range of Rak Tulkhesh's influence, Charisma checks made to influence creatures peacefully or resolve situations nonviolently are made with disadvantage.
- Any humanoid creature within Rak Tulkhesh's domain may choose to make any attack roll with advantage by giving into their anger and hatred, if only for an instant. If a creature chooses to attack with advantage, and the attack roll would not have advantage for a reason other than this regional effect, it must succeed on a DC 27 Wisdom saving throw at the end of its turn or have its alignment magically shifted to evil. Once a humanoid's alignment is changed this way, its original alignment can only be restored while it is not in combat, and only with *wish* or *greater restoration* cast from a 9th-level spell slot. Once a humanoid's original alignment is restored, it cannot gain advantage on attack rolls due to this regional effect for 24 hours, after which it can decide to do so again if it is still within the Rak Tulkhesh's domain.
- As an action, Rak Tulkhesh can choose to temporarily imbue any evil humanoid within his influence with greater martial prowess. The imbued creature gains 20 temporary hit points and for 1 minute, whenever the imbued creature hits a target creature with a melee weapon attack, the attack deals an extra 11 (2d10) damage of the weapon's type, and the target must make a DC 15 Strength saving throw. On a failure, the imbued creature can push the target up to 10 feet away from it, knock the target prone, or make the target drop one item it is holding of the imbued creature's choice.

Even while bound by the Silver Flame, Rak Tulkhesh can stoke hostility and dampen empathy near the shards of his shattered prison. Taking the form of Khyber dragonshards with glowing threads of blood-red light within, the pieces of Rak Tulkhesh's prison vary in size, with larger pieces radiating a larger area of effect than smaller ones.

With the area of effect of one of his prison's shards, Charisma checks made to influence creatures peacefully or resolve situations nonviolently are made with disadvantage. However, each prison-shard is unique, and may possess even greater effects. For example, the Razor Wind tribe of the Demon Wastes is said to possess the largest shard of Rak Tulkhesh's prison, which enhances their entire tribe's barbarian rage and lets them summon demons into battle.

RAK TULKHESH

Gargantuan fiend (overlord), lawful evil

Armor Class 23 (natural armor; 25 versus ranged attacks)

Hit Points 610 (33d20 + 264)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	19 (+4)	27 (+8)	21 (+5)	22 (+6)	30(+10)

Saving Throws Str +19, Con +17, Wis +15, Cha +19

Skills Athletics +28, Intimidation +28, Perception +15

Damage Resistances cold, fire, force, lightning, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from weapons not wielded by good creatures

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

Senses truesight 120 ft., passive Perception 25

Languages all, telepathy 150 ft.

Challenge 30 (155,000 XP)

Limited Magic Immunity. Rak Tulkhesh can't be affected or detected by spells of 6th level or lower unless he wishes to be. Rak Tulkhesh has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Rak Tulkhesh's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *dispel magic*, *spirit guardians*
3/day each: *banishing smite*, *blinding smite*, *staggering smite*

Immortal Body. Rak Tulkhesh cannot have his maximum hit points reduced, and he is immune to disease and any spell or effect that would alter his form, unless he wishes to be affected.

Legendary Resistance (5/Day). If Rak Tulkhesh fails a saving throw, he can choose to succeed instead.

Deadly Critical. Rak Tulkhesh scores a critical hit on a roll of 19 or 20 and rolls the damage dice three times, instead of twice.

Hurricane of Weapons. A magical aura of weapons surrounds Rak Tulkhesh in a 50 foot radius. At the start of each of his turns, any other creature in the aura takes 14 (4d6) force damage.

Actions

Master Multiattack. Rak Tulkhesh makes four weapon attacks. The target of each attack must succeed on a DC 27 Strength saving throw. On a failure, the target drops one item it is holding of Rak Tulkhesh's choice, is pushed up to 40 feet away from Rak Tulkhesh, or is knocked prone.

Spawned Melee Weapon. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) force damage.

Spawned Ranged Weapon. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 31 (5d10 + 4) force damage.

Change Form. Rak Tulkhesh can assume the form of any creature or being, or a unique shape. The form can be of any size. His statistics do not change, regardless of form, and he maintains the form indefinitely until a new form is chosen. Truesight reveals that Rak Tulkhesh's form is an assumed one, but does not reveal his true form, for he doesn't truly have one.

Legendary Actions

Rak Tulkhesh can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rak Tulkhesh regains spent legendary actions at the start of his turn.

Attack. Rak Tulkhesh makes one weapon attack.

End Magic (Costs 2 Actions). Rak Tulkhesh casts *dispel magic*.

Martial Domination (Costs 2 Actions). Rak Tulkhesh makes a melee weapon attack and uses any maneuver from the Battle Master martial archetype that applies to a weapon attack he makes, using 19 (3d12) as his superiority die roll.

Razor Storm (Costs 3 Actions). Rak Tulkhesh bursts apart into a swarm of magical razors that fills a cube that is 20 feet on a side. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a razor-thin blade. The swarm then moves up to 80 feet without provoking opportunity attacks and reforms into Rak Tulkhesh's physical form at the end of the movement. Each creature that shared a space with the swarm at any point must make a DC 27 Constitution saving throw. On a failure, a creature's current and maximum hit points are reduced by 21 (6d6) and it must repeat the save at the end of each of its turns, suffering this reduction again on subsequent failures. If this effect reduces a creature's maximum hit points to 0, it dies. On a successful saving throw, a creature doesn't suffer any reduction and the effect ends. A creature's hit point maximum is restored when it finishes a short or long rest.

The Rage of War (Costs 3 Actions). Each creature within 700 feet of Rak Tulkhesh must succeed on a DC 27 Wisdom saving throw or use its reaction to make two weapon attacks against a random creature (other than Rak Tulkhesh) within their weapon's reach or range, throwing a melee weapon if necessary. These attacks are made with advantage and gain a +8 bonus to the damage roll. A creature can choose to fail this saving throw if it wishes.

SUL KHATESH

One of the most subtle and insidious of overlords is bound beneath Aundair, directly under the floating towers of Arcanix. Her ancient name is Sul Khatesh, but she is most often referred to in modern times as the Keeper of Secrets, and almost always in a hushed whisper. Within her ancient mind, she knows all secrets dark and arcane. Even though she is fully bound by the Silver Flame, her influence can reach into the minds of sleeping mortals, whispering dark secrets to the Arcane Congress of Arcanix in their dreams.

Unlike most overlords, Sul Khatesh is a cautious mastermind, and will work to ensure her immediate release goes unnoticed so that she may gain power. Upon attaining her freedom, she will assume her preferred form—that of a Medium humanoid, obscured by a flowing veil of shadow and magic—and begin to hide per presence until she reaches her full arcane might.

Sul Khatesh considers the dragons to be the greatest threat to her after her emergence from the Silver Flame. She might extend her subtle influence to turn powerful forces of world—such as the Undying Court of Aerenal or even the Church of the Silver Flame—against the wyrms of Argonnessen, remaining hidden and avoiding direct action while she is still weakened from her long imprisonment.

If player characters are able to find and confront Sul Khatesh before she fully awakens, use the statistics for her presented in *Eberron: Rising from the Last War*. Should the heroes fail to locate and stop her before then, however, use the lair actions, regional effects, and statistics below.

Immortal Nature. Sul Khatesh doesn't require air, food, drink or sleep. She also can't die permanently. Upon her death, she reforms in the Tower of Shadows, her heart demiplane within Khyber, from which her existence stems. She becomes active again at a time set by the DM.

SUL KHATESH'S LAIR

The very weight of Sul Khatesh's evil presence bends reality around her, forming a lair that radiates from her in an aura that extends out to a distance of 700 feet. This lair emanates from Sul Khatesh's physical form, moving with her, and remains in existence until her physical form is destroyed. By manipulating her own aura, Sul Khatesh can take lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), Sul Khatesh takes a lair action to cause one of the following effects:

- Sul Khatesh instills all other creatures in her lair with dread. They are frightened until the next initiative count 20.
- All allies of Sul Khatesh in her lair have advantage on attack rolls, ability checks, and saving throws, and all enemies of Sul Khatesh in her lair have disadvantage on attack rolls, ability checks, and saving throws. Creatures immune to the charmed condition are immune to this effect. This effect lasts until the next initiative count 20.
- One spellcasting creature within Sul Khatesh's lair must make a DC 27 Wisdom saving throw. On a failure, the spellcasting creature loses one spell slot of its highest-level available slots, and Sul Khatesh immediately casts a spell of the same level without using one of her own spell slots.

Regional Effects. While Sul Khatesh's manifestations are most powerful within her immediate vicinity, her reality-warping evil expands from her physical form to a far distance around her. Shortly after regaining a measure of her true power, her sphere of influence may extend for only a dozen miles away from her physical form, but if she is left free for long, her influence could spread to encompass an area half the size of Khorvaire.

Within the domain of her influence, Sul Khatesh can produce any of the following effects:

- Sul Khatesh becomes aware of any secrets as they are spoken aloud, even if only in a hushed whisper.
- Sul Khatesh can telepathically communicate as if present at and sense any location within her influence where her name or one of her titles is spoken aloud or whispered, for up to an hour after it is uttered.
- While sleeping in the sphere of Sul Khatesh's influence, spellcasters have dreams of gaining immense power. The longer they remain in Sul Khatesh's domain, the more they abuse this power in their dreams. After a month spent in her domain, a spellcaster must succeed on a DC 27 Wisdom saving throw or have its alignment magically shifted to evil. Once a spellcaster's alignment is changed this way, its original alignment can only be restored while it is unconscious, and only with *wish* or *greater restoration* cast from a 9th-level spell slot. Once a spellcaster's original alignment is restored, it is immune to this regional effect for 24 hours, after which it must succeed on the saving throw again if it is still within Sul Khatesh's domain.
- As an action, Sul Khatesh can choose to bestow the ability to cast a sorcerer, warlock, or wizard spell of any level, once, to any evil spellcaster within her domain she can telepathically communicate with. The spellcaster casts that spell as if it was one of their spells known or prepared spells, using their own spellcasting ability. Sul Khatesh must finish a short or long rest before she can use this effect again.

Even while bound in the Silver Flame, Sul Khatesh can use the *dream* spell once per month to send a message to any sleeping mortal spellcaster within a few miles of the site of her imprisonment.

During the Last War, the Arcane Congress of Aundair transported the floating towers of Arcanix over the site of Sul Khatesh's prison, drawn there by the dense ambient magic in the area. The wizards of the Arcane Congress are not aware that the source of this abundance of arcane energy is Sul Khatesh's influence seeping out from her khybershard prison. Given the arcane research in the area, greater effects may be exploited from Sul Khatesh's radiating evil than the mere dreams mentioned above.

SUL KHATESH

Large fiend (overlord), lawful evil

Armor Class 22 (natural armor)

Hit Points 475 (50d10 + 200)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	30(+10)	28 (+9)	30(+10)

Saving Throws Con +13, Int +19, Wis +18, Cha +19

Skills Arcana +28, History +19, Insight +26, Persuasion +15, Religion +19

Damage Resistances cold, fire, force, lightning, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from weapons not wielded by good creatures

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

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 150 ft.

Challenge 30 (155,000 XP)

Limited Magic Immunity. Sul Khatesh can't be affected or detected by spells of 6th level or lower unless she wishes to be. Sul Khatesh has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Sul Khatesh's spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *counterspell* (requires no action to cast), *detect magic*, *detect thoughts*, *dispel magic*, *eyebite*, *fireball*, *lightning bolt*, *shield*
3/day each: *chain lightning*, *create undead*, *dream*, *hold monster*, *mass suggestion*, *scrying*
1/day each: *foresight*, *gate*, *power word kill*, *teleport*

Spellcasting. Sul Khatesh is an 30th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). She regains her expended spell slots after a short or long rest. She has all sorcerer, warlock, and wizard spells prepared and knows all cantrips from these class lists. Additionally, Sul Khatesh may know spells that no mortal spellcaster has knowledge of.

1st - 5th level (at will)
6th and 7th level (4 slots each)
8th and 9th level (3 slots each)

Immortal Body. Sul Khatesh cannot have her maximum hit points reduced, and she is immune to disease and any spell or effect that would alter her form, unless she wishes to be affected.

Fiendish Secrets. Sul Khatesh can maintain concentration on 5 spells at once, and automatically succeeds on all Constitution saving throws to maintain concentration.

Legendary Resistance (5/Day). If Sul Khatesh fails a saving throw, she can choose to succeed instead.

Know Secrets. Sul Khatesh can glean a creature or object's entire history just by looking at it. This acts as if Sul Khatesh casts *legend lore* on the target, except it does not require any action on her part, the target's legendary status is irrelevant, and she gains the information instantly. A creature can resist this effect by making a DC 27 Wisdom

saving throw. On a success, Sul Khatesh gains no information about the creature and it is immune to this effect for 24 hours.

Actions

Multiattack. Sul Khatesh makes four attacks with Arcane Blast.

Arcane Blast. *Ranged Spell Attack:* +19 to hit, range 120 ft., one target. *Hit:* 15 (1d10 + 10) force damage.

Staff of Forgotten Secrets. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 42 (5d12 + 10) force damage and the target is affected as though Sul Khatesh cast *dispel magic* on it.

Arcane Cataclysm (Recharges 5–6). Sul Khatesh conjures orbs of magical energy that plummet to the ground at three different points she can see within 1 mile of her. Each creature in a 40-foot-radius sphere centered on each point must make a DC 27 Dexterity saving throw, taking 71 (11d12) force damage on a failed save or half as much damage on a successful one. A creature in the area of more than one arcane burst is affected only once. The area of each arcane burst then acts as an *antimagic field* for 1 hour. Sul Khatesh and spells she casts are unaffected by these fields.

Change Form. Sul Khatesh can assume the form of any creature or being, or a unique shape. The form can be of any size. Her statistics do not change, regardless of form, and she maintains the form indefinitely until a new form is chosen. Truesight reveals that Sul Khatesh's form is an assumed one, but does not reveal her true form, for she doesn't truly have one.

Legendary Actions

Sul Khatesh can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sul Khatesh regains spent legendary actions at the start of her turn.

Attack. Sul Khatesh makes two attacks with her Arcane Blast or one attack with her Staff of Forgotten Secrets.

Consume Magic (Costs 2 Actions). Sul Khatesh targets a creature within 120 feet of her who is concentrating on a spell. The target must succeed on a DC 27 Constitution saving throw or its concentration is broken on the spell, and Sul Khatesh gains 5 temporary hit points per level of that spell.

Dark Whisper (Costs 2 Actions). Sul Khatesh casts a spell of 5th level or lower.

Shatter Antimagic (Costs 3 Actions). If within an area of antimagic, Sul Khatesh causes the effect to instantly end in an explosion of arcane force, dealing 71 (11d12) force damage to all other creatures that were in the antimagic area, or half as much damage if they succeed on a DC 27 Constitution saving throw.

Maddening Secrets (Costs 3 Actions). Sul Khatesh whispers an arcane secret into the mind of a creature she can see within 60 feet of her. The target must succeed on a DC 27 Wisdom saving throw or expend one of its spell slots of 3rd level or lower and deal 26 (4d12) force damage to each creature within 30 feet of it. A creature that fails the saving throw but can't expend a spell slot is instead stunned until the end of its next turn.

Revelation (Costs 3 Actions). Sul Khatesh casts a spell of 6th level or higher.

HOMUNCULI

Homunculi are constructs that have been invested with a portion of their creator's life essence or soul. They come in many shapes and sizes in the world of Eberron, each kind specifically created to aid its master in different ways.

Any Medium size or smaller construct with a challenge rating of 1/4 or less can be crafted as a homunculus. While the base homunculus presented in the *Monster Manual* is certainly a commonly created one, the others presented below are seen across Khorvaire.

METHODS OF CONSTRUCTION

Should one desire to create a homunculus of their own, they have a few options available to them:

Foremost, Automatist specialist arcanists, as presented in *Korranberg Chronicle: Adventurer's Almanac* can craft a signature homunculus of exceptional durability and customization.

Secondly, the *create homunculus* spell from *Xanathar's Guide to Everything* allows the caster to transmute raw materials into the form of a homunculus much quicker than building one from scratch, though the creature does not gain in power as its creator does. In an Eberron campaign, a spellcaster may instantly create any kind of homunculus they desire when casting *create homunculus*, not just the base homunculus found in the *Monster Manual*, though the consumed material components of the spell change to match the raw materials needed to create different kinds of homunculi (as noted below), and the created creature gains no benefit from the Homunculus traits listed in the following stat blocks of this section.

Lastly, at the DM's discretion, an artificer who knows the Homunculus Servant infusion (see *Eberron: Rising from the Last War*) may create an alternate homunculus. If they do, the homunculus's hit point maximum equals the homunculus's Constitution bonus + the artificer's Intelligence bonus + twice the artificer's level (instead of the maximum given in its stat block), and it gains the below trait in addition to its normal statistics:

Might of the Master. The following numbers increase by 1 when its creator's proficiency bonus increases by 1: the homunculus's skill and saving throw bonuses noted in its statistics and the bonuses to hit and damage of its attacks.

MODEL SERVANTS

Described below are several models of construct that are particularly suited to being created as homunculi. Each has the Homunculus trait, which provides additional effects and benefits when the construct is created as one.

ARBALESTER

An arbalester is, essentially, an ambulatory crossbow. It is carved from exotic livewood, with golden plating and silver thread. It can fire and reload on its own, and magically creates its own bolts, making it an ideal construct for home defense.

DEDICATED WRIGHT

A dedicated wright is a stubby-limbed humanoid molded from clay, glazed with magically active oils and unguents, then fired in a kiln. They are created to aid craftsmen in their work. A dedicated wright homunculus is prized even more highly for its aid in speeding up magic item creation (see *Xanathar's Guide to Everything* for downtime crafting rules). When left alone, they shy away from combat. They are intelligent enough to hide someplace too small for larger creatures to follow them.

EXPEDITIOUS MESSENGER

An expeditious messenger looks like a minuscule lemur or meerkat with draconic wings and a tiny tail. They are crafted from soft clay and bits of hair, scales, and feathers from tiny flying beasts. As its name suggests, it is designed to quickly carry messages from its creator, as evidenced by its unusual capability to speak. Expeditious messengers created as homunculi can serve this purpose even more effectively, projecting their master's own voice. The expedition messenger here differs from the one in *Eberron: Rising from the Last War*, in order to fit better into character options discussed above.

FURTIVE FILCHER

A furtive filcher is a tiny creature shaped from clay, ashes, and raw shadow-stuff that looks like nothing so much as a vaguely-humanoid wisp of darkness. Furtive filchers are constructed by unscrupulous creators to, as the name implies, steal small items. Its size and shadowy nature make it well suited for even the deftest acts of thievery.

IRON DEFENDER

An iron defender resembles a Great Dane, or other large breed of dog, formed from iron plates and bars, with serrated iron teeth. They are constructed for one purpose: to fight for and safeguard their creator. The iron defender here differs from the one in *Eberron: Rising from the Last War*, in order to fit better into character options discussed above.

PACKMATE

A packmate is a small, sturdy wooden chest bound in burnished bronze that walks on four legs, with two claw-tipped arms protruding from its sides. When opened, the chest is divided into several compartments, for ease of sorting and access.

ARBALESTER

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 12 (5d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	7 (-2)

Saving Throw Dex +4

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common, but can't speak

Challenge 1/4 (50 XP)

Homunculus. An arbalester homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

An arbalester's creator can perform a ritual for 1 hour to imbue an arbalester with a magical ranged weapon's properties. The weapon's properties must be applicable to light crossbows. At the end of this ritual, the arbalester's light crossbow attack gains the magical properties the ranged weapon possessed. Until reversed with another ritual, the magical properties of the ranged weapon are suppressed. This transfer lasts until the magical ranged weapon is more than 100 ft. from the arbalester, or if it is destroyed.

Actions

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DEDICATED WRIGHT

Tiny construct, unaligned

Armor Class 10

Hit Points 14 (4d4 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	10 (+0)	11 (+0)	7 (-2)

Skills any one kind of artisan's tools or an Herbalism kit

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 1/4 (50 XP)

Diligent Crafting. A dedicated wright is constructed to be proficient with one kind of Artisan's tools or an Herbalism kit. It cannot start a project on its own, but it can finish an item once another creature has spent one workday crafting alongside it. After this first day, the dedicated wright can work on the item continuously without being commanded.

Homunculus. A dedicated wright homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

A dedicated wright homunculus is proficient with all tools its creator is and applies its creator's proficiency bonus as a bonus on ability checks made with them.

As a homunculus, a dedicated wright can use its Diligent Crafting ability to assist in the creation of magic items, as if it was a spellcaster that fulfills all the same requirements of a given schema that its creator does, including the ability to cast any spell its creator can (though it does not actually gain the ability to cast such spells). If both it and its creator craft the item together, the number of workweeks to create the magic item is halved.

Actions

Tiny Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1 + 1) bludgeoning damage.

EXPEDITIOUS MESSENGER

Tiny construct, unaligned

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Saving Throws Dex +5

Skills Acrobatics +5, Stealth +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

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

Homunculus. An expeditious messenger homunculus can speak and understand any language its creator knows, and answers to verbal and telepathic commands.

As a homunculus, the messenger has the Telepathic Bond trait.

Telepathic Bond. While the messenger is on the same plane of existence as its creator, it can magically convey what it senses to its master, and the two can communicate telepathically. Additionally, the homunculus can act as its creator's mouthpiece when speaking to other creatures, speaking with its creator's voice.

Actions

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

FURTIVE FILCHER

Tiny construct, unaligned

Armor Class 14

Hit Points 2 (1d4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	10 (+0)	12 (+1)	10 (+0)	7 (-2)

Skills Sleight of Hand +6, Stealth +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 0 (10 XP)

Homunculus. A furtive filcher homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, the filcher applies its creator's proficiency bonus as an additional bonus to Dexterity (Sleight of Hand) checks it makes. It also has the Harry ability.

Harry. When the furtive filcher homunculus hits a target that is within 5 feet of its creator with a claw attack, the attack deals extra slashing damage equal to 1d6 for every six levels the homunculus's creator possesses, to a maximum of 3d6.

Actions

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

IRON DEFENDER

Medium construct

Armor Class 15 (natural armor)

Hit Points 17 (2d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (–1)	13 (+2)	7 (–2)

Saving Throws Con +4

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common, but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

Homunculus. An iron defender homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, whenever the creator's proficiency bonus increases by 1, the save DC for a creature to resist being grappled by a defender's bite attack, the amount of extra piercing damage it takes on a failed saving throw, and the escape DC of the grapple all also increase by 1.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 12). The defender can have only one creature grappled this way.

PACKMATE

Small construct

Armor Class 14

Hit Points 2 (1d4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	8 (–1)	12 (+1)	7 (–2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 1/8 (25 XP)

Secure Chest. A packmate is designed to securely transport items. Its compartment is protected as if by an *arcane lock* spell. If dispelled, the packmate reactivates this magical protection after 1 minute. The packmate can open and close its compartment at will.

A packmate can carry a load as if it was a Medium creature.

Homunculus. A packmate homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, the packmate is a versatile battlefield assistant and gains the following abilities:

Throw Flask. When directed by its creator, the packmate can throw a vial of acid, alchemist's fire, or similar item that was stored within itself with its action.

Administer Potion. The packmate can, as a reaction, administer to its creator a *potion of healing* or similar restorative item that was stored within itself, should its creator fall to 0 hit points while within 5 feet of the packmate.

Ready Item. The packmate be commanded to use its action to take a readied action to hand over any item within itself its creator directs it to, to any creature its creator wishes. The creature who is handed the item can take and use it as part of the same action, or if it is a potion, the creature can use it as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) slashing damage.



KARRNATHI BULETTE

The bulettes native to Karrnath have mutated over recent decades due to the effects of the Last War, feasting on the leftover carrion of Karrnathi battlefields littered with the still-twitching cadavers of destroyed undead. Some of the most aggressive specimens of these adapted landsharks even attack regiments of Karrnathi undead specifically to satisfy their taste for necromantic flesh.

Because of this disquieting diet, Karrnathi landsharks are slower and physically weaker than their normal kin. However, they are no less dangerous—the necromantic energies of their preferred prey permeating into their bodies through digestion. These warping energies make Karrnathi bulettes implacable foes, their hides toughening into bony spiked plates, and they become perfect asymptomatic carriers of virulent diseases. Curiously, these mutated bulettes are possessed of a malicious cunning unseen in other landsharks.

KARRNATHI BULETTE

Large monstrosity, neutral evil

Armor Class 19 (natural armor)

Hit Points 103 (9d10 + 54)

Speed 35 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (–1)	23 (+6)	6 (–2)	10 (+0)	5 (–3)

Skills Athletics +6, Perception +6

Damage Immunities necrotic

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Plague Beast. If a creature takes any damage from the bulette’s Spiked Hide, Overrun, or bite, it must succeed on a DC 16 Constitution saving throw or be infected by a disease. Until the disease is cured, the infected creature can’t regain hit points except by magical means, and its hit point maximum decreases by 3 (1d6) every 24 hours. If the infected creature’s hit point maximum drops to 0 as a result of this disease, it dies.

Spiked Hide. A creature that touches the bulette or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Overrun. If the bulette moves at least 20 feet straight toward a creature and then uses an Attack action to shove it, the creature automatically takes damage as per the bulette’s Spiked Hide trait plus an additional 3 (1d6) piercing damage, whether the shove succeeds or fails. If the target is shoved prone, the bulette can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 29 (4d12 + 3) piercing damage.

MOURNLAND HORRORS

The Day of Mourning was the most devastating event to occur in living memory. Having only happened 4 years ago, it is still fresh in the minds of every citizen of the Five Nations and beyond. Though some might argue it was the harbinger of peace that ended the Last War, none would claim the destruction of an entire nation was justified by the current political climate.

But the Mourning did not merely destroy the nation of Cyre, it also warped it into the Mournland, a corrupted realm of monsters and wild magic. A stain upon the world, the dead-gray mists hang over the former nation like a death shroud, hiding the horrors within.

MUTATED MONSTROSITIES

On the Day of Mourning, many of the living people and creatures of Cyre were destroyed by the catastrophe. However, not all were so lucky. As the dead-gray mists scoured their way out to the limits of the nation, many creatures were left warped in their wake.

Below is just one example of the mutated lifeforms to be found in the Mournland.

CARCASS CRAB

Designed in collaboration with Vinícius Gamaliel

The corrupting force of the Mourning enlarged a normal species of crab to terrifying size and induced in it disturbing behaviors. These monstrous crabs stalk the battlefields of the borders of the Mournland and affix the detritus of war to their adhesive shells, including the armored bodies of fallen soldiers. Once sufficiently covered, they hunker down and lie perfectly still, appearing to be another mound of war-torn debris, then ambush prey that stumbles too close.

Adhesive Carapace. A carcass crab uses a natural adhesive to attach pieces of armor, weapons, and whole corpses to its shell. Typically, this grants a carcass crab an Armor Class of 21 due to “natural armor”, but it is possible to find crabs with better or worse protection.

Augmented Natural Defenses. The actual shell of a carcass crab sports sharp chitinous spines, the better to aid its adhesive surface in attaching debris. Combined with spears, swords, and other jagged bits of metal affixed to its shell, these spines make attacking a crab a hazardous proposition.

CARCASS CRAB

Huge monstrosity, unaligned

Armor Class 21 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	5 (–3)	14 (+2)	9 (–1)

Skills Athletics +9

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

False Appearance. While the crab remains motionless, it is indistinguishable from a mound of corpses and discarded arms and armor.

Scuttle (Recharge 5–6). The crab takes the Dash action as a bonus action.

Spiny Defense. A creature that touches the crab or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Actions

Multiattack. The crab makes two claw attacks and up to two bite attacks, one against each creature it has grappled.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and if the target is Large or smaller it is grappled (escape DC 19). Until the grapple ends, the creature is restrained. The crab can grapple two targets, one in each claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target currently grappled by the carcass crab. *Hit:* 12 (2d6 + 5) and the target must succeed on a DC 17 Constitution saving throw or take 10 (3d6) poison damage and become poisoned. The target can repeat the saving throw at the end of each of its turns and is no longer poisoned a success. If the target fails two saving throws after the initial save, it stops making saving throws against this effect and is poisoned for 1 hour.

LIVING SPELLS

One of the devastating developments of the Last War, living spells are the effects of a spell that refuse to dissipate once cast, the magic taking on a life of its own. Often thought of as harbingers of the Day of Mourning, living spells now haunt the Mournland and other smaller areas devastated by the magical mayhem of the Last War.

Unnatural Instinct. These ambulatory forces of magic rove the Mournland in seemingly random patterns. Little is understood about the instinct that drives these entities, as they have no apparent need to feed on anything but ambient magical energy. However, they aggressively approach creatures once they sense them, as if the sole purpose of their existence is to affect as many creatures with their magic as possible.

Constructed Nature. A living spell is an artificial creation of pure magic. It doesn't require air, food, drink, or sleep.

Eberron: Rising from the Last War presents three living spells, and customization options to create more, reprinted here.

CUSTOMIZING A LIVING SPELL

Living spells come in many varieties. Living spells most often manifest from evocation and conjuration spells. To make a living spell from a different spell, choose a damage-dealing evocation or conjuration spell from the wizard spell list of up to 5th level. Then consult the Living Spell Customization table to see which stat block to customize, based on the chosen spell's level.

LIVING SPELL CUSTOMIZATION

Spell Level	Stat Block to Customize
1–2	Living thunderwave
3–4	Living fireball
5	Living cone of cold

- Now make the following changes to that stat block:
- Damage Immunity.** Replace the living spell's damage immunity with immunity to the type (or types) of damage dealt by the chosen spell.
 - Magical Strike.** Replace the damage that Magical Strike deals with one type of damage dealt by the chosen spell.
 - Spell Mimicry.** Replace the effect of Spell Mimicry with the effect of the chosen spell. If that spell requires a saving throw, use the spell save DC from the replaced spell, and if the spell involves an attack roll, use the attack bonus from the living spell's Magical Strike.

For example, if you turn *witch bolt* (a 1st-level spell) into a living spell, customize the living thunderwave. The living *witch bolt* has immunity to lightning damage, instead of thunder damage; deals lightning damage with its Magical Strike; and replicates *witch bolt* with Spell Mimicry.

LIVING THUNDERWAVE

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (–4)	6 (–2)	6 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 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

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) thunder damage.

Spell Mimicry (Recharge 5–6). A wave of thunderous force sweeps out from the living spell in a 15-foot cube originating from it. Each creature in the area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is pushed 10 feet away from the living spell. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the living spell by this effect, and the living spell emits a thunderous boom audible out to 300 feet.

LIVING THUNDERWAVE

The presence of a living thunderwave is presaged by a near-constant ongoing peal of thunder audible up to 300 feet away. It appears as a roiling shimmer of pure sound in the air, constantly blasting dust and loose objects away from it.

LIVING FIREBALL

A living fireball is a roiling, ever-burning explosion of magical fire. It roams the Mournland looking for ever-more flammable material to set alight.

LIVING CONE OF COLD

The chill of a living cone of cold can freeze a person to the bone in an instant, appearing as an ambient self-propelled blizzard with white-out conditions inside itself.

LIVING FIREBALL

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

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 Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (200 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:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage.

Spell Mimicry (Recharge 5–6). A bright streak flashes from the living spell to a point within 150 feet of it and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

LIVING CONE OF COLD

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 73 (7d10 + 35)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (−4)	11 (+0)	6 (−2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

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

Senses darkvision 60 ft., passive Perception 10

Languages —

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) cold damage.

Spell Mimicry (Recharge 5–6). A blast of cold air erupts from the living spell in a 60-foot cone. Each creature in the area must make a DC 16 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this effect becomes a frozen statue until it thaws.

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THE RESTLESS DEAD

One of the stranger effects of the Mourning was the preservation of the dead within it. Explorers report that the fallen do not decay or rot beyond the dead-gray mist. Bodies appear to have died just moments ago, leading to a disturbing sense that the dead may rise at any moment. Some do.

MOURNER

These undead spirits appear to be made of the same dead-gray mists that conceal the Mournland, vaguely humanoid from the waist up, with sharp claws and a visage of crushing despair and anguish. Divination spells have verified that every mourner was a former soldier of a specific battalion of Thrane soldiers that were fighting on the northern Cyran border on the Day of Mourning. It is believed that they were betrayed by their commander, and the energies of the Day of Mourning gave their feelings of grief and betrayal permanence beyond their mortal lives.

MOURNER

Medium undead, neutral evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 2 (450 XP)

Aura of Doom. A magical aura of misery and a sense of betrayal surrounds the mourner in a 10 foot radius. The first time a creature enters the aura on a turn, or starts its turn there, it must make a DC 13 Wisdom saving throw. On a failure, it is affected as though by the *bane* spell for 1 minute. If a creature succeeds on the saving throw, it is immune to the mourner's aura for the next 24 hours.

Actions

Wisdom Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target is knocked unconscious if this reduces its Wisdom to 0. This reduction lasts until the target finishes a short or long rest.

Wail of Anguish. The mourner lets loose a tormented howl of pain and despair. All creatures within 60 feet of it must succeed on a DC 13 Wisdom saving throw against this magic 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.



ORDER OF THE EMERALD CLAW

The Order of the Emerald Claw, once a celebrated knightly order of Karrnath, is now an outcast terrorist organization. Though the Order was found guilty of war crimes, many Karrns are still sympathetic to them, believing the Emerald Claw members to be loyal patriots who fight for a stronger Karrnath.

EMERALD CLAW NPCs

Though outlawed, the Emerald Claw is still structured as a military organization with successive ranks and privileges:

Recruit. Recruits are the lowest rung on the Emerald Claw ladder, comprised of youths radicalized with nationalistic fervor who blindly follow their superiors.

Soldier. Above only fresh recruits, Emerald Claw soldiers make up the lowest rank of full-fledged Emerald Claw members. They may not see themselves as cruel or evil, but they will fight for a dominant Karrnath, no matter the cost.

Sergeant. Sergeants are among the first rank of non-commissioned officer within the Emerald Claw. Sergeants are usually given command of a unit of recruits and soldiers. Their time in service to the Order has only deepened their conviction.

Knight. Full-fledged Knights of the Order of the Emerald Claw are often incredibly devout, if misled, Seekers of the Divinity Within. Their blind conviction allows them to cast paladin spells and augments their martial skill with the ability to bring wasting death upon their enemies.

Knights are usually counted among the nobility and are technically not under the command of peasant-born superiors, but the knights of the Emerald Claw pride themselves on faithfully carrying out their missions to the best of their ability. They are often given command over a few squads of sergeants and soldiers.

Marshal. Marshals are highly skilled officers within the Emerald Claw, often in command of one or two platoons of sergeants and soldiers and may have a cadre of knights as their elite bodyguards or executors.



EMERALD CLAW RECRUIT

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	9 (-1)	10 (+0)

Saving Throws Wis +1

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Seeker Fanatic. The Emerald Claw recruit has advantage on saving throws against being charmed or frightened. While the recruit can see an allied member of the Emerald Claw or a Blood of Vol priest that is of higher CR, the recruit ignores the effects of being charmed or frightened.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

OPPORTUNISTIC CLAWS

The statistics in this section represent the Emerald Claw's "true believers", individuals who buy into the ultra-nationalistic rhetoric and extremist Blood of Vol propaganda dictated by the mysterious "Queen of the Dead". But a fair number of Emerald Claw operatives have only aligned themselves with the organization for personal glory and power and are unwilling to die for Karrnath.

To represent these opportunistic individuals, replace the Seeker Fanatic trait with Aggressive. Additionally, if the Emerald Claw member has the "For Karrnath!" reaction, replace it with Redirected Attack reaction.

Aggressive. As a bonus action, the Emerald Claw member can move up to its speed toward a hostile creature it can see.

Redirect Attack. When a creature the Emerald Claw member can see targets it with an attack, the Emerald Claw member chooses another Emerald Claw member within 5 feet of it. The two Emerald Claw members swap places, and the chosen creature becomes the target instead.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	9 (-1)	12 (+1)

Saving Throws Wis +1

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Seeker Fanatic. The Emerald Claw soldier has advantage on saving throws against being charmed or frightened. While the soldier can see an allied member of the Emerald Claw or a Blood of Vol priest that is of higher CR, the soldier ignores the effects of being charmed or frightened.

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

Dirty Fighting (1/Turn). If the soldier makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 2 (1d4) damage.

Actions

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

EMERALD CLAW SERGEANT

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Seeker Fanatic. The Emerald Claw sergeant has advantage on saving throws against being charmed or frightened. While the sergeant can see an allied member of the Emerald Claw or a Blood of Vol priest that is of higher CR, the sergeant ignores the effects of being charmed or frightened.

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

Dirty Fighting (1/Turn). If the sergeant makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Actions

Multiattack. The sergeant attacks twice with its flail.

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

"For Karmath!" When reduced to 0 hit points, the sergeant immediately moves up to its speed and makes a melee weapon attack with advantage, then dies.



EMERALD CLAW KNIGHT

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Wis +4, Cha +5

Skills Athletics +7, Intimidation +5, Perception +4

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Seeker Fanatic. The Emerald Claw knight has advantage on saving throws against being charmed or frightened. While the knight can see an allied member of the Emerald Claw or a Blood of Vol priest that is of higher CR, the knight ignores the effects of being charmed or frightened.

Spellcasting. The knight is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The knight has the following paladin spells prepared:

1st level (2 slots): *command*, *compelled duel*, *cure wounds*

Actions

Multiattack. The knight attacks twice with its flail.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 13 (3d8) necrotic damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 13 (3d8) necrotic damage.

Reactions

"For Karrnath!" When reduced to 0 hit points, the knight immediately moves up to its speed and makes a melee weapon attack with advantage, then dies.

EMERALD CLAW MARSHAL

Medium humanoid (human), lawful evil

Armor Class 19 (half plate, shield)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4

Skills Intimidation +6, Perception +4

Senses passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

Seeker Fanatic. The Emerald Claw marshal has advantage on saving throws against being charmed or frightened. While the marshal can see an allied member of the Emerald Claw or a Blood of Vol priest that is of higher CR, the marshal ignores the effects of being charmed or frightened.

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

Dirty Fighting (1/Turn). If the marshal makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Commander. As a bonus action, the marshal can command a member of the Emerald Claw that is of lower CR than itself and that is within 30 feet of it to immediately make an attack, using the other creature's reaction. If the attack hits, it deals an extra 10 (3d6) damage.

Actions

Multiattack. The marshal attacks twice with its flail.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the marshal can utter a special command or warning whenever a member of the Emerald Claw that it can see within 30 feet of it makes an attack roll or a saving throw. The Emerald Claw member can add a d4 to its roll provided it can hear and understand the marshal. An Emerald Claw member can benefit from only one Leadership die at a time. This effect ends if the marshal is incapacitated.

Reactions

"For Karrnath!" When reduced to 0 hit points, the sergeant immediately moves up to its speed and makes a melee weapon attack with advantage, then dies.

KARRNATHI UNDEAD

During the early days of the Last War, Karrnath suffered a blight that devastated its food supply and war effort. Desperate, the crown turned to the Blood of Vol, who raised the dead soldiers of Karrnath into an undead army. After proving themselves, the patriotic Seeker priests developed the Odakyr Rites with the support and funding of the crown, creating elite undead to fight for Karrnath. These new types of skeletons and zombies were hardier and more intelligent than undead created with the *animate dead* spell, allowing them to intuit their commander's orders on the battlefield and figure out how best to carry them out without constant monitoring.

New Sentience. While the Karrnathi undead were created from elite soldiers that died defending Karrnath, and retained the martial skill they had in life, they did not retain their memories and personalities. The Karrnathi undead possess a cold, malevolent intelligence that is tempered only by an apparently spiritual patriotism. Some believe that the force that animates them is the martial spirit of Karrnath itself.

Rogue Nation. While most Karrnathi undead are held in reserve by King Kaius III and are under the control of the Karrnathi military, several platoons of Karrnathi undead were co-opted by the Emerald Claw when they went rogue. Maintained by their fanatic priests of the Blood of Vol, these intelligent undead serve the Emerald Claw unquestioningly.

Undead Nature. Karrnathi undead don't require air, food, drink, or sleep.

Variant Statistics. *Eberron: Rising from the Last War* presents statistics for the Karrnathi undead soldier, which does not distinguish between Karrnathi zombies or skeletons. If you wish to add iconic defensive qualities of skeletons and zombies, use the revised statistics presented here. This increases the Karrnathi undead soldier's challenge rating, as noted.

KARRNATHI UNDEAD SOLDIER

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	5 (–3)

Skills Athletics +5, Perception +3

Damage Resistances cold, piercing, poison; plus bludgeoning (zombies only) or slashing (skeletons only)

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

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

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 soldier drops to 1 hit point instead.

Actions

Multiattack. The soldier attacks three times with one of its weapons.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Parry. The soldier adds 3 to its AC against one melee attack that would hit it. To do so, the soldier must see the attacker and be wielding a melee weapon.



THE QUORI

The quori are the undisputed rulers of Dal Quor, the Region of Dreams. Nightmare and emotions given flesh, the quori follow the law of il-Lashtavar, a god-like entity of utter darkness at the center of the plane.

DAL QUOR

In the world of Eberron, mortal minds psychically project into another realm of existence when they sleep. This realm of dreams is Dal Quor, home of the quori.

The dreamscapes of mortals swirl around the borderlands of the plane, each a bubble of light in a never-ending expanse of darkness. These dreamscapes wink in and out of existence as their mortal dreamers wake and slumber, forever revolving around the center of the plane.

Between these dreamscapes and the center of the plane lie the borderlands, shifting regions of shadow and nightmares. Native creatures of Dal Quor—called “drifters”—make their home here, preying upon mortal dreamers that stray from their dreamscapes. These drifters are born from the collective fears and nightmares of mortals, unlike the quori.

At the center of the plane are the great cities and strongholds of the quori, a massive civilization of pure terror and malice given form. Every quori knows its place in the overall hierarchy of quori society, each serving the desires and executing the orders of the quori above it. At the top of this hierarchy is the Devourer of Dreams, a quori that serves as the mouthpiece of il-Lashtavar, otherwise known as the “Darkness That Dreams”.

The Darkness That Dreams is the all-powerful being that exists at the very center of Dal Quor, upon which the entire realm of existence revolves. Its ultimate goals are inscrutable, and it speaks only to its chosen servant. Its desires are absolute, followed as law and scripture by the legions of quori born from its nightmare essence.

FIENDISH NIGHTMARES?

We here at the Korranberg Chronicle strive for taxonomic accuracy, and pursuant to that we must present evidence for another print error in *Eberron: Rising from the Last War*.

The official account of quori being classified as aberrations must be an error, especially since that book details how the dispel evil and good spell itself can expel a possessing quori. If the quori were aberrations as indicated, then such a casting would have no effect, as that spell only provides protection and defense from celestials, elementals, fey, fiends, and undead.

Given the above evidence, and the nature of quori as the incarnated evil of il-Lashtavar given nightmarish form, the Korranberg Chronicle can only conclude that all quori are in fact fiends.

QUORI CASTES

Quori society is split into a tiered hierarchy of quori types. Each type of quori is unique in form and embodies a kind of emotion or nightmare mortal dreams are made of.

Statistics for all quori castes that use rules for psionics presented in *Korranberg Chronicle: Psion's Primer* can be found in that supplement. The standard versions of each quori caste—which use the normal D&D magic system—can be found in the supplements noted below for each quori caste.

DU'ULORA

Du'ulora quori lead the armies of lesser quori for il-Lashtavar. While possessing mortals on the material plane, du'ulora use their profound understanding of anger and hatred to foment intolerance and national rivalries among the Five Nations. Though they wield fiery emotions as a weapon, they always remain calm themselves, dispassionately manipulating mortals to act recklessly on their darker impulses and prejudices.

Keith Baker's *Exploring Eberron* details statistics for the du'ulora.

HASHALAQ

Hashalaq quori are the scribes, lore keepers, and magistrates of quori society. They are also known as “dreamstealers”. Hashalaqs are supreme empaths and their talents have led to many mortals succumbing to temptation and willingly accepting possession by quori. Hashalaq quori make up the bulk of the Inspired bureaucracy on Dal Quor, but many other hashalaq function as spymasters and handlers for the Dreaming Dark.

Statistics for the hashalaq can be found in *Eberron: Rising from the Last War*.

KALARAQ

Kalaraq quori are the most powerful of the quori. They form the Circle of Night, a council that directs the course of the quori's destiny. Leading the Circle of Night is the Devourer of Dreams, the only quori capable of communing with il-Lashtavar at the center of Dal Quor without being consumed by it. The plots and plans of the Circle of Night are kept secret to all but their most trusted minions.

Statistics for the kalaraq can be found in *Eberron: Rising from the Last War*. However, to preserve the true horror of its **Mind Seed** ability, replace its second paragraph with the below:

The cursed target suffers 1 level of exhaustion every 24 hours and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead has its personality and mind replaced with a copy of the kalaraq's, and all its exhaustion is removed. The mental copy of the kalaraq is not under its control. Only the *wish* spell can restore the cursed target's mind to its original personality.

TSOREVA

The weakest of the quori, tsoreva make up a legion of expendable troops for the Darkness That Dreams. Where the more cunning tsucora employs sophisticated fears and horrors as its weapons, the brutish tsoreva wields instinctual, primal terror like a knife—literally. While they form fear itself into blades of psionic energy, tsoreva have no understanding of what it is to feel fear themselves, to the point of having no survival instincts. Each tsoreva wishes only to distinguish itself in battle and die, hoping its energies reform into a tsucora quori.

Tsoreva spend their time patrolling the border around the core of Dal Quori. They keep the quori's territory free from eidolons and other natives of the Region of Dreams and slaughter errant thought-forms of dreaming mortals that stray too close.

Statistics for the tsoreva are detailed here.

TSUCORA

The tsucora quori are the foot soldiers of the Devourer of Dreams' forces on Dal Quor. Beings of pure horror and fear incarnate, they form the majority of the Dreaming Dark forces that infiltrate the material plane, as well as many Inspired soldiers and guards in the Unity of Riedra.

The tsucora can be found in *Eberron: Rising from the Last War*.

USVAPNA

Usvapna quori serve the hashalaqs as their spies and assassins. Also known as "dream masters", the usvapna revel in twisting the dreams of mortals against themselves, turning hope to despair and triumph into anguish. They can hear the secret doubts of mortals, the voices in their minds that foment hesitation and insecurity. Usvapna quori hear this voice in their own minds, but unlike mortals their inner voices are in complete accord with themselves, allowing the dream masters to split their mental attention in two with ease.

Statistics for the usvapna are detailed on the following page.

VARIANT: ABILITIES ON DAL QUOR

Quori are immortal beings born of the very essence of Dal Quor. When physically on that plane of existence, they have the following additional abilities:

Dream Walk. A quori on the plane of Dal Quor can innately cast the *teleport* spell at will, requiring no components, and may teleport to any destination it has seen on the same plane without a chance of failure. Charisma is its spellcasting ability for this spell.

Invade Dreams (1/Day). A quori on the plane of Dal Quor can cast the *dream* spell on a creature known to it currently on another plane. It can send only itself as the messenger, but it can change its appearance, as if it was a Medium humanoid casting *alter self*. The Wisdom saving throw for a nightmarish message is equal to the save DC for the quori's innate spellcasting, or 8 + its proficiency bonus + its Charisma modifier.

Quori Possession. When a humanoid dreams, it psychically projects its mind into Dal Quor, the Region of Dreams. A quori can use its Possession ability on a willing creature even when it is on another plane of existence, as long the creature is dreaming and its psychic projection in Dal Quor is within 5 feet of the quori. If a quori possesses a creature this way and is later expelled from the host, the quori returns to Dal Quor.

TSOREVA

Medium fiend (quori), lawful evil

Armor Class 13 (15 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +6

Skills Intimidation +6, Perception +5, Stealth +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Quori, Riedran

Challenge 3 (700 XP)

Manifest Mindblades. As a bonus action, the quori can create a two shortsword-sized, visible blade of psionic energy. The weapons appear at the end of the tsoreva's alien arms and vanishes if the quori dies or is incapacitated.

Frightful Strike (1/Turn). When the quori hits with a mindblade attack, the attack deals an additional 9 (2d8) psychic damage and the target must make a DC 13 Wisdom saving throw or become frightened of the quori for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting (Psionics). The quori can innately cast *mage armor*, requiring no components, targeting itself only. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The tsoreva makes two mindblade attacks.

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

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

USVAPNA (DREAM MASTER)

Large fiend (quori), lawful evil

Armor Class 14 (17 with *mage armor*)

Hit Points 93 (11d10 + 33)

Speed 30 ft., fly 40 ft. (hover)

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

Saving Throws Wis +7, Cha +8

Skills Intimidation +8, Perception +7, Persuasion +8

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Quori, Riedran

Challenge 10 (2,900 XP)

Mind Schism. The quori may cast any of its innate spells as a bonus action if the spell normally has a casting time of 1 action. It is not limited to casting a cantrip if it casts a second spell in the same turn.

Innate Spellcasting (Psionics). The quori's innate spellcasting ability is Charisma (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *enthrall* (the distracting words are spoken telepathically), *detect thoughts*, *mage armor* (self only), *magic missile* (5th-level; one target only, 7 invisible missiles)

3/day each: *confusion*, *enhance ability*, *true seeing* (self only)

1/day each: *inflict wounds* (6th level; deals psychic damage), *modify memory*

Actions

Multiattack. The quori makes four pincer attacks.

Pincer. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage and the target is grappled (escape DC 15). The quori has four pincers, each of which can grapple one target.

If a creature is hit by two pincer attacks in one turn, the creature must succeed on a DC 16 Charisma save. On a failure, the creature is incapacitated for 1 round while its mind is filled with doubt and it hears thoughts of self-loathing. A creature with Intelligence 4 or less is unaffected.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

DISTANT DREAMS

At this time in Eberron, Dal Quor is barred from the rest of the multiverse due to the result of an ancient planar catastrophe.

As a consequence, the quori can only interact with the material plane in very limited ways. Their primary tools to do so are the abilities to invade dreams and possess mortals. After centuries of manipulation through these methods, the quori have managed to breed a race of people on the material plane that have no mental defenses against possession by quori spirits. These "empty vessels" are the Chosen, rulers of the Unity of Riedra, a psionically adept empire on the continent of Sarlona. When inhabited by a quori spirit, the Chosen are revered by Riedra's citizens as the Inspired, near-divine emissaries and prophet-kings.

Through this empire, the quori have begun constructing the *hanbalani altas*, huge monoliths suffused with psychic energies capable of controlling the dreams of mortals. There is a hidden ability of the monoliths, however. Each one constructed pulls Dal Quor closer to the material plane. As more and more are built, the quori may begin to gain access to the material plane in more ways, such as the below variant spell.

CONJURE QUORI SPIRIT

6th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: 1 hour

You summon a quori of challenge rating 8 or lower. If you know a specific quori's name that you can summon, you can speak that name when you cast this spell to request that quori, though you might get a different creature anyway (DM's choice).

The quori appears in an unoccupied space that you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

The DM has the quori's statistics.

The quori is under no compulsion to obey you or be friendly to you. It rolls initiative and has its own turn in combat. It cannot be dismissed by you. The quori may use its Possession ability to possess another creature. If it does so, this spell ends and the quori remains in the possessed creature. When it is reduced to 0 hit points or expelled from a possessed host, the quori returns to Dal Quor, reappearing on that plane with all of its hit points.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, you the quori you summon may have a challenge rating 1 higher than 8 for each slot level above 6th.

QUORI-POSSESSED NPCs

The Quori have two kinds of hosts available to them for extraplanar possession: normal, willing humanoids, and the eugenically created Chosen bloodlines.

The Willing. Because of the increased proximity of Dal Quor to the Material plane—due to the *hanbalani altas*—the quori have recently gained the ability to possess willing humanoids when they dream.

Hashalaq quori are typically the first to make contact with the mind of a sleeping mortal. The hashalaq caste's natural talent for empathic psionic powers allows them to find and exploit the prospective vessel's weaknesses and flaws. Eventually, through this manipulation, the host may concede to the quori and allow possession. Though hashalaqs often set up the deal, they are not always the ones to actually possess the host. Tsuchora quori are the agents of the Dreaming Dark that most frequently infiltrate Khorvairian society through the use of humanoid hosts, though examples of all castes exist on the material plane, possessing willing hosts, and carrying out the agenda of the Dreaming Dark.

When possessing a willing host, the quori gains complete control over the body. It cannot be forced out by a host that becomes unwilling after the quori is already inhabiting its body.

The Chosen. Over centuries of manipulation, the Quori have directed several human bloodlines to intermingle with just the right traces of fiendish and elven blood to create the perfect mortal hosts for a possessing quori spirit.

These carefully engineered hosts, called "empty vessels" by the quori and "the Chosen" by those they rule, are the second highest caste of society in the Unity of Riedra. The Chosen are raised in the lap of luxury and conditioned to accept and look forward to their possession by the quori, though this is more of a precautionary measure; Chosen are eugenically engineered to have no mental or spiritual defense whatsoever against possession by quori spirits.

In Riedra, the only beings with more authority, influence, and privilege than the Chosen are those among them inhabited by what the cowed population calls the *il-altas* or "great spirits." These Chosen, thus possessed, are called the Inspired, and the spirits that inhabit them are not divine beings, but the Quori.



WILLING HOSTS

Willingly possessed humanoid NPCs use the basic rules for the quori's Possession ability, except that the quori can make full use of the host's knowledge, class features, and traits. These hosts are not the Inspired, but regular humanoids used as deep cover agents of the Dreaming Dark. The vast majority of possessed quori hosts in Khorvaire are willing humanoids, not Inspired.

Because they don't dream or sleep, kalashtar, thri-kreen, warforged, and full-blooded elves cannot be willingly possessed by a quori that resides on Dal Quor, as these races do not psychically project into the plane.

If possession of a willing humanoid host ends, the quori is transported to Dal Quor and must wait for the host to go to sleep and begin dreaming before it can attempt to possess it again.

INSPIRED NPCs

Unlike a normal humanoid host, the Chosen were specifically engineered to be ideal vessels, allowing the quori to retain a greater measure of their power while possessing them. These are the Inspired.

Empty Vessel. The Chosen are the perfect vessels for quori for two very important reasons:

First, a Chosen is always considered a willing host, regardless of its actual disposition or intent. It is never allowed to make a saving throw to resist a quori's Possession, failing automatically instead. However, each Chosen bloodline is keyed to a specific quori spirit, and this vulnerability only applies when a Chosen's keyed quori attempts possession. Against another quori's attempt at possession, the Chosen still need not be actually willing as other humanoid hosts must, but it may make a saving throw to resist possession (though the Chosen are culturally predisposed to accepting a "guest" quori).

Second, Chosen are always psychically projecting into Dal Quor subconsciously, even while fully awake, allowing a quori to possess a Chosen any time of day or night. Thus, if a possessing quori spirit is ejected from a Chosen vessel, the Quori can use its Possession ability to re-inhabit the Chosen almost instantly, without needing to wait for the Chosen to go to sleep.

Inspiration. The Inspired presented in *Eberron: Rising from the Last War* is a mid-level diplomat or soldier of Riedra, but any generic NPC can represent a Chosen host. Typically Chosen are not trained as spellcasters, as the Unity of Riedra vilifies spellcasting. *Korranberg Chronicle: Psion's Primer* presents several psionic NPC statistics that are particularly suited to serve as Chosen awaiting quori possession.

A DM may create an Inspired by applying the effects of the quori's Possession ability to a Chosen NPC, except that the quori can make full use of the Chosen's knowledge, class features, and traits. Furthermore, an Inspired NPC has resistance to psychic damage and cannot be charmed or frightened. In addition, an Inspired NPC has the Dual Mind trait plus one or more additional traits depending on which type of quori is possessing the host, noted below:

Dual Mind. The Inspired has advantage on Wisdom saving throws.

DU'ULORA

Designed by Keith Baker and Will Brolley,
Adapted from *Exploring Eberron*, courtesy of KB Presents.

All-Around Vision. The Inspired can't be surprised.

Enemies Abound (1/Day). The Inspired can cast the *enemies abound* spell (XGtE, spell save DC 8 + proficiency + Charisma modifier).

HASHALAQ

Suggestion (3/Day). The Inspired can cast the *suggestion* spell (spell save DC 8 + proficiency + Charisma modifier), requiring no material components.

KALARAQ

All-Around Vision. The Inspired can't be surprised.

Mind Seed (1/Day). The Inspired touches one humanoid, which must succeed on a Intelligence saving throw (spell save DC 8 + proficiency + Charisma modifier) or be cursed. The curse lasts until it is removed by a *remove curse* or *greater restoration* spell.

The cursed target suffers 1 level of exhaustion every 24 hours and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead has its personality and mind replaced with a copy of the Inspired's, and all its exhaustion is removed. The mental copy of the Inspired is not under the Inspired's control. Only the *wish* spell can restore the cursed target's mind to its original personality.

TSOREVA

Manifest Mindblades. As a bonus action, the Inspired can create a two shortsword-sized, visible blade of psionic energy. The weapon appears in the Inspired's hand and vanishes if it leaves the Inspired's grip, or if the Inspired dies or is incapacitated.

If the Inspired already has a multiattack option, it may replace any of the attacks noted in its multiattack with mindblade attacks, which have the same statistics as shortsword attacks, except they deal psychic damage.

TSUCORA

Fear (3/Day). The Inspired can cast the *fear* spell (spell save DC 8 + proficiency + Charisma modifier), requiring no material components.

USVAPNA

Mind Schism. The Inspired can concentrate on two spells at once.

Modify Memory (3/Day). The Inspired can cast the *modify memory* spell (spell save DC 8 + proficiency + Charisma modifier), requiring no material components.



SAMPLE INSPIRED

Two sample inspired, using generic Nonplayer Characters from Appendix B of the *Monster Manual* plus the above rules for Inspired NPCs are presented here, for ease of use.

INSPIRED SPY

This Dreaming Dark agent is an Inspired vessel inhabited by a usvapna quori. It is in Khorvaire under cover as an aid to the Riedran ambassador, but its actions are independent of the quori that run the Unity of Riedra. The Riedran ambassador it serves can truthfully deny any connection to the spy's espionage, even under magical inspection.

INSPIRED SPY

Medium humanoid (Inspired), lawful evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Quori, Riedran, plus any two languages

Challenge 1 (200 XP)

Dual Mind. The Inspired has advantage on Wisdom saving throws.

Mind Schism. The Inspired can concentrate on two spells at once.

Modify Memory (3/Day). The Inspired can cast the *modify memory* spell (spell save DC 13), requiring no material components.

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

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

Actions

Multiattack. The Inspired makes two melee attacks.

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

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

INSPIRED VETERAN

This veteran of Riedra's army—the Harmonious Shield—is Inspired by a tsoreva quori. Reveling in the feel of combat, this body is just one in a long line of vessels for the tsoreva, who blithely throws itself into the fray of battle, secure that even should its mortal body die, it can just inhabit another. The Chosen and regular humanoid of the Harmonious Shield draw courage from this fearless display.

INSPIRED VETERAN

Medium humanoid (Inspired), lawful evil

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common, Quori, Riedran, any one language

Challenge 3 (700 XP)

Manifest Mindblades. As a bonus action, the Inspired can create a two shortsword-sized, visible blade of psionic energy. The weapon appears in the Inspired's hand and vanishes if it leaves the Inspired's grip, or if the Inspired dies or is incapacitated.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack. Alternatively, if it has manifested its mindblades, it may make three mindblade attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

CHOSEN RACIAL TRAITS

If the DM wishes to create an Inspired NPC from scratch using class levels, they may begin with the below racial statistics for the Chosen. While these are presented in the same format as racial statistics for player character races, it is not recommended to let players play a Chosen since they could lose control of their character to a possessing quori spirit at any moment, with no chance to resist, for an indefinite duration. However, if player and DM are willing to work together, such a character could offer rare roleplay opportunities for an Eberron campaign.

Ability Score Increases. The Chosen's Intelligence and Charisma scores each increase by 2.

Age. Due to their mixed bloodlines, Chosen mature slightly faster and live twice as long as regular humans.

Alignment. Even before being possessed by their quori spirits, Chosen are raised to be arrogant, with an underdeveloped sense of empathy. They are typically lawful evil or neutral evil.

Size. Chosen are humans, but taller on average, with svelte, athletic builds. Their size is Medium. To set a Chosen's height and weight randomly, start with rolling a size modifier.

Size modifier = 2d10

Height = 4 feet + 11 inches + your size modifier in inches

Weight in pounds = 110 + (2d4 x your size modifier)

Speed. A Chosen's base walking speed is 30 feet.

Empty Vessel. A Chosen automatically fails any saving throw to resist possession by a specific quori spirit. Additionally, any quori can attempt to possess the Chosen while it is on the plane of Dal Quor even while the Chosen is awake or unwilling (though they may make a saving throw to resist if the quori is not their specific quori).

Dual Mind. While possessed by a quori, a Chosen cannot be charmed or frightened, has resistance to psychic damage, and has advantage on Wisdom saving throws.

Master Manipulator. Chosen are trained from birth to encompass who they are and do not choose a background. Instead, Chosen are proficient in the Deception, Insight, Intimidation, and Persuasion skills.

Naturally Psionic. A Chosen has an internal reserve of psionic energy represented by psi points. Its psi point maximum is 1, or its existing psi point maximum from another source (such as levels in a class presented in the *Korranberg Chronicle: Psion's Primer*) increases by 1. Whenever the Chosen gains an additional class level, its psi point reserve increases by 1.

Reduced Sleep. Because Chosen are constantly subconsciously dreaming, they require only 2 hours of sleep to gain the same benefit a normal human would gain from 6.

Languages. Chosen speak Riedran, Quori, and Common. Most Chosen speak Common with a noticeable accent, but those trained to be Dreaming Dark agents in Khorvaire are raised specifically to match the local dialect of their assignment.

THE UNDYING COURT

The elves of Aerenal revere their ancestors above all else. So dedicated are the Aereni, they refuse to part with their elders when death comes for them. Instead, they perform rituals to preserve them as the deathless, benevolent undead beings sustained through genuine reverence and worship. These deathless elves rest within Shae Mordai, the elven City of the Dead, where they serve as guides and mentors to their living descendants.

IRIAN NECROMANCY

Most undead are predatory, sustaining themselves with the blood, flesh, or essence of the living. This is believed to be due to the undead being animated with negative energy from Mabar, the Endless Night. Mabar is a plane of existence that represents entropy and despair. The Aerenal elves believe necromancy using this dark energy will lead to the destruction of Eberron.

The undead of the Undying Court, however, are animated with the energies of Irian, the Eternal Day, a plane embodying eternal hope and renewal. The positive energy of Irian manifest zones is crucial to the creation of the Undying, as it bolsters the hope and adoration of living elves for their elders, sustaining their mentors beyond death without preying on the living.

GESTALT DIVINITY

When congregating as a whole, all deathless of the Undying Court wield divine power as though they were a god. When at least 10 ascendant councilors or 100 Undying councilors (*Rising*) are within 1 mile of each other, they may perform a ritual to shed a deific radiance that protects them. This radiance must be defeated first before any individual member of the Undying Court can be damaged. Any attack or effect that targets an undead of the Undying Court instead targets this radiance. The radiance of the Undying Court is a celestial with a Challenge of 30 (155,000 XP) and the following statistics:

- The radiance has an AC of 25 and a hit point maximum of 700. It has a +19 bonus to all saving throws. Treat all of its ability scores as 30 (+10).
- Around each individual member of the Undying Court, the radiance sheds sunlight in a 120-foot radius, and dim light 120 feet beyond that.
- The radiance can sense all creatures, locations, and events that take place in the vicinity of Aerenal. This awareness covers the island and everything within 150 miles of its shore—including activity beneath the waves—and it grants this awareness to each member of the Undying Court.
- The radiance can automatically choose to succeed on up to 5 failed saving throws every day.

- The radiance prevents any spell of 6th level or lower from affecting it or an Undying Court member, unless the Undying Court wishes to be affected by the spell. It has advantage on saving throws against all other magical effects.
- The radiance cannot take any actions on its own. However, while the radiance lasts, up to five members of the Undying Court in any given 6-second period (or round of combat) may cast a spell from the radiance as though they were a 30th-level spellcaster (spell save DC 27, +19 to hit with spell attacks). The radiance has all cleric and paladin spells prepared and has a combined total number of spell slots per day as follows:

1st – 5th level (at-will)
6th and 7th level (4 slots each)
8th and 9th level (3 slots each)

The radiance ends after 24 hours. It ends prematurely if its hit point total is reduced to 0, if less than 10 ascendant councilors or 100 Undying councilors remain within 1 mile of each other, they leave the Irian manifest zone of Shae Mordai, or if they collectively will the radiance to cease (requiring all participating Undying to spend an action in the same turn to do so).

Whether the radiance ended prematurely, or its full 24-hour duration elapsed, the Undying Court cannot manifest it again for a time. Due to this gap in time, the Undying Court do not lightly call forth their combined might, even if one of their own is individually threatened within the walls of Shae Mordai, as doing so may leave the entire island of Aerenal vulnerable to attack by greater forces.

REGIONAL EFFECTS

Even when this deific radiance is not in active use, the gestalt divinity of the Undying Court has an effect on the world—though its range is limited to the island of Aerenal and its surroundings.

The below regional effects represent a small portion of the ways in which the Undying Court protects and guides the people and territories of Aerenal:

- The Undying Court are telepathically aware of any prayer—uttered or thought—originating within the region and directed toward them.
- As an action, the Undying Court can grant a creature of their choice in the region—typically an elf—the benefit of the *guidance* cantrip or the *bless* spell for 1 hour.
- Creatures of the Undying Court's choice in the region—typically non-elves—and gain the minimum benefit from healing magic.
- The Undying Court can ward the entire region as though with the effect of a *forbiddance* spell, omitting any creatures they wish from the effect, but can only deal radiant damage.
- The Undying Court can control the ambient weather conditions, in the region, creating anything from clear skies to torrential rain as they desire.
- The Undying Court can summon a *storm of vengeance*, as the spell, anywhere in the region.



THE DEATHLESS

Eberron: Rising from the Last War presents two of the most common types of undead of the Undying Court: the Undying councilor and the Undying soldier. The following pages details two more rarely seen kinds of Undying, the ascendant councilor and the Undying champion. The undead of the Undying Court are suffused with positive energy and sustained by their living descendants. This causes them to be particularly vulnerable to necrotic energies, as the energies of Mabar are fundamentally antithetical to them.

Curiously, the Undying Court undead also have another weakness: targath, a rare precious metal (see sidebar below). If you would like to represent the Undying Court's susceptibility to targath weapons in your game, it is recommended to change the Undying Soldier's resistance to non-silvered weapons to resistance to non-targath weapons, and to add resistance to bludgeoning, piercing, and slashing damage from attacks made with weapons that aren't targath to the Undying councilor's statistics. This has no impact on the soldier's challenge rating, but increases the Undying councilor's challenge rating to 11 (7,200 XP).

TARGATH

Targath is a soft metal ore mined on the northern coast of Argonnessen and the Seren Isles. It is jealously guarded by the Seren barbarian tribes because it has supernatural health-promoting properties.

Carrying a significant amount of targath on your person—such as a targath bauble, a weapon, or at least ten pieces of ammunition coated in it—grants you advantage on saving throws to resist becoming infected with a disease.

Mysteriously, targath is also anathema to the undead elves of the Undying Court, and they are susceptible to weapons coated in it. Whenever you hit an undead of the Undying Court with a targath weapon, it can't regain hit points until the start of your next turn.

A weapon or ten pieces of ammunition coated in targath costs 300 gp more than the normal versions. This cost represents not only the price of the targath, but the time and expertise needed to add it to the weapon without making it less effective.

A bauble—a small decorative item such as an amulet or bracelet—made from targath is worth 50 gp.

ASCENDANT COUNCILOR

Ascendant councilors are the most ancient and revered of the Undying Court, many of whom were the first elves to ever transform into the deathless. They have long since shed their physical forms, existing now as insubstantial spirits of light that contemplate the cosmos and the soul. Only when the living require extraordinary guidance—or if the eternal rest of their physical bodies is disturbed—do they manifest directly.

Undead Nature. An undying doesn't require air, food, drink, or sleep.

AN ASCENDANT COUNCILOR'S LAIR

An ascendant councilor's physical body rests eternally in an ancient temple or personal sanctum within Shae Mordai, which serves as its lair. Such resting grounds are usually adorned with generation upon generation of priceless gifts and treasures offered to the ascendant councilor by its descendants as thanks for its benevolent guidance. Such places are usually protected by Undying soldiers and champions.

An ascendant councilor that manifests directly usually does so in its temple or sanctum, but may leave it to roam the city of Shae Mordai, usually to hold court with other Undying or advise visiting mortal elves.

An ascendant councilor's physical remains serve as its link to continued existence. If even a piece of the councilor's remains are intact, it can use *Rejuvenate* to manifest within the remains' vicinity and use lair actions. The remains must be completely disintegrated to prevent the councilor from taking lair actions and ensure it can be destroyed permanently.

Lair Actions. On initiative count 20 (losing initiative ties), the ascendant councilor takes a lair action to cause one of the following effects; the ascendant councilor can't use the same effect two rounds in a row:

- Each creature of the councilor's choice in the lair gains truesight out to a distance of 120 feet of it until initiative count 20 on the next round.
- Each fiend and undead creature not of the Undying Court automatically fails its next saving throw against an effect that turns undead or fiends, until initiative count 20 on the next round.
- Until initiative count 20 on the next round, any creature of the councilor's choice that tries to cast a spell of 4th level or lower in the lair is wracked with pain. The creature can choose another action, but if it casts the spell, it must make a DC 16 Constitution saving throw. On a failed save, it takes 1d6 radiant damage per level of the spell, and the spell fails, wasting the spell slot.

Regional Effects. Shae Mordai, the City of the Dead, is located in a manifest zone tied to Irian, the Eternal Day. The saturation of positive energy in the city and surrounding lands has the following impacts on the region:

- Food never spoils and water is never foul.
- Living creatures and undead of the Undying Court have advantage on saving throws against poison, disease, and fear.
- Creatures regain twice the amount of hit points than normal from rolling Hit Dice during a short rest.
- Undead creatures have disadvantage on attack rolls, ability checks, and saving throws. This has no effect on undead of the Undying Court.

ASCENDANT COUNCILOR

Medium undead (undying), neutral good

Armor Class 15

Hit Points 99 (22d8)

Speed 40 ft., 40 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	10 (+0)	23 (+6)	25 (+7)	25 (+7)

Saving Throws Con +6, Int +12, Wis +13, Cha +13

Skills Arcana +12, History +12, Insight +13, Perception +13, Persuasion +13, Religion +12

Damage Resistances bludgeoning, piercing, and slashing from attacks made with targath weapons

Damage Immunities poison, radiant; bludgeoning, piercing, and slashing from attacks made with weapons that aren't targath

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

Senses truesight 120 ft., passive Perception 23

Languages all

Challenge 20 (25,000 XP)

Radiant Being. The councilor is a being of pure light that sheds bright light in a 60-foot radius and dim light for an additional 60 feet. If the bright light overlaps with an area of darkness created by a spell of 8th level or lower, the spell that created that darkness is dispelled.

Incorporeal Movement. The councilor 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.

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

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

Regeneration. The councilor regains 15 hit points at the start of its turn. If it takes necrotic damage, this trait doesn't function at the start of its next turn. The councilor is only destroyed if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. If even a piece of the councilor's physical remains are intact, a destroyed ascendant councilor can manifest directly again after 1d10 days since it was destroyed, regaining all its hit points and becoming active again. The newly manifested form appears within 5 feet of the councilor's physical remains.

Spellcasting. The councilor is a 20th-level spellcaster. Its spellcasting ability is Wisdom (save DC 21, +13 to hit with spell attacks). The councilor has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying, thaumaturgy, word of radiance* (XGtE)

1st level (4 slots): *bless, command, ceremony, detect evil and good, protection from evil and good*

2nd level (3 slots): *augury, gentle repose, hold person, zone of truth*

3rd level (3 slots): *beacon of hope, clairvoyance, remove curse, spirit guardians* (see Actions below)

4th level (3 slots): *banishment, death ward, divination, guardian of faith*

5th level (3 slots): *dawn* (XGtE), *greater restoration, raise dead*

6th level (2 slots): *forbiddance, heal*

7th level (2 slots): *regenerate, temple of the gods* (XGtE)

8th level (1 slots): *holy aura*

9th level (1 slots): *astral projection*

Turn Immunity. The councilor is immune to effects that turn undead.

Actions

Purification Lash. *Melee Spell Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* The target either takes 18 (2d10 + 7) radiant damage, or regains 18 (2d10 + 7) hit points and is freed from one curse afflicting it (councilor's choice). A target can choose to be hit by this spell attack if it wishes.

Searing Radiance. The councilor intensifies the light that radiates from it in a 120 foot cone. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 16 (3d10) radiant damage and is blinded until the end of the councilor's next turn. On a success, a creature takes half as much damage and is not blinded.

Healing Light. The councilor magically radiates positive energy. Living creatures within 60 feet of the councilor, including ones behind barriers and around corners, regain 16 (4d10) hit points and can't have their hit point maximum reduced until the end of the councilor's next turn. Undead creatures that are not members of the Undying Court in the area take radiant damage equal to twice this amount.

Spirit Guardians (3rd-Level Spell; Bonus Action Casting Time; Requires a Spell Slot). The councilor calls forth angelic spirits in a 15-foot radius sphere around itself as a bonus action. When cast, the councilor can choose any number of creatures it can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 21 Wisdom saving throw. On a failed save, the creature takes 13 (3d8) radiant damage. On a successful save, the creature takes half as much damage. If the councilor casts this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd.

Legendary Actions

The ascendant councilor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The councilor regains spent legendary actions at the start of its turn.

Purify. The councilor makes one Purification Lash attack.

Astral Shift. The councilor teleports to a space up to 60 feet from its original position.

Holy Emanation (Costs 2 Actions). The councilor uses Searing Radiance or Healing Light.

Deific Utterance (Costs 3 Actions). The councilor proclaims a word on behalf of the gestalt divinity of the Undying Court. Each creature of the councilor's choice within 120 feet of it that can hear the magical proclamation must succeed on a DC 21 Wisdom saving throw or take 27 (5d10) thunder damage and be stunned until the end of the councilor's next turn.

Divine Manifestation (Costs 3 Actions). The councilor casts a spell that has a casting time of 1 action.

UNDYING CHAMPION

Exceptionally talented warriors, Undying soldiers earned their place among the Undying Court by performing heroic feats of honor, duty, and self-sacrifice in life, while serving in the army of Aerenal. Undying champions, however, are those rare Undying soldiers who have not just survived—thousands upon thousands of years even—but have also continued to perform above and beyond the call of duty even in death.

These champions have earned not only their descendant's love and honor, not even just additionally the worship of those new souls who they've personally saved with their heroic actions as a deathless guardian of Aerenal, but ultimately also the awe of those soul's countless grateful descendants as well. This ever-growing source of veneration and remembrance imbues Undying champions with a divine power beyond that of the Undying soldiers they once were.

Undead Nature. An undying doesn't require air, food, drink, or sleep.



UNDYING CHAMPION

Medium undead, neutral good

Armor Class 20 (plate, shield; 22 with *shield of faith*)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Con +8, Cha +9

Skills Athletics +10, History +5, Perception +7, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from attacks made with weapons that aren't targath

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish

Challenge 16 (15,000 XP)

Aura of Radiance. The champion magically sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The champion can extinguish or restore this light as a bonus action. If the bright light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created that darkness is dispelled.

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

Regeneration. The champion regains 10 hit points at the start of its turn. If it takes necrotic damage, this trait doesn't function at the start of its next turn. The champion is only destroyed if it starts its turn with 0 hit points and doesn't regenerate.

Divine Smite. When the undying soldier hits with a melee weapon attack, it may expend a spell slot to deal an additional 9 (2d8) radiant damage to the target. If the champion expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each slot level above 1st.

Spellcasting. The champion is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17; +9 to hit with spell attacks). It may use a melee weapon as a divine spellcasting focus. It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *cure wounds*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *healing spirit* (XGtE), *zone of truth*

3rd level (3 slots): *dispel magic*, *remove curse*, *revivify*

4th level (3 slots): *aura of life*, *aura of purity*, *death ward*

5th level (2 slots): *holy weapon* (XGtE; see below)

Holy Weapon (5th-Level Spell; Requires a Spell Slot). As a bonus action, the champion imbues a weapon it touches with holy power for as long as it concentrates, up to 1 hour. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with the weapon deal an extra 9 (2d8) radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

As a bonus action on the champion's turn, it can dismiss the spell and cause the weapon to emit a burst of radiance. Each creature of the champion's choice that it can see within 30 feet of the weapon must make a DC 17 Constitution saving throw. On a failed save, a creature takes 18 (4d8) radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can repeat the saving throw, ending the effect on itself on a success.

Actions

Multiattack. The champion makes three spear attacks.

Spear. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 9 (2d8) radiant damage if the target is a fiend or undead.

THE WARFORGED

Built by House Cannith to be the perfect soldiers, warforged changed the face of war for the Five Nations. Tireless soldiers whose very bodies were suits of armor, the warforged were sold at a premium to all sides of the Last War. The creation forges of House Cannith mass-produced entire battalions, creating as many soldiers as demand called for.

More than mere automatons, however, the warforged have thoughts and emotions, though their passionless face plates make it hard to express them. When the Last War was ended by the Treaty of Thronehold, the warforged were granted their freedom as sentient beings under the Code of Galifar. The very same treaty, however, outlawed the creation of any further warforged. Now freed, and with neither a future for their race nor the original purpose for which they were built, many warforged find themselves confused and adrift. Some continue to follow orders of their former comrades or commanders, while others gravitate toward others of their own kind, seeking new purpose.

Living Construct Nature. Warforged are humanoids, but their constructed bodies do not require them to breathe, eat, or drink, though they may do so if they wish (to benefit from potions or magical foods). Additionally, warforged do not sleep, but rather enter an inactive, motionless state for six hours instead. In this state, a warforged appears inert, but is not unconscious, and can see and hear as normal.

Eberron: Rising from the Last War details two kinds of creatures, the Warforged Colossus and the Warforged Titan, which are not the true living, constructed humanoids more usually referred to by the term “Warforged”. The Warforged Soldier from *Rising* is reprinted here and revised slightly—to note its magical *armblade*—is one of those most typically referred to by that moniker, as are the several warforged NPCs that follow in this section.



WARFORGED SOLDIER

Most warforged soldiers still serve their former masters, often guarding dragonmarked houses or merchant caravans. Many warforged find it difficult to separate themselves from the soldiers they were made to be, seeking work as bouncers, bailiffs, and bodyguards. Others put their tireless strength to work as laborers, committed to the reconstruction of the towns and cities they defended or destroyed in the war.

While the statistics presented here and in *Rising* include an *Armblade* attack, this can be replaced with a nonmagical scimitar or shortsword (that does piercing damage) instead. An *armblade* is a common magic item and the vast majority of these most typical of warforged were not equipped with such magical weaponry.

WARFORGED SOLDIER

Medium humanoid (warforged), any alignment

Armor Class 16 (natural armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

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

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances poison

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

Actions

Multiattack. The warforged makes two *armblade* attacks.

Armblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. This is a magical attack.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 300/120 ft., one target. *Hit:* 6 (1d6) piercing damage.

Reactions

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

WARFORGED ASSASSIN

While most warforged combatants were trained solely to fill out the rank and file of the frontlines, some served as reconnaissance and scouting roles, requiring them to be constructed quicker on their feet. Still others were trained for more sinister roles—that of an assassin.

The ultimate in expendable operatives, few of these warforged survived in their roles for long. As little value was placed on a warforged's life until the end of the war, those whose missions were compromised were disavowed and abandoned to their fates. Those that did succeed on and survive all of their missions, however, are now exceptionally skilled at what they do.

WARFORGED ASSASSIN

Medium humanoid (warforged), any alignment

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	19 (+4)	16 (+3)	15 (+2)	15 (+2)	11 (+0)

Saving Throws Dex +7, Wis +5

Skills Athletics +5, Acrobatics +7, Stealth +10

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

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

Sneak Attack (1/Turn). The warforged deals an extra 17 (5d6) 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 warforged that isn't incapacitated and the warforged doesn't have disadvantage on the attack roll.

Actions

Multiattack. The warforged makes three weapon attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Uncanny Dodge. The warforged assassin takes half damage from an attack that hits it. The warforged must be able to see the attacker.



VARIANT: WARFORGED IMPOSTER

Unbeknownst to all but the mad artificers responsible for their creation, a rare few number of prototype warforged “imposters” were created in secret. These warforged were designed from the start to be the ultimate custom-tailored assassins for any mission.

Many of these warforged imposters were driven mad by the experiments which created—and conditioned—them, eventually turning on their masters. A few were “rescued” from the collapse of the program, however, and continue to serve the amoral and unethical artificers that created them, not even aware that their freedom from servitude has been granted by the Treaty of Thronehold.

A warforged imposter is evil, has the same challenge rating as a warforged assassin, and has the following additional trait.

Replicate Form. The warforged can use its action to polymorph into a target creature it can see that is a Medium humanoid, or back into its true form. If it has heard the target speak, it can also mimic its voice perfectly after 1 minute to adjust its voice. Its statistics, other than its size, are the same in each form. Any equipment it is carrying isn't transformed, but clothes it is wearing or armor it has integrated takes on the appearance of any worn equipment desired. Its true form is revealed if it dies, as the transformation is only “skin deep”.

WARFORGED COMMANDER

During the Last War, it became apparent that some warforged developed a talent for tactics and command. However, many common soldiers found it distasteful to take orders from warforged, and the rulers of the Five Nations worried about giving warforged to much influence and power. In the end, it was decided that the armies would indeed promote talented warforged to officer ranks, but only let them command other warforged.

WARFORGED COMMANDER

Medium humanoid (warforged), any alignment

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	15 (+2)	11 (+2)	15 (+2)

Saving Throws Con +6, Wis +5

Skills Athletics +5, History +4, Persuasion +4

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

Brave. The warforged has advantage on saving throws against being frightened.

Commander. As a bonus action, the warforged can command a warforged that is of lower CR than itself and that is within 30 feet of it to immediately make an attack, using the other warforged's reaction. If the attack hits, it deals an extra 10 (3d6) damage.

Actions

Multiattack. The warforged makes two weapon attacks.

+1 Armblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. This is a magical attack.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the warforged can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the warforged. A creature can benefit from only one Leadership die at a time. This effect ends if the warforged is incapacitated.

Reactions

Parry. The warforged adds 3 to its AC against one melee attack that would hit it. To do so, the warforged must see the attacker and be wielding a melee weapon.

WARFORGED JUGGERNAUT

Warforged juggernauts are warforged that have survived countless battles. Their battle lust and thrill for the fight triggers a metamorphosis that causes them to grow spikes from their bodies, which they use with relish. This absolute conviction that they are implements of war, causes a physical change in the warforged's body, turning them into constructs in truth. House Cannith artificers are still perplexed as to how or why this change occurs.

WARFORGED JUGGERNAUT

Medium construct, chaotic alignment

Armor Class 19 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	10 (+0)	6 (-2)	8 (-1)

Saving Throws Str +9, Con +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made with adamantite weapons

Damage Immunities poison

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

Senses passive Perception 10

Languages Common

Challenge 11 (7,200 XP)

Augmented Resilience. Magic can't put the juggernaut to sleep and it is immune to disease.

Armor Spikes. A creature that touches the juggernaut or hits it with a melee attack while within 5 feet of it takes 9 (2d8) slashing damage.

Juggernaut. A melee weapon deals two extra dice of its damage when the juggernaut hits with it (included in the attack). It also has advantage on Strength checks, and Strength or Constitution saves to avoid being knocked prone or moved distance against its will.

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

Bull Charge. If the juggernaut moves at least 10 feet straight toward a target and then hits with a greataxe attack on the same turn, the target takes an extra 32 (5d12) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Multiattack. The warforged juggernaut makes two attacks: one with its greataxe attack and one with its spiked pauldron.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Spiked Pauldron. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) piercing damage.

THE LORD OF BLADES

The Lord of Blades is a warforged extremist who leads an army of warforged based in the Mournland. He preaches the supremacy of constructs and the coming age of iron and steel, when the weaker "fleshy races" will bow to warforged might. Warforged who follow him call themselves "Blades", and are usually lawful evil.

Mysterious Identity. Nothing is known about the origins of the Lord of Blades, though many conflicting tavern tales and intelligence reports exist. In fact, some say, this plethora of mutually exclusive information may be an important clue in and of itself. These cunning individuals theorize that the Lord of Blades is merely a title, one adopted by several different warforged, perhaps working in concert, or perhaps following their own agendas.

Variant Statistics. Whatever the truth of these rumors, the statistics for the Lord of Blades presented in *Eberron: Rising from the Last War* are just one possible form the Lord of Blades might take. Below are lower-challenge stats, allowing PCs to confront and possibly overcome the infamous warforged extremist when they are just coming into their own, around the end of tier 2 play.

Such an encounter could even end in the Lord of Blade's narrow escape, and his eventual return using his statistics in *Rising* (though, he should retain his knowledge of the Giant language). This would allow the DM to make use of both sets of statistics in a campaign where there is only one true Lord of Blades.



THE LORD OF BLADES

Medium humanoid (warforged), lawful evil

Armor Class 19 (natural armor)

Hit Points 153 (18d8 + 92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Str +10, Con +10, Int +10, Wis +9

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

Damage Resistances necrotic, poison

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 19

Languages Common, Draconic, Dwarvish, Elvish, Giant

Challenge 13 (10,000 XP)

Warforged Resilience. The Lord of Blades has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

Adamantine Plating. Any critical hit against the Lord of Blades becomes a normal hit.

Bladed Armor. A creature that grapples the Lord of Blades or is grappled by him takes 13 (3d8) slashing damage. A creature takes 13 (3d8) slashing damage if it starts its turn grappling or being grappled by the Lord of Blades.

Charge. If the Lord of Blades moves at least 10 feet straight toward a target and then hits it with his adamantine sixblade on the same turn, the target takes an extra 11 (2d10) slashing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Spellcasting. The Lord of Blades is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will) : *fire bolt* (see "Actions" below), *mending*, *prestidigitation*

1st level (4 slots): *expeditious retreat*, *sanctuary*, *thunderwave*

2nd level (3 slots) : *heat metal*, *scorching ray*, *see invisibility*

3rd level (2 slots): *dispel magic*, *fly*, *haste*

Actions

Multiattack. The Lord of Blades makes two attacks: one with his adamantine sixblade and one with his bladed wings.

Adamantine Sixblade. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 5) slashing damage.

Bladed Wings. *Melee or Ranged Weapon Attack:* + 10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. Hit: 22 (4d10) fire damage.

Legendary Actions

The Lord of Blades 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 Lord of Blades regains spent legendary actions at the start of her turn.

Attack. The Lord of Blades makes one weapon attack.

Grab. The Lord of Blades attempts to grapple one creature within 5 feet. While grappling a foe, the Lord of Blades cannot make attacks with his adamantine sixblade, as it is a two-handed weapon.

Cantrip. The Lord of Blades casts one of his cantrips.

HILT & POMMEL

At least one credible intelligence report about the Lord of Blades indicates that he is never found without his twin homunculi, Hilt & Pommel, two custom-built constructs he refers to as “iron predators”.

In a combat encounter with Hilt & Pommel, the below statistics would be used twice—once for each homunculus—to represent each creature individually as they are identically constructed.

Constructed Nature. An iron predator doesn’t require air, food, drink, or sleep.

Variant Statistics. The below statistics represent Hilt & Pommel in their status as the homunculi for the Lord of Blades as presented on the previous page. For the homunculi accompanying the Lord of Blades as he is presented in *Rising*, make the following adjustments:

Armor Class. 19 (natural armor)

Hit Points. Increase to 212

Saving Throws. Dex +8, Con +9

Skills. Athletics +10, Perception +9

Damage Immunities. bludgeoning, piercing, and slashing from nonmagical attacks

Senses. passive Perception 19

Force-Empowered Rend, Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 4 plus 4) force damage.

Repair (3/Day). The magical mechanisms inside the predator restore 16 (2d8 + 3 plus 4) hit points to itself or to one construct or object within 5 feet of it.

Challenge. 12 (8,400 XP)



HILT/POMMEL (IRON PREDATOR)

Medium construct, chaotic alignment

Armor Class 17 (natural armor)

Hit Points 56

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (–1)	13 (+1)	7 (–2)

Saving Throws Dex +6, Con +7

Skills Athletics +8, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Common, Draconic, Dwarvish, Elvish, and Giant, but can’t speak

Challenge 5 (1,800 XP)

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

Lord’s Homunculus. If the *mending* spell is cast on the predator, it regains 2d6 hit points.

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

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

Actions

Multiattack. The predator makes two melee weapon attacks.

Force-Empowered Rend, Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 4 plus 2) force damage.

Reactions

Pack Distraction. When the Lord of Blades makes an attack against a creature within 5 feet of the predator, he gains advantage on the attack.

STAT BLOCKS BY CHALLENGE RATING

CHALLENGE 0 (0 ~ 10 XP)

Breed Leech	19
Coat of Many Eyes	20
Furtive Filcher	49
Living Armor	22
Morphing Ooze	23
Throwing Scarab	26

CHALLENGE 1/8 (25 XP)

Emerald Claw Recruit	56
Expeditious Messenger	49
Living Glove	23
Magebred Mastiff	10
Packmate	50

CHALLENGE 1/4 (50 XP)

Arbalester	48
Crawling Gauntlet	21
Dedicated Wright	48
Iron Defender	50
Wandering Eye	27

CHALLENGE 1/2 (100 XP)

Emerald Claw Soldier	57
Magebred Warhorse	10
Tongueworm	26
Valenar Riding Steed	12

CHALLENGE 1 (200 XP)

Earworm	21
Inspired Spy	64
Living Thunderwave	53
Spellburrow	24
Stormstalk	25
Warforged Soldier	70
Winter Cyst	27

CHALLENGE 2 (450 XP)

Horrid Badger	5
Horrid Bat	5
Horrid Rat	7
Horrid Weasel	9
Mourner	55
Shadow Sibling	24
Tentacle Whip	25
Tribex	11
Utahraptor (Great Carver)	2
Valenar War Steed	12

CHALLENGE 3 (700 XP)

Emerald Claw Sergeant	57
Harpy Songbird	33
Inspired Veteran	65
Tsoreva	61

CHALLENGE 4 (1,100 XP)

Harpy Hunter	34
Horrid Boar	6
Horrid Hyena	6
Horrid Lion	7
Horrid Tiger	8
Horrid Wolf	9

CHALLENGE 5 (1,800 XP)

Cerebral Hood	20
Dolgaunt Ascetic	18
Dragonhawk	3
Emerald Claw Knight	58
Eye Tyrant Crown	22
Hilt / Pommel (Iron Predator)	74
Karnnathi Undead Soldier	59
Living Fireball	54
Warforged Commander	72

CHALLENGE 6 (2,300 XP)

Karnnathi Bulette	51
Skullcrusher Ogre	34

CHALLENGE 7 (2,900 XP)

Emerald Claw Marshal	58
Living Cone of Cold	54
Warforged Assassin	71

CHALLENGE 9 (5,000 XP)

War Troll	35
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CHALLENGE 10 (5,900 XP)

Carcass Crab	52
Usvapna (Dream Master)	62

CHALLENGE 11 (7,200 XP)

Horrid Ape	4
Naztharune Rakshasa	40
Zakya Amar Rakshasa	41
Warforged Juggernaut	72

CHALLENGE 12 (8,400 XP)

Horrid Shark	8
Night Hag Ancient	37

CHALLENGE 13 (10,000 XP)

The Lord of Blades	73
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CHALLENGE 16 (15,000 XP)

Ak'chazzar Rakshasa	39
Undying Champion	69

CHALLENGE 18 (20,000 XP)

Sora Katra	30
Sora Maenya	31
Sora Teraza	32

CHALLENGE 19 (22,000 XP)

Daelkyr	14
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CHALLENGE 20 (25,000 XP)

Ascendant Councilor	68
Sora Katra (in Coven of Sora Kell)	30
Sora Maenya (in Coven of Sora Kell)	31
Sora Teraza (in Coven of Sora Kell)	32

CHALLENGE 23 (50,000 XP)

Orlassk	16
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CHALLENGE 30 (155,000 XP)

The Radiance of the Undying Court	66
Rak Tulkhesh	44
Sul Khatresh	46

STAT BLOCKS BY CREATURE TYPE

ABERRATIONS

Breed Leech	19
Cerebral Hood.....	20
Coat of Many Eyes.....	20
Crawling Gauntlet	21
Dolgaunt Ascetic.....	18
Earworm	21
Eye Tyrant Crown.....	22
Living Armor.....	22
Living Glove	23
Shadow Sibling.....	24
Spellburrow	24
Stormstalk	25
Tentacle Whip.....	25
Throwing Scarab	26
Tongueworm.....	26
Wandering Eye.....	27
Winter Cyst	27

BEASTS

Dragonhawk	3
Horrid Ape.....	4
Horrid Badger	5
Horrid Bat.....	5
Horrid Boar	6
Horrid Hyena	6
Horrid Lion	7
Horrid Shark.....	8
Horrid Tiger.....	8
Horrid Rat.....	7
Horrid Weasel.....	9
Horrid Wolf.....	9
Magebred Mastiff	10
Magebred Warhorse.....	10
Tribex	11
Utahraptor (Great Carver)	2

CELESTIAL

The Radiance of the Undying Court.....	66
--	----

CONSTRUCTS

Arbalester	48
Dedicated Wright	48
Expeditious Messenger	49
Furtive Filcher	49
Hilt / Pommel (Iron Predator)	74
Iron Defender.....	50
Living Cone of Cold.....	54
Living Fireball.....	54
Living Thunderwave.....	53
Packmate.....	50
Warforged Juggernaut	72

FEY

Valenar Riding Steed	12
Valenar War Steed	12

FIENDS

Ak'chazzar Rakshasa	39
Daelkyr	14
Naztharune Rakshasa	40
Night Hag Ancient.....	37
Orlassk	16
Rak Tulkhesh	44
Sora Katra.....	30
Sora Maenya.....	31
Sora Teraza	32
Sul Khatesh	46
Tsoreva.....	61
Usvapna (Dream Master)	62
Zakya Amar Rakshasa	41

GIANTS

Skullcrusher Ogre	34
War Troll.....	35

HUMANOIDS

Emerald Claw Knight	58
Emerald Claw Marshal	58
Emerald Claw Recruit	56
Emerald Claw Sergeant.....	57
Emerald Claw Soldier.....	57
Inspired Spy	64
Inspired Veteran	65
The Lord of Blades	73
Warforged Assassin	71
Warforged Commander	72
Warforged Soldier	70

MONSTROSITIES

Carcass Crab	52
Harpy Hunter.....	34
Harpy Songbird.....	33
Karrnathi Bulette	51

OOZE

Morphing Ooze.....	23
--------------------	----

UNDEAD

Ascendant Councilor	68
Karrnathi Undead Soldier	59
Mourner	55
Undying Champion.....	69

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