

CODEx SIBERYs

II

PLANES & PROPHECY



AN EBERRON BESTIARY

BY

IMOGEN GINGELL

CODEx SIBERYs II

~ PLANES & PROPHECY ~

Honoured colleagues, it is my great pleasure to present a second tome of discoveries to the Congress. In collecting the tales and folklore that form the basis of this work, I had the privilege to speak with dozens of cultures across Khorvaire. I even had the pleasure of an afternoon with Ambassador Helkashtai of Riedra, to whom I am indebted. However, it is the nature of folklore to exaggerate and distort, and in the absence of any ability to move between our world's thirteen planes I urge my readers to take these accounts with a grain of salt.

I pray to Boldrei that the horrors I have unearthed are merely stories.

-Seinne ir'Vellar, Professor of Arcane Ecology

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BLADE WORM

The blade worms are enormous creatures found in the Blade Desert in eastern Khorvaire. Often reaching 15ft long at adulthood, the blade worms are a force to be reckoned with for unwary travellers. A blade worm is covered in bony plates, each tipped with several sharp, dagger-like spines up to 8 or 9 inches in length. These blades and the worm's carapace often have a metallic sheen, smoothened by the sands of the desert. These spines and plates are so tough that they are often used to make masterwork daggers and armour in the Talenta Planes and Valenar.

Tales of the blade worms date back to the times when Karrn the Conqueror set out expanding his empire. Some of these tales claim the Talenta halflings rode the worms into battle, though it seems the traditions of the worm riders died out long ago.

Desert Mounts. Blade worms are not easy to train, but thrill-seeking halflings from the Blade Desert have been known to lasso blade worms to ride across the dunes. In Talenta culture, even a trained blade worm is considered crude or even profane when compared to the region's prized dinosaurs.

BLADE WORM

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d10+24)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-5)	13 (+1)	5 (-3)

Skills Stealth +4

Senses tremorsense 60 ft., passive Perception 10

Challenge 3 (700 XP)

Sand Swimmer. The blade worm is exceptionally mobile in sand. It does not suffer the effects of difficult terrain in sand, and in sand it gains advantage on saving throws and ability checks to resist any effect that would cause it to be restrained or grappled.

Dune Hunter. The blade worm can take a bonus action on its turn to Dash, Disengage, or Hide.

Actions

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

Blade Roll. The blade worm makes a melee weapon attack against one target. All other creatures within 5 feet of the blade worm must succeed on a DC 12 Dexterity saving throw or take 6 (1d6 + 3) slashing damage.



DAAN STRIDER

A towering humanoid lumbers across the fields. Its skin is brilliant white, and its face featureless but for two large black eyes. Its proportions and stance are perfect.

Daan striders are giant humanoids that roam the fields of Daanvi, the Perfect Order. The striders are largely peaceful creatures, wandering throughout the plane to impose their vision of geometrical order on the world. The innate drive of a Daan strider is not to build, but to reconstruct. Patient and determined, Daan striders have even been known to rearrange entire forests into perfect alignment.

Striders sometimes come into conflict with Daanvi's ant-like formian nests. However, some formian leaders have learned that even if a Daan strider tears down their defences or siege weaponry, they might rebuild them stronger than before if they judge their form and position to be proper.

Daan striders can stray over to the material plane when Daanvi is coterminous, or through manifest zones. Though exceedingly rare, several appearances of Daan striders across the Five Nations have been well documented. The last recorded appearance was some thirty miles out of the lightning rail station at Nowhere in Breland in 976 YK, when amazed onlookers claimed they saw an enormous white giant lift the locomotive from the rail. It turned up days later outside Passage, Aundair, clean and with its bound elemental quite content. Now named the Daan Express, that locomotive is one of House Orien's smoothest and most reliable rides.

DAAN STRIDER

Huge celestial, lawful neutral

Armor Class 15 (scale mail)
Hit Points 200 (19d12+76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	18 (+4)	14 (+2)	12 (+1)

Senses passive Perception 12
Languages Common, Daan
Challenge 9 (5,000 XP)

Artifice Sense. Daan striders are aware of all magic items within 100 ft., and understand all their properties (including how to activate them).

Everything in its Place. If the Daan strider hits a creature with a weapon attack, the target must succeed on a DC 15 Wisdom saving throw or take 13 (3d8) force damage and be teleported to a space of the Daan strider's choice within 30 ft.

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

At will: *mending*, *magic stone*, *magic weapon*, *enlarge/reduce*, *fabrication*, *stone shape*

Residuum Spill. When a Daan strider is reduced to 0 hit points, any magic items created by the Reconstruction ability within the last hour are immediately converted to residuum (see table). Then, any items that were destroyed by the Dismantle ability within the last hour return to their previous forms, reducing the Daan strider's residuum total by the equivalent amount. Finally, any remaining residuum crystallises into a gem or dust worth 100gp per point of residuum.

Actions

Multiattack. The Daan strider makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage (and see Everything in its Place).

Dismantle (Recharges after a short or long rest). The Daan strider converts a number of magic items of its choice within 60 ft. into pure residuum and draws that substance into itself. As part of this action, the strider converts up to 6 points worth of residuum (see table), distributed as it wishes. If a magic item is being worn or carried by a creature, that creature can make a DC 15 Intelligence saving throw to resist the effect for each item. On a success, the item is not converted to residuum, and is immune to being dismantled by the same Daan strider for 24 hours.

Reconstruction. The Daan strider can crystallise residuum it has gathered to create a new magic item of its choice. The rarity of the magic item is determined by the number of points of residuum that the strider spends, as given in the table.

RESIDUUM?

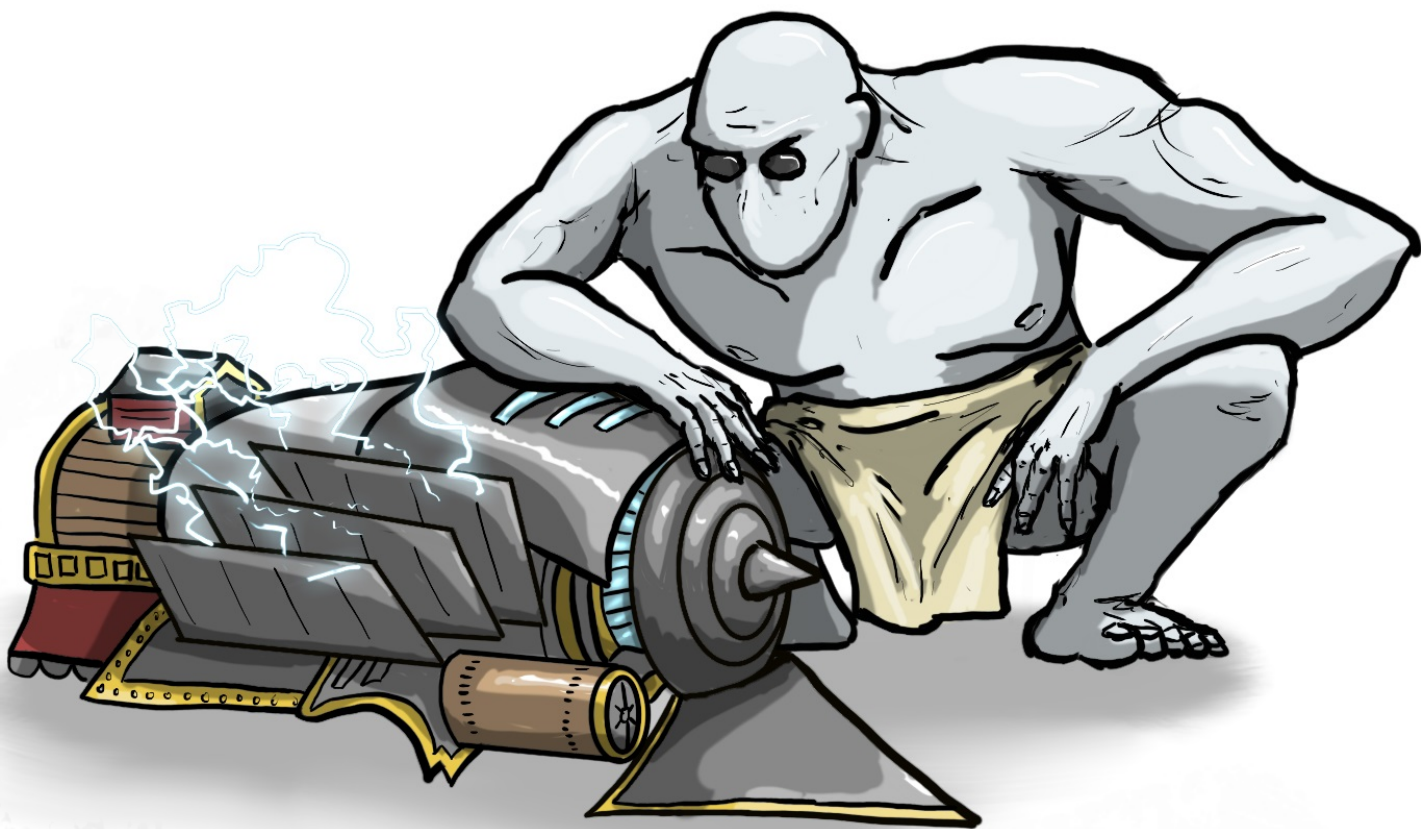
In some ways, *residuum* has always been a part of Eberron. In the original Eberron hardcover, the 3.5 Edition *Eberron Campaign Setting*, the artificer class had a 'Craft Reserve' which functioned as a pool of points which could be used in place of XP when creating and disassembling magic items. However, the name 'residuum' entered the setting with the 4th Edition version of the game.

In the 4th Edition *Player's Handbook* (page 225), *residuum* is described as concentrated magic in the form of a silvery dust. One pound of residuum is worth as much as 500,000 gp and easily fits in a belt pouch. It was typically created by using the Disenchant Magic Item ritual, and was often given as a reward in 4th Edition Eberron adventures. In Eberron, *residuum* might take the form of Eberron dragonshard dust, appearing red rather than silver.

A Daan strider might carry a pouch of *residuum* dust on its person, in which case it is an easily harvested reward player characters, especially for an artificer. Otherwise, a DM might decide the a Strider's residuum reserve is a part of its physical being. The Residuum Spill ability assumes some amount of *residuum* is recoverable in that case, and will reform as dust or a pure *residuum* gem. However, a strider with a large reserve might have red sparkles showing through its skin. Extraction of *residuum* from such creature is probably best left to the necromancer.

When a Daan Strider disenchant magical items, use the following table to determine how much residuum it gains. Likewise, when the Strider reconstructs a magical item, subtract the given number from its total.

Rarity	Residuum
Common	1
Uncommon	3
Rare	9
Very Rare	27
Legendary	81
Consumables	1/2 residuum of base rarity



DHAKAANI DIRGE WIGHT

The goblinoid Empire of Dhakaan had its heroes. The dirge singers, known in the Dhakaani tongue as *duur'kala*, are exemplars of a tradition dating back to Khorvaire's ancient history. Many *duur'kala* fell during the countless years spent repelling Daelkyr invaders, and some persisted beyond death to serve their people for eternity.

A dirge wight's life force is intrinsically linked to her patriotic songs. So long as the memory of her *atcha* - her personal glory - exists in any creature, then the dirge wight can return. As the *dar* rise again in Darguun, and as intrepid adventurers uncover Dhakaani ancient ruins, long-forgotten dirge wights might regenerate and vow to reclaim the surface world.

When a *duur'kala* rises from the grave, she is often quick to gather living followers. Many goblinoids are drawn in by her connection to their glory age, and relish a chance to become a part of the return of Dhakaan. However, the taint of undeath tends to influence a dirge wight towards cruelty and destruction, no matter their intention. Living goblins may find themselves wrapped up in vengeful machinations far beyond their resilience or moral horizon.



DIRGE WIGHT

Medium undead, lawful evil

Armor Class 15 (scale mail)

Hit Points 97 (15d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Skills Performance +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Goblin, Orc

Challenge 5 (1,800 XP)

Regenerate. So long as the memory of its song remains, the dirge wight will not rest in peace. If any creature that has heard its Anthem of the Empire ability lives, the dirge wight will regenerate 1d10 days after its destruction. Permanently erasing the memory of the dirge wight's song from all creatures will also prevent the dirge wight from regenerating. In addition, creatures that hear the specific dirge wight's song from another's tongue will cause the dirge wight to regenerate. An explorer who reads aloud from a written account found in an ancient ruin can cause the dirge wight to regenerate in 1d10 days even after many millennia of peace.

Actions

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Anthem of the Empire. The dirge wight sings of the glory of her ancient empire. All goblinoids that can hear the song gain advantage on attack rolls, saving throws and ability checks until the start of the dirge wight's next turn.

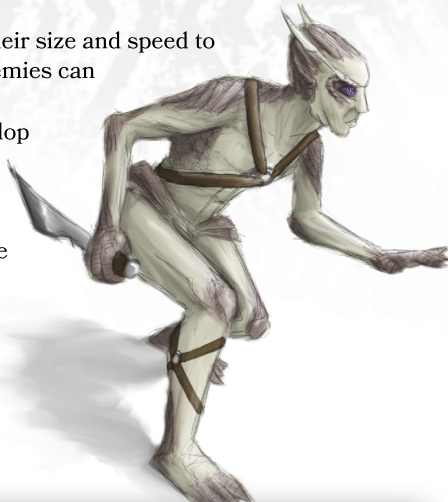
Cry of Unlife. The dirge wight sings a hateful battlecry. Living creatures within 30 ft. that are not goblinoids must make a DC Constitution saving throw. An affected creature takes 7 (2d6) psychic damage and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Muut of the Dead (Recharge 6). The dirge wight sings of one's duty to die for Dhakaan as many times as it takes. If any goblinoid within 60 ft. of the dirge wight was reduced to 0 hit points within the last minute, that goblinoid returns to life with 1 hit point and can immediately stand from prone.

DROMITE

Beneath the vast territory of the Riedran Empire, the insect-like humanoids known as Dromites build their secret city-hives. The dromites are usually content to keep to themselves, since contact with the Riedrans often ends in their death or enslavement. However, brave or desperate dromites are sometimes driven to raid the surface civilisations. Dromites prefer guerilla tactics, taking advantage of their size and speed to strike before their enemies can make preparations.

Dromites who develop their psionic abilities often study the nomadic disciplines, learning to manipulate time and space to slip around their foes at breakneck speeds. These dromites are called “elocators.”



DROMITE

Small humanoid (dromite), any alignment

Armor Class 14 (natural armor)

Hit Points 17 (5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +6, Survival +2

Damage Resistances see Elemental Attunement

Senses passive Perception 12

Languages Dromite, Riedran

Challenge 1/2 (100 XP)

Heightened Senses. A dromite's compound eyes and antennae grant it advantage on Wisdom (Perception) checks relying on sight or scent.

Elemental Attunement. Each dromite is attuned to fire, cold, lightning or thunder. It has resistance to that damage type, and its Energy Ray attack deals damage of that type.

Actions

Multiattack. The dromite makes two melee attacks.

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

Energy Ray. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d10) damage (see Elemental Attunement).

DROMITE ELOCATOR

Small humanoid (dromite), any alignment

Armor Class 16 (natural armor)

Hit Points 76 (17d6+17)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	12 (+1)	9 (-1)

Skills Perception +3, Sleight of Hand +8, Stealth +8

Saving Throws Dex +6

Skills Perception +3, Stealth +8

Damage Resistances see Elemental Attunement

Senses passive Perception 13

Languages Dromite, Riedran

Challenge 4 (1,100 XP)

Heightened Senses. A dromite's compound eyes and antennae grant it advantage on Wisdom (Perception) checks relying on sight or scent.

Elemental Attunement. Each dromite is attuned to fire, cold, lightning or thunder. It has resistance to that damage type, and its energy ray attack deals damage of that type.

Scorn Earth. A dromite elocator can float 1 ft. above a solid or liquid surface, gliding with every step. It is immune to the effects of difficult terrain and damaging terrain, and does not sink into liquid surfaces against its will.

Actions

Multiattack. The dromite elocator makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Energy Ray. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 16 (3d10) damage (see Elemental Attunement).

Dimensional Hopping (recharge 5-6). The dromite elocator picks up to six creatures or objects within 60 ft of itself. The elocator then teleports adjacent to each target in an order of its choosing. Each time it appears next to a target, it can make a melee weapon attack against that target, perform a Dexterity (Slight of Hand) check, or take the Use an Object action. Finally, it teleports a further 30 ft to a space of its choosing.

Reactions

Temporal Acceleration. As a reaction at the end of another creature's turn, the dromite elocator takes an extra turn. It does not regain its reaction during that extra turn.

FLESHMELDER

Incarnum - the soul energy of those alive, dead and yet to be born - drifts through the astral cosmos. When channelled by soulmelters, incarnum is often drawn through the planes that traverse the astral sea, aligning to the ideals of that plane. By combining the manipulation of incarnum drawn through Xoriat itself with their own diabolical fleshcraft, the daelkyr created a cunning race of creatures known as the fleshmelters. Unlike the dolgrim or the dolgaunts, which were created by corruption of Eberron's races, the fleshmelters were modelled after the daelkyr themselves.

When Xoriat became coterminous with Eberron 8,000 years ago, some fleshmelters followed the daelkyr in their campaign of destruction against the Dhakaani Empire. Though many fleshmelters are now bound with their masters deep in Khyber, some still wander the Five Nations, seeding new fonts of madness and seeking the power to free their kin.

The Dhakaani named the power of the fleshmelters *dolja'morii paal'incaar dar'num*, which translates as "the practice of shaping the body and soul." The phrase later developed into the Dhakaani name for the fleshmelters themselves - the Dolja'morii. Some scholars also believe the phrase became the root of the Common word for the underlying power, "incarnum".

FLESHMELDER ACOLYTE

This jittery fellow wears a strangely-cut, eclectic suit, and his vivid blue eyes seem distant. His skin crawls beneath his clothing.

Even the weakest of the fleshmelters, the acolytes, command a great deal of respect from the myriad aberrant creations of the Daelkyr. When an acolyte has only a few fleshmelds shaped, they possess enough clarity of thought to lead. During the daelkyr invasion of Dhakaan, acolyte were often chosen to experiment with finding new ways to torment the goblinoids with dolgrim and other aberrations under their tenuous command.

Much like their creators, a fleshmelter acolyte resembles an athletic humanoid. While most prefer to wear clothing crafted in all manner of foreign styles, some drape themselves entirely in symbionts. All fleshmelter acolytes have bright blue eyes, which glow while the creature has a fleshmeld shaped. Every so often, acolytes cough up cobalt vapours - raw incarnum escaping their fleshy vessels.

FLESHMELDER ACOLYTE

Medium fiend (shapechanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft. (see Wings of the Fiend)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Arcana +3, Perception +3

Damage Resistances Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't made of byeshk (see Appendix)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Daelkyr

Challenge 4 (1,100 XP)

Essentia Pool The fleshmelter acolyte has 4 points of essentia to distribute among its fleshmelds. The fleshmelter can shape multiple types of fleshmeld at once, but can invest no more than 3 points in any one type. If it is not incapacitated, the fleshmelter can reinvest all its points of essentia at the start of its turn.

Fleshmelds. The fleshmelter acolyte can invest essentia in the following fleshmelds:

Aberrant Limbs: The fleshmelter sprouts one tentacle for each point of essentia invested in this fleshmeld.

Incarnum Shell: The fleshmelter's armor class increases by 1 for each point of essentia invested in this fleshmeld.

Visage of Enormity: Creatures that start their turn within 15 ft. of the fleshmelter take 3 (1d6) points of psychic damage for each point of essentia invested in this fleshmeld. Creatures that are immune to being frightened take no damage.

Wings of the Fiend: The fleshmelter grows a pair of leathery wings. It gains a fly speed equal to 20 ft. per point of essentia invested in this fleshmeld.

Soul Siphon. Whenever the fleshmelter hits a living creature with a tentacle attack, the target must make a DC 12 Wisdom saving throw. On a failure, the creature takes 2 (1d4) points of necrotic damage and the fleshmelter gains one point of temporary essentia. The temporary essentia can be invested in fleshmelds as normal for one hour. After that time, any fleshmelds shaped with temporary essentia are un-shaped.

Actions

Multiattack. The fleshmelter acolyte makes one attack with its shortsword, and one tentacle attack for each point of essentia invested in its Aberrant Limbs fleshmeld.

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

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) acid damage (and see Soul Siphon). The fleshmelter must have at least one point of essentia invested in the Aberrant Limbs fleshmeld to use this action.



Fleshmelder acolyte

INCARNATE PROGENY

The exalted fleshmelder's Incarnate Progeny fleshmeld allows it to shape temporary life forms from incarnum. Below are a number of options for progeny based on the amount of essentia the fleshmelder invests:

Essentia Aberrations

- | | |
|---|--|
| 1 | 4 Star Spawn Grues ^{MToF} or 2 Gazers ^{VGtM} |
| 2 | 1 Gibbering Mouther |
| 3 | 1 Grell |
| 4 | 1 Chuul or 2 Gibbering Mouthers |
| 5 | 1 Otyugh |

^{MToF} - *Mordenkainen's Tome of Foes*

^{VGtM} - *Volo's Guide to Monsters*

EXALTED FLESHMELDER

This humanoid is draped in a mantle of cobalt mist, and her vacant blue eyes betray the taint of madness. Tentacles and wings and eyes burst from her flesh in a great cerulean cyclone.

The Exalted, or *Ghaal'doljamorii* in the Dhakaani tongue, are the masters of incarnum fleshmelding on Xoriat. Few exalted fleshmelders followed the daelkyr into ancient Khorvaire, but those that did found new pleasures in the corruption and the destruction of the orcs and goblinoids. Being among the most powerful creatures that crossed the interplanar boundaries in the Shadow Marches, most of the exalted fleshmelders remain tightly bound in Khyber at the right hand of their masters.

Though there is great mutual respect between the daelkyr and the exalted fleshmelders, even the most powerful among the fleshmelders serve the daelkyr without question. While the daelkyr acknowledge the power of the incarnum creations of the fleshmelders, they find this method of temporary fleshcraft crude compared to the beauty of their everlasting creations.

Like the acolytes, exalted fleshmelders resemble humans of average height and build, with perfect skin and facial features. A thin mist of cobalt vapour cascades from an exalted fleshmelder's shoulders at all times, which flows about its body as it shapes its fleshmelds. Like the Daelkyr, exalted fleshmelders often wear symbionts, though these are usually shaped as incarnum progeny rather than truly mortal aberrations.



Exalted fleshmelder

EXALTED FLESHMELDER

Medium fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d8+120)

Speed 30 ft. (see Wings of the Fiend)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	15 (+2)	16 (+3)	21 (+5)

Saving Throws Wis +8, Cha +10

Skills Arcana +7, Perception +8, Performance +10

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't made of byeshk (see Appendix)

Senses darkvision 60 ft., passive Perception 18

Languages Common, Daelkyr, telepathy 120 ft.

Challenge 14 (11,500 XP)

Essentia Pool. The exalted fleshmelder has 10 points of essentia to distribute among its fleshmelds. The fleshmelder can shape multiple types of fleshmeld at once, but can invest no more than 5 points in any one type. If it is not incapacitated, the fleshmelder can reinvest all its points of essentia at the start of its turn.

Fleshmelds. The exalted fleshmelder can invest essentia in the following fleshmelds:

Aberrant Limbs: The fleshmelder sprouts a tentacle for each point of essentia invested in this fleshmeld, granting it a legendary action for each invested point.

Eyes of Xoriat: The fleshmelder sprouts an eye stalk for each point of essentia invested in this fleshmeld, empowering its Eye Stalks attack.

Incarnate Progeny: The fleshmelder creates up to four aberrations with total challenge rating equal to the number of points of essentia invested in this fleshmeld. The creatures appear in any space within 15 ft. of the fleshmelder. Progeny disappear if the essentia that was invested to shape them is removed from this fleshmeld, or if the exalted fleshmelder is unconscious. Incarnate progeny act at initiative count 0.

Incarnum Shell: The fleshmelder's armor class and saving throws increase by 1 for each point of essentia invested in this fleshmeld.

Visage of Enormity: Creatures that start their turn within 15 ft. of the fleshmelder take 4 (1d8) points of psychic damage for each point of essentia invested in this fleshmeld. Creatures that are immune to being frightened take no damage.

Wings of the Fiend: The fleshmelder grows a pair of leathery wings. It gains a fly speed equal to 20 ft. per point of essentia invested in this fleshmeld.

Soul Siphon. Whenever the fleshmelder hits a living creature with a tentacle attack, the target must make a DC 18 Wisdom saving throw. On a failure, the creature takes 4 (1d8) points of necrotic damage and the fleshmelder gains one point of temporary essentia. The temporary essentia can be invested in fleshmelds as normal for one hour. After that time, any fleshmelds shaped with temporary essentia are un-shaped.

Actions

Multiattack. The exalted fleshmelder makes two attacks with its Claws. If it has essentia invested in the Eyes of Xoriat fleshmeld, it may also make one attack with its Eye Stalks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage plus 7 (2d6) acid damage (and see Soul Siphon). The fleshmelder must have at least one point of essentia invested in the Aberrant Limbs fleshmeld to use this action.

Eye Stalks. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 5 (1d10) force damage for each point of essentia invested in the Eyes of Xoriat fleshmeld, and the creature is blinded, charmed, deafened, frightened or poisoned (fleshmelder's choice) until the end of its next turn. The fleshmelder must have at least one point of essentia invested in the Eyes of Xoriat fleshmeld to use this action.

Legendary Actions

The exalted fleshmelder can take 1 legendary action for each point of essentia it has invested in the Aberrant Limbs fleshmeld. Only one legendary action can be used at a time and only at the end of another creature's turn. The exalted fleshmelder regains spent legendary actions at the start of its turn, after it has reinvested its essentia.

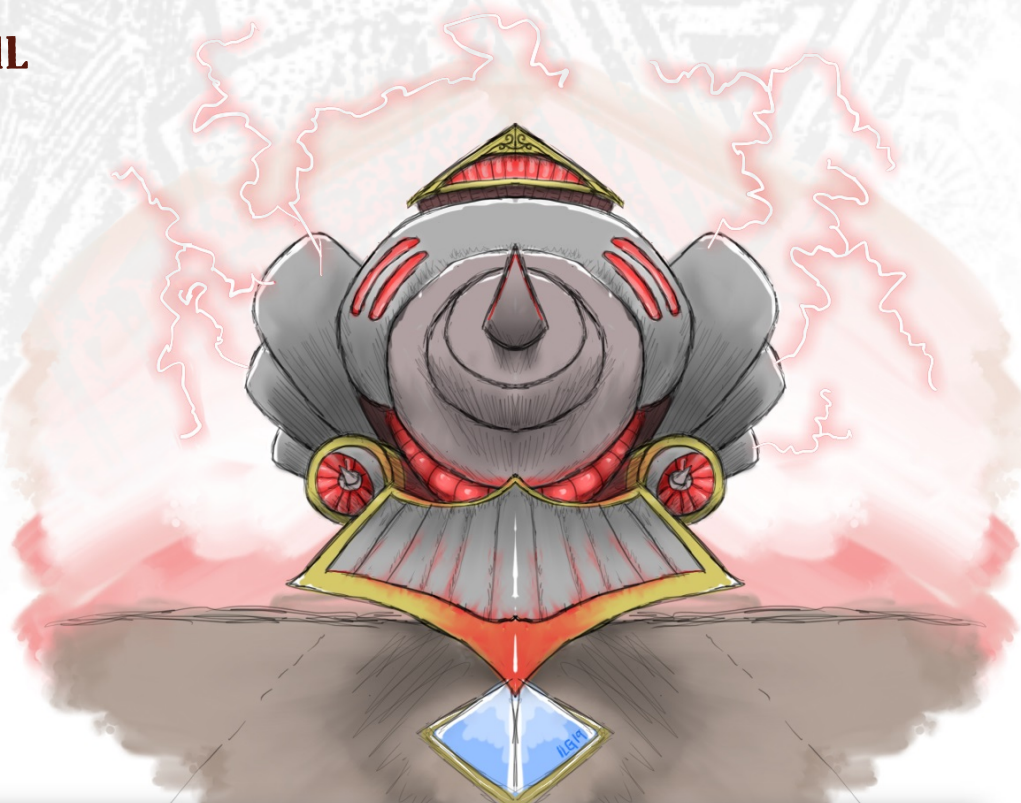
Whirlwind of Flesh: The exalted fleshmelder makes a tentacle attack.

FRIGHTENING RAIL

Few perils of the Mournland are as bizarre as the Frightening Rail. Formed from the remains of a Metrol Line locomotive and animated by the insane spirit of an heir of House Orien, this ghost train keeps a precision timetable as it wreaks destruction on aberrations and adventurers alike.

Travelers to the Cyran wasteland must beware the lines of crystalline, spectral lights that crisscross the shattered countryside. The will-o'-the-wisps haven't come to lead them astray, and that bright light on the horizon is not a beacon of safety. No...

The 13:03 to *Death* has arrived!



FRIGHTENING RAIL

Huge construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 184 (16d12+80)

Speed 90 ft. (over rail only, see Ride the Rails)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	21 (+5)	5 (-3)	16 (+3)	15 (+2)

Skills Athletics +11, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages understands Common

Challenge 9 (5,000 XP)

Ride the Rails. The Frightening Rail can only move in spaces that contain real or phantom rails or conductor stones. It can create its own rails using the Lay Down Rail legendary action.

Whistle Stop. Whenever a creature moves into a space containing any rail or conductor stone path within 100 ft. of the Frightening Rail, that creature must succeed on a DC 16 Wisdom saving throw or become frightened and restrained by spectral bonds until the end of its next turn.

Actions

Multiattack. The Frightening Rail makes one Run Down attack and one Conductor Arc attack.

Run Down. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage plus 5 (1d10) lightning damage. *Miss:* 13 (1d12 + 7) bludgeoning damage.

Conductor Arc. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (2d10) lightning damage and the target must succeed on a DC 16 Constitution saving throw or become blinded until the end of its next turn.

Trolley Problem (Recharge 5-6). The Frightening Rail chooses one creature it can see within 100 ft. to take part in a cruel game. Up to six other creatures of the Frightening Rail's choice within 100 ft. must each make a DC 16 Wisdom saving throw. Each creature that fails is teleported to one of two spaces within 90 ft. of the Frightening Rail which contain phantom rail or conductor stone paths. Those creatures may be split between the two locations in any combination of the Frightening Rail's choice. The initial creature chosen to take part in the game must then choose one of the two locations. The Frightening Rail moves to that location without provoking opportunity attacks, and makes a Run Down attack against each creature in range.

Legendary Actions

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

Lay Down Rail. The Frightening Rail conjures a 5 ft. wide and 30 ft. long path of phantom rail or conductor stones in a continuous line that may be straight or curved, and may branch from previously laid phantom rail. Conjured rail lasts for 1 minute or until the Frightening Rail is destroyed.

GLOAMHAUNT

A broken, dying tree lumbers towards you, tearing its roots from the forest floor. The overwhelming stench of wet decay follows where it treads, and plants wither in its presence.

Deep within the Eldeen Reaches lies the Gloaming: an area linked by manifest zone to Mabar, the Endless Night. As negative energy flows into the hidden grove, all manner of twisted beings burst into unlife to haunt the forests. Even the husks of rotting trees can become changed by Mabar's influence, birthing the malevolent spirit known as a gloamhaunt.

As druidic champions of decay, the Children of Winter consider the creation of a gloamhaunt to be a most auspicious event. The Children often send young hunting parties to follow in a gloamhaunt's path of destruction, carefully cultivating the blight that it leaves in its wake. Indeed, when a gloamhaunt plants its roots, zombies and other hardy undead are said to be unstoppable.

Rumors among the other druid sects of the Reaches claim that the Children of Winter have created a particularly powerful gloamhaunt to challenge the supremacy of Oalian, the awakened greatpine that leads the Wardens of the Wood.



GLOAMHAUNT

Huge undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 149 (13d12+65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	4 (-4)	13 (+1)	6 (-3)

Damage Resistances bludgeoning, piercing, necrotic

Damage Immunities poison

Condition Resistances exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Druidic and Mabaran

Challenge 7 (2,900 XP)

Aura of Decay. Any living creature which starts its turn within 30 ft. of the gloamhaunt must succeed on a DC 17 Constitution saving throw or take 5 (1d10) necrotic damage and become poisoned until the start of its next turn. Other undead creatures that start their turn within 30 ft. of the gloamhaunt regain 5 (1d10) hit points.

False Appearance. While the gloamhaunt remains motionless, it is indistinguishable from a dying tree.

Siege Monster. The gloamhaunt deals double damage to objects and structures.

Actions

Multiattack. The gloamhaunt makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Clod. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 27 (4d10 + 6) bludgeoning damage.

Mabar's Blight (1/day). The gloamhaunt takes root, becoming restrained until the start of its next turn, and releases a burst of negative energy in a 30 ft. radius circle centered on itself. All living creatures in the area must make a DC 17 Constitution saving throw. A target takes 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. Undead creatures in the area automatically succeed on all Constitution saving throws for 1 minute, or until the gloamhaunt is destroyed. Vegetation in the area shrivels and dies.

HARPY

Harpies are found across Khorvaire, and the most widespread and well-known flights take after birds of prey like hawks and eagles. However, some regions are home to harpy variations that take forms similar to the local wildlife.

BITTER SEA HARPY

Large monstrosity, neutral evil

Armor Class 12

Hit Points 45 (6d10+12)

Speed 20 ft., fly 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	13 (+1)

Skills Athletics +3, Perception +3, Performance +3, Survival +3

Damage Resistances cold

Senses passive Perception 13

Languages Common, Dwarven

Challenge 2 (450 XP)

Evasive Dance. Creatures suffer disadvantage on attack rolls made as part of opportunity attacks against the harpy.

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its wings.

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

Wings. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

Drowning Song. The harpy sings a magical melody. Every humanoid and giant within 100 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or become unable to breathe or cast spells with verbal components until the song ends. 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.

A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

A creature can 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. A target that successfully saves is immune to this harpy's song for the next 24 hours.

BITTER SEA HARPY

The icy waters north of Khorvaire are far from safe. Whether Lhazaarite pirate or Aundairian merchant, all seasoned sailors of the Bitter Sea have a story or two of the region's giant harpies. Veterans like to joke with the new blood that they'll take your breath away. Indeed, the song of a Bitter Sea harpy is powerful enough to make a person believe they're drowning. To the most abusive captains, hearing the song of the Bitter Sea is considered a necessary hazing ritual or rite of passage.

Bitter Sea harpies are taller and sleeker than their inland relatives, with many standing as tall as ten feet. Their feathers are invariably white, grey and black, and their wings taper to points, much like the sea birds native to the northern reaches. While a Bitter Sea harpy is soaring, it can be difficult for sailors to tell them apart from gulls, albatross and cormorants.

Most Bitter Sea harpies nest on the cliffs of the Frostfell, or northern islands such as Farlnen in the east and Icegaunt in the west. The harpies are fiercely protective of their cliffside villages, but may suffer visitors in exceptional circumstances. Of course, travellers must remain wary of the harpies' songs - a chorus is sure to kill even the hardest explorer within seconds.

Within their own communities, the greatest measure of a Bitter Sea harpy is the beauty and complexity of her courtship dance. Following his return from his Frostfell expeditions, Wayfinder Foundation founder Boroman ir'Dayne claimed he was able to placate a flight of Bitter Sea harpies with the gift of a new jig. His tall tales are immortalised in Farlys d'Phiarlan's ballet *Wings of Ice*.





ENDWORLD HARPY

Harpies are common in southwestern Khorvaire, particularly in the Byeshk mountains. Having sworn loyalty to the Daughters of Sora Kell, several harpy flights lay claim to territories within Droaam. Within the Five Nations, the harpies of Sharn enjoy perhaps the greatest infamy. However, their cousins in the east are much less well known. In the Talenta Plains and Q'barra, some harpies seem to have developed traits associated with the region's dinosaurs. Trading flight for speed and ruthless cruelty, they instead stalk their prey through mountain passes and pounce when the timing is right.

Much like avian harpies, the Endworld harpies consider their voices to be a gift from the Shadow. While the voice of an avian harpy can charm and enchant, the song of an Endworld harpy instead inspires a supernatural fear. These harpies often take great pleasure in extending their magical harassment as long as possible before they strike, goading their prey into ever more precarious situations. When victim or hunter tires of the games, a whole flight will pounce, competing for the choicest morsels.

Endworld harpies closely resemble the clawfoot and carver dinosaurs that are so precious to the halflings of the Talenta Plains, and they are not afraid to exploit that reverence. A venerable harpy known as Dromaea has gathered a fierce band of young and disillusioned Talenta riders to her cause. One day, she claims, they will steal lost secrets from the mysterious shulassakar city known as Krezent, and bestow the gifts of the Shadow upon all her followers.

ENDWORLD HARPY

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 60 (11d8+11)

Speed 50 ft.

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

Skills Athletics +3, Acrobatics +5

Senses passive Perception 10

Languages Common, Halfling

Challenge 1 (200 XP)

Actions

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

Predator's Song. The harpy screams a magical song. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 12 Wisdom saving throw or be frightened until the song ends. 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.

While frightened by the harpy, a target ignores the songs of other harpies. If the frightened target is less than 30 ft. away from the harpy, on its turn it must move away from harpy by the most direct route. It doesn't avoid opportunity attacks, but the target can repeat its saving throw if this effect would force it to move into damaging terrain, such as lava or a pit, or if it takes damage from a source other than the harpy. 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.

A target that successfully saves is immune to this harpy's song for the next 24 hours

Reactions

Killing Leap. When a frightened creature moves more than 30 feet from the harpy, she may use a reaction to jump up 30 feet and make a claw attack against that creature. If it hits, the attack is a critical hit. The harpy does not provoke opportunity attacks while jumping.

HARPIES AS PLAYER CHARACTERS

Flights of harpies are a common sight in the Byeshk mountains in the north of Droaam, and several flights now nest in the great city of Graywall. As Daask builds its presence in Sharn, many harpies have left the mountains for the City of Towers, and can often be seen soaring between the towers of Malleon's Gate and other neglected districts of Sharn.

A harpy who finds herself elsewhere in the Five Nations is likely to be mistrusted at best. The magic behind a harpy's song is well known, and tales have a habit of exaggerating their antagonists. An accused harpy may find herself struggling to convince the folk around her that she isn't working her magic on the local constabulary.

HARPY TRAITS

Harpies characters have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your choice of either your Dexterity or Wisdom score increases by 1.

Age. Harpies reach maturity at sixteen years old and can live to see seventy years.

Alignment. Most harpies are cruel and fickle, tending towards chaos and evil. However, adventurous harpies are known to reject the sadism of their kin.

Size. Harpies stand as tall as humans, but weigh half as much. Your size is Medium.

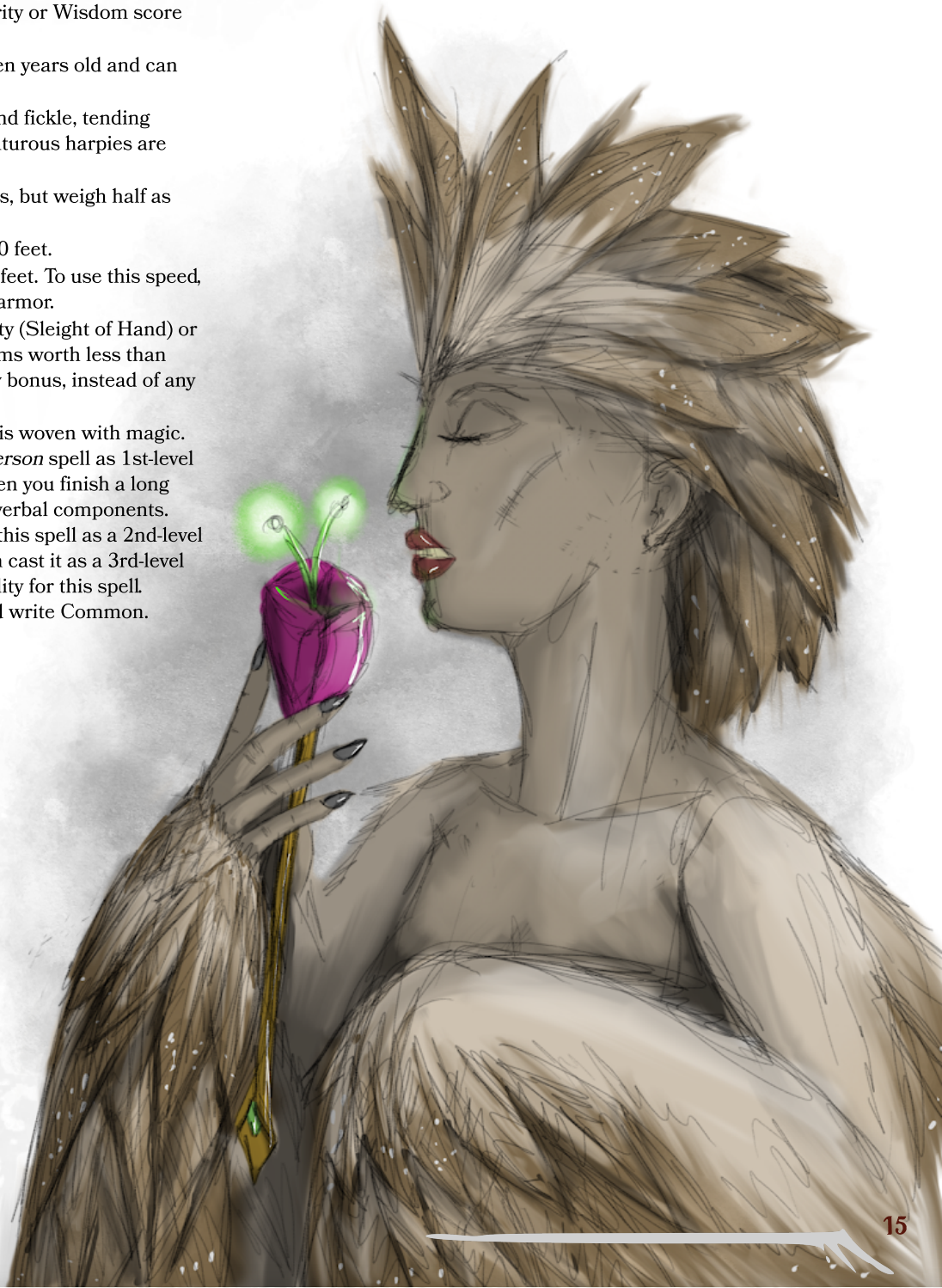
Speed. Your base walking speed is 30 feet.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Collector. When you make a Dexterity (Sleight of Hand) or Wisdom (Survival) check to acquire items worth less than 1gp, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Siren Song. Each note of your song is woven with magic. As an action, you can cast the *charm person* spell as 1st-level spell, and regain the ability to do so when you finish a long rest. You can cast this spell using only verbal components. When you reach 5th level you can cast this spell as a 2nd-level spell. When you reach 9th level, you can cast it as a 3rd-level spell. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common.



LHAZAAR SHIPWRIGHT CRAB

The Lhazaar Principalities are home to many sea monsters, all of which invoke fear and wonder into the hearts of the bravest pirates. One of the most dangerous is the Shipwright Crab. These enormous crustaceans can be found throughout the Principalities and from time to time have been found as far south as Kraken Bay.

Shipwright crabs appear as immensely over-sized hermit crabs. However, instead of making their homes in discarded shells, they take refuge inside hollowed shipwrecks. The crabs gradually repair the ships, filling holes with a sticky ooze they regurgitate after meals. The plants and algae that grow around the crab bind the repair work, and eventually the ship is ready to 'sail'. The shipwright crab lifts the vessel to the ocean surface and uses it as a float to move across the water with relative speed and freedom.

Lhazaar stories tell of ghost ships sailing the seas with no crew or even an undead crew. Often, these tales are based on encounters with a shipwright crab. With the crab's body out of sight, many believe the ships to be sailing themselves.



SHIPWRIGHT CRAB

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 259 (14d20+112)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	4 (-3)	13 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing and slashing

Senses darkvision 60 ft., tremorsense 120 ft., passive

Perception 15

Challenge 12 (8,400 XP)

Aura of Growth. The shipwright crab's mere presence encourages seaweeds and other ocean flora to burst into life. At the start of each of its turns, plants within 100 feet of the crab become thick and overgrown. A creature moving through overgrown plants must spend 4 feet of movement for every 1 foot it moves.

Galleon Shell. When the shipwright crab is reduced to half its maximum hit points, it shrugs off its "shell" in a cascade of broken wood, steel and tangled ropes. Creatures within 40 ft. of the shipwright crab must make a DC 18 Dexterity saving throw. A target takes 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A target that fails its save is also restrained by tangled ropes and debris, and must use an action to escape, requiring a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. In addition, the shipwright crab loses its damage resistances and instead gains vulnerability to all damage and increases its speed by 30 feet until it finds a new shell.

Actions

Multiattack. The shipwright crab makes two claw attacks. If it has a creature grappled, or grapples a creature as part of this action, it can also make one bite attack against a grappled creature.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 9) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). The shipwright crab has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage plus 9 (2d8) acid damage.

Withering Spittle (Recharge 5-6). The shipwright crab spits sticky acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of sticky goo. The creature can be restored to life only by means of a true resurrection or a wish spell. Unattended nonmagical objects within the area are automatically destroyed.

MOURNMARE

A heavy black horse stands before you, gazing with deep, empty sockets. Its skin is charred, and its hair singed. As it moves closer, its skin slides off it like oil, revealing a crimson skeleton dripping with fresh blood.

The mournmare is an accursed steed created on the Day of Mourning by corruption of Cyran warhorses. The magical energy released in the Mourning burned and liquefied its flesh, and imbued in it a malicious intelligence. Mournmares know nothing but pain and torment, and they seek to visit that suffering upon all other living creatures. For a mournmare, death is a relief - they will attack their prey with utter abandon, even if outnumbered and outmatched. Alas, few creatures possess the power to slay a mournmare before it can regenerate.

Mournmares are rarely found outside the corrupted wastelands of former Cyre, though there are reports of wandering horrors on the borderlands of Valenar and Darguun. Given their veneration of their steeds, the Tairnadal elves consider mournmares a particularly egregious blight against the natural order.

A mournmare will never accept a rider that had not also been twisted by the Mourndland's cruel magic. Misery loves company, after all. Soldiers among the garrison at Arythawn Keep in southeastern Thrane have recently shared sightings of a being they call "The Mistrider" emerging from the Mourndland. The Mistrider is a Thranish ranger twisted in body and mind to join the mistfolk (*Codex Siberys: Mourning & Madness*, page 19). The mournmare she rides was once her beast companion.



MOURNMARE

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (11d10+44)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	6 (-2)	13 (+1)	14 (+2)

Damage Vulnerabilities bludgeoning, piercing and slashing from weapons made of cyrite (see Appendix)

Senses darkvision 60 ft., passive Perception 11

Languages understands Common

Challenge 5 (1,800 XP)

Frightful Visage. At the start of the mournmare's turn, each creature of its choice that is within 60 feet must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mournmare's Frightful Visage for the next 24 hours.

Regeneration. The mournmare regains 10 hit points at the start of its turn. If it takes acid or thunder damage, this trait doesn't function at the start of the mournmare's next turn.

Actions

Multiattack. The mournmare makes two hoof attacks and one bite attack.

Hoof. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is prone, it takes an extra 7 (2d6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 1) piercing damage plus 4 (1d6) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

Reactions

Slick (recharges when the mournmare regains hit points).

As a reaction when it takes damage, the mournmare sloughs its corrupted skin into an oily pool. The pool covers the ground in a 15-foot radius centered on the mournmare, and turns it into difficult terrain. When the slick appears, each creature standing in its area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The mournmare is not affected by its own slick.

NIGHT'S MERCY

A tall, graceful figure emerges from the darkness. She wears a black mourning shroud, revealing only her blackened lips. She carries a cobalt khopesh, and her free hand rests over her heart.

The Night's Mercy is an unusual form of celestial born in Mabar, the Endless Night. Sometimes called the *noxia*, the Night's Mercy fully embodies Mabar's destructive element. However, each fulfils an ostensibly benevolent purpose: to use death to relieve suffering. The true classification of *noxia* is therefore somewhat controversial in the halls of the Arcane Congress. Some contend that these creatures are more correctly considered risen fiends than true angels.

On Mabar, a Night's Mercy wanders in a lonely vigil. They resist the evil of the Night, hunting the sorrowsworn and other fiends, while seeking travelers who have lost their way from Eberron. A suffering planar traveler cannot expect healing or other constructive aid from the *noxia*. These are the domains of the counterpart world, Irian. Instead, the *noxia* seek to end pain inflicted by the Endless Night, and free a tortured soul to Dolurrh, the Realm of the Dead. A *noxia* will thus appear to a dying traveler in their final hours. Death, the *noxia* claim, is a kinder fate than to waste away into shadow in Mabar.



NIGHT'S MERCY

Medium celestial, neutral good

Armor Class 17 (natural armor)

Hit Points 238 (28d8+112)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	19 (+4)	13 (+1)	21 (+5)	17 (+3)

Saving Throws Wis +9, Cha +7

Skills Insight +9, Perception +9

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision (unlimited range), passive Perception 19

Languages Common, Celestial, Mabar

Challenge 12 (8,400 XP)

Mercy Strike. A Night Mercy's weapon attacks, spell attacks and its *gentle end* ability cannot reduce a creature below 1 hit point. If a Night's Mercy reduces a creature to 1 hit point, that creature is *pitied* by the Night's Mercy until they finish a short rest. The *pitied* condition may be removed with the spell *greater restoration*.

Gentle End. Living creatures that start their turn within 30 feet of the Night's Mercy take 6 (1d12) necrotic damage.

Innate Spellcasting. The Night's Mercy's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *darkness*, *darkvision*, *misty step*, *sanctuary*

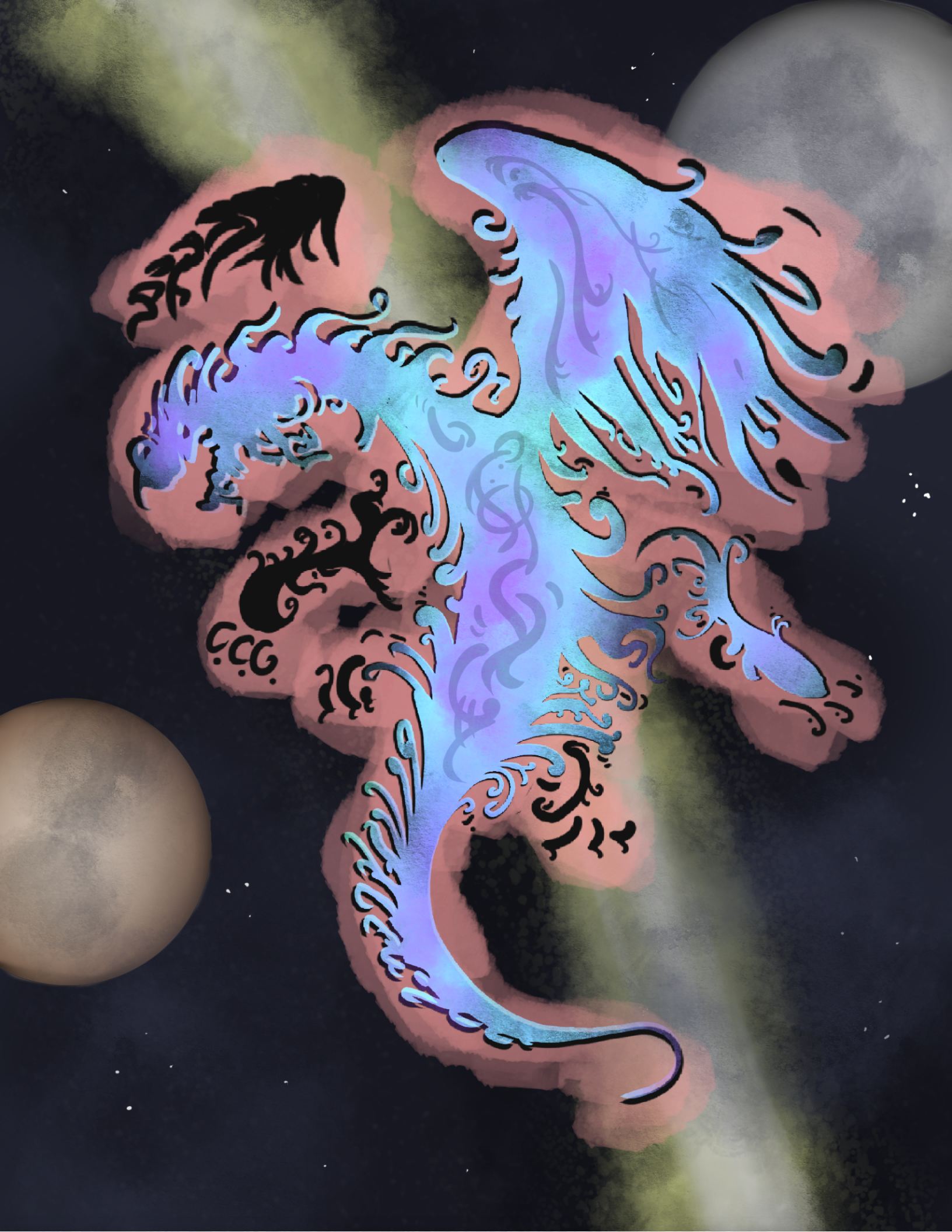
Actions

Multiattack. The Night's Mercy makes two *crescent blade* attacks and one *eclipse beam* attack.

Crescent Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Eclipse Beam. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 22 (5d8) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or become blinded until the end of their next turn.

Shhhh. The Night's Mercy reaches out to one creature within 5 feet with the *pitied* condition (see *Mercy Strike*). With a gentle caress and a soothing whisper, she ends their suffering. The affected creature must succeed on a DC 17 Constitution saving throw or die.



PROPHECY DRAGON

This incorporeal dragon is made up of flickering line patterns which pulse with deep blues, greens and purples. A faint aura surrounds its sleek form, which shimmers as the dragon glides towards you.

Even among Argonessen's draconic societies, prophecy dragons are considered legends and folklore. Some true dragons consider them to be living incarnations of the Draconic Prophecy itself, and thus exemplars of dragonkind that deserve reverence or even worship. In their eyes, the existence of prophecy dragons proves that the dragonmarked of Khorvaire are not held aloft by the Draconic Prophecy. Other true dragons consider them to be anomalies that must be erased to preserve the impassionate, distant watch of Siberys.

Whatever of the truth of their existence, prophecy dragons are often sought by young, questing dragons, especially those that work with the Chamber. A young dragon might seek to understand an element of the Prophecy, or humbly request that the prophecy dragon scribe a dragonmark upon their own flesh.

The prophetic dragons' resemblance to huge, living dragonmarks is undeniable. When a prophecy dragon first manifests, the patterns that make up its body are simple, like the least dragonmarks that appear on Khorvaire's heirs. As the years go on, the prophecy dragon's pattern becomes ever more complex, mimicking the progression from least to Siberys dragonmark.

A PROPHECY DRAGON'S LAIR

Prophecy dragons manifest in areas of utmost seclusion - deep in the darkest caverns of Khyber, high atop cloud-breaking peaks, or nestled within the quietest forests. Each lair is a focus of the Draconic Prophecy; a nexus at which destiny will be written.

When a prophecy dragon divines its purpose, it scribes an enormous dragonmark onto the landscape. This dragonmark bathes the surrounding territory in the essence of the Draconic Prophecy, granting the dragon certain abilities and control over the tangled web of fate. Some Draconic legends even claim that a prophecy dragon can scribe dragonmarks onto the flesh of a mortal creature - willing or not.

Prophecy dragons are incorporeal and ascetic. They have no need of material goods, and their desires are beyond mortal understanding. A prophecy dragon hoards only words and visions, fragments of memory, or unique tales.

LAIR ACTIONS

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

- **Dragonmark Control.** One dragonmarked creature that the dragon can see must succeed on a DC 22 Charisma saving throw. On a failure, that creature immediately takes one action of the dragon's choosing. The creature can act normally on its own turn.
- **Ineffable Magic.** The dragon pulls on the threads of the Prophecy, disrupting the flow of magic. Until initiative count 20 on the next round, whenever a creature casts a spell of 1st level or higher they must roll on the Wild Surge table (*Player's Handbook*, page 104).
- **Siberys' Gift.** Until initiative count 20 on the next round, whenever a creature casts a divination spell it is cast as if it were 3 levels higher, without expending a higher level spell slot.

REGIONAL EFFECTS

The region containing a prophecy dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 6 miles of the dragon's lair, all of Eberron's twelve moons appear full in the sky, whether or not it is the expected time in their lunar cycle. The nights are never dark.
- Tiny dancing lights continually bloom from the ground within 1 mile of the dragon's lair.
- Dragonmarked creatures within 1 mile of the dragon's lair feel their mark itch, glow, or even move across their skin.

If the dragon dies, these effects fade over 1d10 days.

DRAGONMARKS

The prophecy dragon possesses the ability to scribe a dragonmark onto a location that is significant to the Draconic Prophecy. Dragonmarks have been appearing on the land for all of recorded history, long predating the appearance of similar patterns on the people of Khorvaire. Indeed, the dragons had been interpreting these shapes as omens and portents of the Prophecy long before even the Aereni elves manifested marks (*Eberron Campaign Setting*, page 130).

That a connection between prophecy dragons and landscape dragonmarks exists is clear to most draconic scholars. But the exact nature of their relationship is left a mystery for the DM. Are *all* landscape dragonmarks scribed by prophecy dragons? Are smaller, hidden ones scribed by hatchlings, and equivalently are the great glyphs that stretch across mountainsides drawn by the most ancient of their kind? No one knows what causes a prophecy dragon to manifest - perhaps after a time landscape dragonmarks simply peel from their natural canvas and take flight. A tiny prophecy dragon might even climb its way off a powerful dragonmarked heir's skin.

PROPHECY DRAGON

Huge dragon, neutral

Armor Class 19 (natural armor)

Hit Points 378 (28d12+196)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	25 (+7)	18 (+4)	27(+8)	24 (+7)

Saving Throws Dex +10, Int +10, Wis +14, Cha +13

Skills Arcana +10, History +10, Perception +14

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities grappled, petrified, prone, restrained

Senses truesight 60 ft., passive Perception 24

Languages all

Challenge 20 (25,000 XP)

Incorporeal Movement. The dragon 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.

Innate Spellcasting. The prophecy dragon's innate spellcasting ability is Wisdom (spell save DC 22). It can innately cast the following spells, requiring no components:

At will – *augury, detect thoughts, divination, clairvoyance, scrying*

Eternal Augury. Whenever the prophecy dragon makes an attack roll, it can roll the dice before choosing a target. The prophecy dragon knows the armor class of all creatures it can see.

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

Actions

Multiattack: The dragon can use its Iridescent Awe. It then makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) force damage plus 7 (2d6) psychic damage.

Claw: *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) force damage.

Tail: *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) force damage and the target is blinded by the dragon's shining form until the end of the target's next turn.

Iridescent Awe: Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Iridescent Awe for the next 24 hours.

Destiny Flare (Recharge 5-6). The dragon exhales twisting aurora in a 60-foot cone that causes a creature's psyche to light up in a confusing mess of joy, hate, love and pain. Each creature in that area must make a DC 22 Charisma saving throw, taking 73 (21d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Fate Nudge. When a creature has made a damage roll within 100 ft. of the prophecy dragon, it can use its reaction to pull on the strands of fate. Turn every damage die to its opposite face (e.g. a 2 on a d6 becomes a 5).

Legendary Actions

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

Ethereal Jaunt. The dragon teleports up to 80 ft.

Tail Attack. The dragon makes a tail attack.

Visions of Fate (Costs 2 Actions). The dragon rears up and raises its wings into a dragonmark-like glyph. Each creature within 10 ft. of the dragon must succeed on a DC 22 Intelligence saving throw or see a vision of their own ultimate fate, taking 15 (2d6+8) psychic damage and becoming frightened until the end of their next turn.

QUORICAGE ZOMBIE

When the host of a quori spirit is killed in a cruel and nightmarish fashion, a cloud of dreamstuff can hang around that unfortunate soul's body. A quori can become trapped in that cross-planar bridge, reanimating the lifeless host but unable to return to consciousness on Dal Quor. These creatures are known as *ithal quor* in the Quori and Riedran tongues; a phrase that roughly translates in Common as "dream cage."

The undead cage is mentally and physically straining for the quori spirit, for it is neither completely with Dal Quor nor Eberron, instead coexisting on both planes. A psionic adept may even be able to see the ghostly shimmer in the shape of the trapped quori writhing around the undead body. The distress and agony felt by a caged quori and often drives it to reckless insanity - anything to destroy the undead vessel and finally return home. However, the undead vessel has an innate will to survive, and will draw on the quori's psionic power to restore itself.

Ithal quor created from Inspired tend to be more formidable than those created from kalashtar, for kalashtar play host to only a fraction of a greater whole. Some kalashtar may even consider the existence of *ithal quor* to be a boon - a chance for a final insult to the nightmares that oppress them.



QUORICAGE ZOMBIE

Medium undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 104 (16d8+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	16 (+3)	8 (-1)	13 (+1)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Riedran, Quori
Challenge 6 (2,300 XP)

Magic Resistance. The quoricage zombie gains advantage on saving throws against magic spells and other magical effects.

Innate Spellcasting (Psionics). The quoricage zombie's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *command*, *cure wounds* (self only), *death ward*

Actions

Multiaattack. The quoricage zombie makes one attack with its zulaat, and one with its incorporeal claw.

Zulaat (Glaive). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Incorporeal Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) necrotic damage.

Nightmare Flood (Recharge 5-6). The trapped quori spirit floods the power of the Realm of Dreams into the minds of its enemies. All creatures that can dream within 60 feet of the quoricage zombie must make a DC 14 Intelligence saving throw. On a failed save, a creature's worst nightmares manifest as illusions only it can see, causing it to re-experience its traumas past and future. An affected creature is frightened and treats the nightmares as if they were real, including rationalising any illogical outcome of interacting with the nightmare. In addition, at the start of each of its turns it takes 11 (2d10) psychic damage. The effect lasts until the target moves more than 100 feet away from the quoricage zombie, until it is unconscious, or until the quoricage zombie is destroyed.

SHULASSAKAR

When the world was overrun by the great demon lords that rose from Khyber, an alliance between the dragons and the noble couatl was formed to bring an end to the conflict. The couatl combined their souls into a force that would cleanse the world in an act of great self-sacrifice. The Silver Flame was born from the blood of the couatls, and those that survived were too few to guard the seals of Khyber that bound the greatest of the demons.

In Sarlona, the home of the couatls, a tribe of humans pledged their eternal loyalty to the couatl and the Silver Flame. Spreading across the worlds to the gates of Khyber, they pledged to keep watch where the couatl could not. Over time, their devotion to the Flame changed their bodies and their souls - they became Shulassakar, the Feathered Servants.

SHULASSAKAR PRISMAT

Some shulassakar imbue their magic with the full spectrum of light, rather than just the silver of the Flame, evoking the feathers of the Couatl and their chosen people. These powerful defenders of the faith are known as Prismats. A Prismat's scales become glassy and fragile, leaving them more vulnerable to magic than their kin, but able to reflect magical effects back at their enemies. In Krezent, a Prismat known as Coaxoch makes it her duty to keep the ancient murals awash with vibrant colour.



SHULASSAKAR PRISMAT

Medium monstrosity, lawful good

Armor Class 17 (natural armor)

Hit Points 195 (30d8+60)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	19 (+4)

Skills Arcana +7, Perception +6, Religion +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial

Challenge 10 (5,900 XP)

Innate Spellcasting. The shulassakar's innate spellcasting ability is Charisma (spell save DC 16). The shulassakar can innately cast the following spells, requiring no material components:

At will: *color spray* (at 5th level), *daylight*, *sacred flame* (at 11th level), *lesser restoration*
3/day: *chromatic orb* (at 5th level), *faerie fire*, *hypnotic pattern*

1/day: *prismatic spray*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage.

Gift of the Couatl. The shulassakar casts two spells using its innate spellcasting.

Reactions

Prismatic Reflection. When the shulassakar prismat takes acid, cold, fire, lightning, psychic, radiant, or thunder damage, one other friendly creature within 30 ft. of the shulassakar gains temporary hit points equal to half the damage dealt to the shulassakar (rounded down). In addition, one enemy creature within 30 ft. must succeed on a DC 16 Dexterity save or take damage of that same type equal to half the damage dealt to the shulassakar (rounded down). Both extra targets are chosen by the shulassakar.

SHULASSAKAR PENITENT

Despite their celestial gifts, the shulassakar are mortal creatures, and are therefore fallible. A flametouched or transcendent shulassakar who is judged to have failed their duty may be stripped of their feathers and forced to suffer a vigilance against their own evils. Shulassakar who seek atonement are given the title Penitent, and are often tasked with guardianship over lesser shulassakar rather than holy relics or sacred sites. Until they are redeemed in the eyes of their peers, many Penitents adopt a sacred vow of their choosing.



SHULASSAKAR PENITENT

Medium monstrosity, lawful good

Armor Class 16 (breastplate)

Hit Points 84 (13d8 + 13)

Speed 30 ft.

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

Skills Perception +3, Religion +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Celestial

Challenge 4 (1,100 XP)

Gracious Atonement. When the shulassakar ends a condition affecting another creature using its innate spellcasting, it regains 10 (3d6) hit points and its blessed greatsword deals an additional 11 (2d10) radiant damage until the next dawn. The bonus radiant damage is cumulative.

Innate Spellcasting. The shulassakar's innate spellcasting ability is Charisma (spell save DC 13). The shulassakar can innately cast the following spells, requiring no material components:

At will: *sacred flame* (at 5th level), *lesser restoration*, *sanctuary*

3/day: *calm emotions*, *silence*, *warding bond*

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

Actions

Multiattack. The shulassakar makes two melee weapon attacks.

Blessed Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) radiant damage.

SHULASSAKAR AS PLAYER CHARACTERS

ANCESTORS OF THE YUAN-TI

Much like the yuan-ti, the shulassakar are a hierarchical race of human-like creatures with serpentine features. However, the scales of a shulassakar are often hidden beneath a brilliant, rainbow plumage. Like the yuan-ti abominations, the transcendent shulassakar have lost much of what made them human. The bloodsworn shulassakar, like the yuan-ti purebloods, might pass for humans with a simple disguise. Flametouched, like the yuan-ti half-bloods, fall somewhere in between.

According to the shulassakar, the yuan-ti are shulassakar who have forsaken their vows to the couatls and the Silver Flame and fallen into decadence. If the yuan-ti share these legends, they've long been forgotten.

ISOLATED SENTINELS

The shulassakar seek to protect the seals on Khyber by any means necessary. Most stand guard over ancient couatl citadels, the greatest of which is the city of Krezent in the Talenta Plains. Shulassakar often have little respect for the younger races of Khorvaire and Sarlona, and although innocent travelers may be warned away peacefully, persistent wanderers may face swift and violent retribution.

However, some shulassakar do travel the world in search of new power to strengthen the seals on Khyber. An adventuring shulassakar is still likely to hold considerable pride in the gifts the couatl have bestowed upon them, and may treat even followers of the Church of the Silver Flame as child-like.

SHULASSAKAR TRAITS

As a bloodsworn shulassakar, you are the living legacy of the couatl. Their power grants you the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Age. Bloodsworn shulassakar mature at the same rate as humans and have lifespans similar to theirs.

Alignment. Shulassakar are fierce and hierarchical defenders of the Silver Flame. Most are lawful good.

Size. Bloodsworn shulassakar are of similar size and build to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Mere darkness is no barrier to the Silver Flame. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Serpent's Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Gift of the Flame. You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *detect evil and good* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *flame blade* spell once with this trait and regain the ability to do so when you finish a long rest. Fire damage that would be dealt by these spells is replaced with radiant damage. Charisma is your spellcasting ability for these spells.

Shulassakar Weapon Training. You have proficiency with scimitars, whips, shortbows and longbows.

Languages. You can speak, read and write Common and Celestial.



The Serpent Stone is one of Morgrave University's most prized artifacts. The Wayfinder Foundation apparently retrieved it from a lost city hidden deep in the Blade Desert.

SILVER BRAZIER HOMUNCULUS

A brazier follow at the heel of a priest, burning with silver flames. Four tiny feet clatter against the ground as it scuttles.

Faithful artificers and wizards sometimes learn to channel divine magic as well as their arcane talents. Others might learn to imbue their crafts with the ideals and conviction of their allies. These righteous magewrights have been known to animate constructs specifically designed to serve in the eternal battle against evil. A favoured construct of the followers of the Silver Flame is the silver brazier, a tiny homunculus with a strong connection to the pervasive flame that was born out of the struggle against the fiends of Khyber.

Silver brazier homunculi are overwhelmingly most common in Thrane, where their parent religion holds most sway. During the Last War, Thranish clerics often brought these constructs to support their nation's longbow regiments.

A silver brazier homunculus can be created by casting the spell *create homunculus* (*Xanathar's Guide to Everything*, page 152). The caster must be faithful to the Silver Flame.



SILVER BRAZIER HOMUNCULUS

Small construct, neutral

Armor Class 13 (natural armor)

Hit Points 11 (2d6+4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	23 (+1)	15 (+2)	8 (-1)	10 (+0)	7 (-2)

Damage Resistances radiant

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses passive Perception 10

Languages understands Common, Celestial

Challenge 1/8 (50 XP)

Thranish Tradition. Creatures within 5 ft. of the silver brazier homunculus can use a bonus action to light one piece of ammunition with silver fire. On a hit, that ammunition deals an extra 1d4 points of radiant damage.

Actions

Tackle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 2 (1d4) radiant damage.

Channel the Flame (1/day). The homunculus' fire bursts into life. For the next 10 minutes, whenever an allied creature within, 30 ft. of the Silver brazier homunculus rolls a 1 on a damage die that would deal radiant damage, they may re-roll the die and must use the new result.

SPIDER LORDS OF FALSE PRESAGE

Before the world was swept clean by the Silver Flame, the Spider Lords counted themselves among the most powerful factions that called Eberron their home. As far beyond mundane spiders as the dragons were beyond lizards, the Spider Lords considered their place in the balance of the Age of Demons assured. Indeed, the wyrms recognised the value in an allegiance with their fellow mortal hierarchs. The Spider Lords gladly offered their knowledge, wisdom and magic to the struggle against the fiendish Overlords.

As the conflict with the fiendish Overlords reached its climax, Argonessen's finest diviners uncovered an unusually clear fragment of the Draconic Prophecy. The prophets foretold that in the final moments of their victory, when the flames would scour the land, the Spider Lords would fall alongside the couatls in the final push against the Overlords. But when the time came and the Silver Flame brought an end to the Age of Demons, the Spider Lords had survived.

The Prophecy had been wrong.

Unable to reconcile the failure of the force underpinning all existence, and unwilling to accept that their interpretation may have been flawed, the draconic seers declared that an evil must have survived within the Spider Lords. It became the duty of every diligent student of the Prophecy to hunt down and destroy the Spider Lords to the last. Only then would the Prophecy be fulfilled as intended.

In the face of ruin, the Spider Lords went into hiding as best they could, but the dragons were powerful and relentless. After the slaughter as few as eight Spider Lords remain unaccounted for by the dragons, and the False Presage has since become a closely guarded element of draconic lore.

To this day the surviving Spider Lords plot their revenge against the dragons and their Prophecy. Each waits alone at the centre of a world-spanning web of intelligence. From the shadows, they seek an end to the confines of fate for all creatures of the world. Destiny, they reason, is a cage that must be broken.

THE VEILED FANG

In the Age of Demons, a Spider Lord by the name of Dharvos - self-styled as 'The Veiled Fang' - distinguished himself as a cunning and manipulative spy. As a master of secrets and deception, Dharvos infiltrated the ranks of the Overlords and siphoned demonic secrets to the resistance. The Overlord known as the Spinner of Shadows may even have been a particularly valuable construct of the Veiled Fang.

During the slaughter that followed the False Presage, Dharvos fled to Khorvaire and built a lair in the Seawall Mountains of what is now southern Breland. For millennia he watched empires rise and fall. But when the Dhakaani build the great metropolis of Ja'shaarat (now Sharn), Dharvos relocated to the nascent City of Towers. Although Dharvos began to grow a shadowy network among the goblin assassins known as the Shaarat'klesh, his efforts were undone when the Daelkyr came. Fearing draconic retribution, Dharvos did not reveal himself during the fall of Dhakaan. Instead, he remained in hiding and waited for the next Age to bring new pawns to his doorstep.

Today, Dharvos leads a secretive guild of assassins and spies that bears his own title, the Veiled Fang. Though it is headquartered in Sharn, the Veiled Fang has integrated itself into hundreds of organisations across the continent. Dharvos leads the Veiled Fang via a triumvirate of proxies: a doppelganger known as Yin, and a pair of male and female aranea known as Acusilas and Isoxya respectively. Subordinates are typically made to believe they are working on behalf of other organisations as disparate as Sharn's changeling Tyrants, the wealthy Aurum, and the Order of the Emerald Claw.

ARANEA SPY

The natural form of an aranea is a giant spider with human-like hands at the tips of their pedipalps. They also possess the ability to take a unique humanoid shape, or a hybrid mix between humanoid and spider. When brought into the fold of the Veiled Fang, it is easy for aranea to believe that the Spider Lords are their kin, or even their creators. Whether or not the truth of the Veiled Fang is revealed to an aranea subordinate, Dharvos prefers to use aranea over changeling spies.



An aranea spy serving the Veiled Fang

THE VEILED FANG

Gargantuan monstrosity, lawful evil

Armor Class 19 (natural armor)

Hit Points 499 (37d20+111)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	25 (+7)	16 (+3)	23 (+6)	22 (+6)	21 (+5)

Saving Throws Dex +14, Int +13, Wis +13

Skills Arcana +13, Deception +12, History +13, Insight +13, Perception +13, Stealth +14

Damage Vulnerabilities bludgeoning, piercing and slashing damage from weapons that are made from targath (see Appendix)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Goblin, Infernal, Thieves' Cant, Spider

Challenge 23 (50,000 XP)

Deadly Precision. Once per turn when the Veiled Fang hits a target with a weapon attack, if it has advantage on the attack roll or if the target is within 5 feet of an ally of the Veiled Fang that isn't incapacitated, it can choose to treat that attack as a critical hit.

Innate Spellcasting. The Veiled Fang's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The Veiled Fang can innately cast the following spells, requiring no material components:

At will: *darkness*, *eldritch blast* (4 beams), *feather fall*, *invisibility*, *pass without trace*, *sending*

3/day each: *arcane eye*, *greater invisibility*

1/day: *dominate monster*

Prophetic Veil. The Veiled Fang and any object or creature it has touched within one month are hidden from all divination magic.

Spider Climb. The Veiled Fang can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

World Web Sense. While in contact with its web, the Veiled Fang knows the exact location of any other creature that has touched its web within one month.

Web Walker. The Veiled Fang ignores movement restrictions caused by webbing.

Actions

Multiattack. The Veiled Fang makes four claw attacks and one shadow bite attack.

Claw. *Melee weapon attack:* +14 to hit, reach 15 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

Shadow Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 27 (3d12 + 7) magical piercing damage plus 16 (3d10) poison damage and 13 (3d8) necrotic damage.

Death Trap. The Veiled Fang creates a deadly web trap in a 5 ft. diameter space within 100 ft. The first non-spider creature that starts its turn within 10 ft. of the trap, or moves within that range, must succeed on a DC 21 Dexterity saving throw or take 20 (3d12) necrotic damage and become restrained until the end of its next turn.

Summon Spider Swarms. The Veiled Fang magically creates 10 (4d4) swarms of spiders (see Variant: Insect Swarms, *Monster Manual* page 338). The swarms appear in a space within 100 ft. of the Veiled Fang. The swarms dissipate after 10 minutes or when the Veiled Fang dies. The spider swarms act after the Veiled Fang's turn.

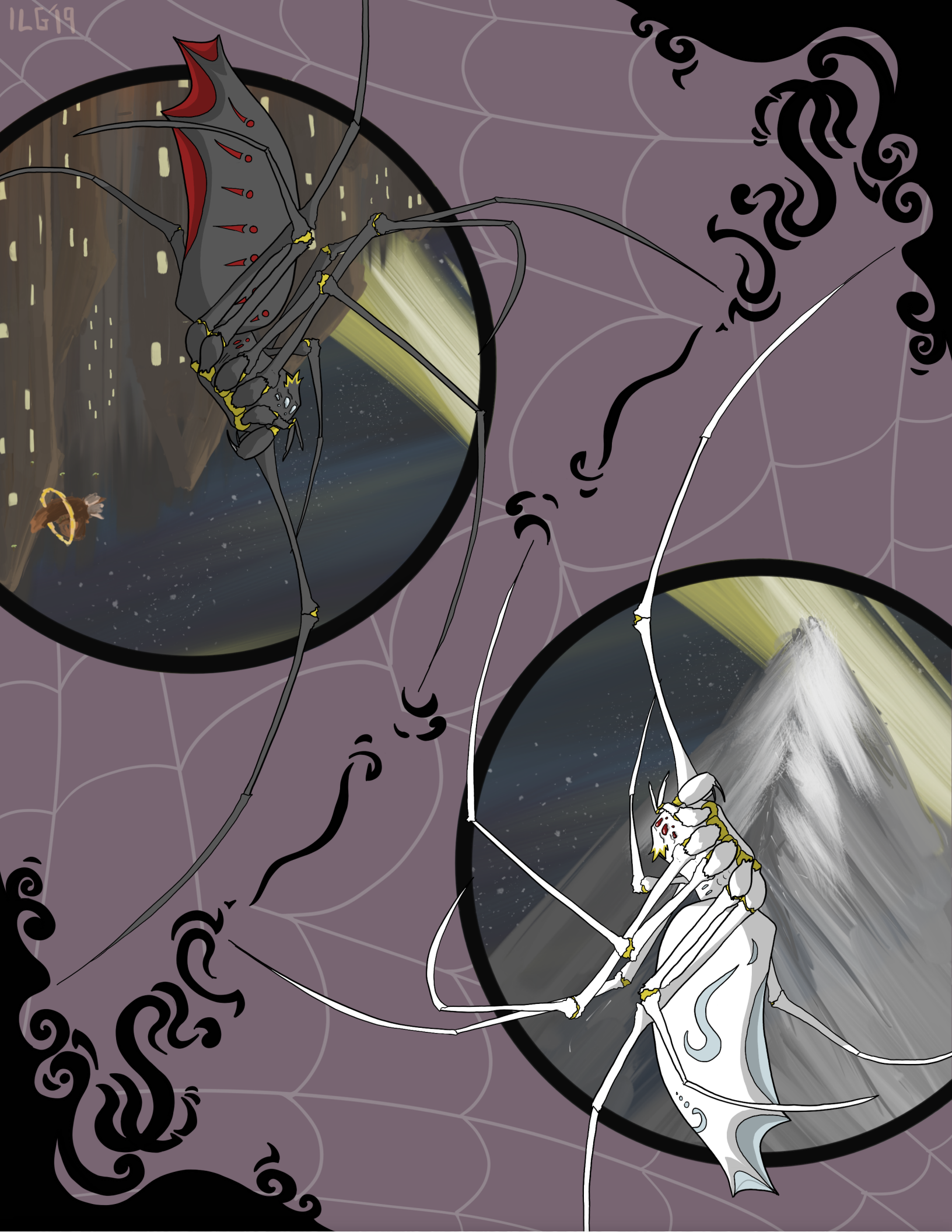
Legendary Actions

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

Too Many Legs. The Veiled Fang makes a Claw attack.

Trapper. The Veiled Fang uses the Death Trap action.

Rewrite Destiny (2 actions). The Veiled Fang ends one condition affecting it. One creature of the Veiled Fang's choice within 60 ft. must succeed on a DC 21 Charisma saving throw or suffer that condition instead. The duration of the condition is determined by the time at which the Veiled Fang gained it, rather than the target creature. The Veiled Fang can use this legendary action while incapacitated, but not while it has 0 hit points.



ARANEA SPY

Medium monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 130 (20d8+40)

Speed 30 ft. (climb 30 ft. in spider or hybrid forms)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Skills Deception +5, Stealth +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, Draconic, Spider

Challenge 5 (1,800 XP)

Shapechanger. The aranea can use its action to polymorph into a humanoid, a spider-humanoid hybrid, or a giant spider with human-like hands, which is its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spider Climb (Spider or Hybrid Form Only). The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sneak Attack (Humanoid or Hybrid Form Only). Once per turn, the aranea deals an extra 10 (3d6) 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 aranea that isn't incapacitated and the aranea doesn't have disadvantage on the attack roll.

Innate Spellcasting. The aranea's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks +5). The aranea can innately cast the following spells, requiring no material components:

At will: *chill touch*, *detect magic*, *minor illusion*
1/day each: *silent image*, *sleep*

Actions

Multiattack. In humanoid form, the aranea makes two dagger attacks. In spider or hybrid forms, the aranea makes two dagger attacks and one bite attack.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Bite (Spider or Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage. In addition, the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Spider or Hybrid Form Only). Ranged Weapon Attack: +6 to hit, reach 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

THE WHITE

When the dragons began their slaughter, the Spider Lord known only as The White fled to the secluded mountains of Adar, in the south of the continent of Sarlona. When The White discovered the lair of a blue dragon scholar, he killed the dragon and made a home in its mountaintop lair. There the White discovered a Siberys observatory, and resolved to turn the weapon of the enemy against the Prophecy.

For millennia the White studied the stars and the Ring of Siberys in solitude. Then the kalashtar came to Adar.

Though the hermits of the mountains and valleys had never discovered the White Spider's lair, portents he read in the Ring of Siberys told the spider that he would need to find new allies. Rumours of the powerful blue dragons atop the great peak of Korrandar worried the spider lord, and so he reached out to the spiritual settlers of Adar, albeit subtly.

The White seeded rumours of a great seer to a nearby community, and their chosen emissary Kalavakri became the White's eyes and ears among the Adarans. Kalavakri learned of the Prophecy from the White, and the White learned to manifest psionic magic in return. Today, Kalavakri's distant descendant Korravakri acts as the White's envoy.

WHOSE FATE CAN I STEAL?

The White's Seize Destiny action allows it to use the abilities and features of other creatures, so long as they require an action or bonus action to use. But what abilities can the White actually emulate in this way? Here are a few considerations:

- Features that *modify* certain actions cannot be used by the White. This includes the rogue's Sneak Attack and the fighter's Extra Attack, since these features modify the Attack action.
- If the White uses another creature's Multiattack, it can't use attacks called by that ability unless it possesses the correct equipment or anatomy. For example, if it copies the Chuul's Multiattack, it cannot make tentacle attacks.
- If the White copies a wizard's spellcasting feature, it cannot emulate a wizard's spellcasting feature to cast a spell again until after its next short rest. However, it *can* emulate a cleric or druid's spellcasting. Make your spell choices count!
- The Barbarian's Rage and the druid's Wild Shape are particularly fun to steal, but be aware they may limit the White's other actions!

THE WHITE

Gargantuan monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points 478 (34d20+136)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	19 (+4)	25 (+7)	23 (+6)	20 (+5)

Saving Throws Con +10, Int +14, Wis +13

Skills Arcana +14, History +14, Insight +13, Perception +13, Religion +14, Stealth +12

Damage Vulnerabilities bludgeoning, piercing and slashing damage from weapons that are made from targath (see Appendix)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Infernal, Quori, Spider

Challenge 22 (41,000 XP)

Innate Spellcasting. The White's innate spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The Veiled Fang can innately cast the following spells, requiring no material components:

At will: *augury*, *eldritch blast* (4 beams), *guidance*, *pass without trace*, *remove curse*, *sending*
3/day each: *arcane eye*, *scrying*
1/day: *dominate monster*

Precognition. The White always acts first in the initiative order.

Prophetic Veil. The White and any object or creature it has touched within one month are hidden from all divination magic.

Spider Climb. The White can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

World Web Sense. While in contact with its web, the White knows the exact location of any other creature that has touched its web within one month.

Web Walker. The White ignores movement restrictions caused by webbing.

Actions

Multiattack. The White makes four claw attacks and one Psionic Fang attack.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Psionic Fang. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) magical piercing damage plus 16 (3d10) poison damage. In addition, the target must succeed on a DC 22 Charisma saving throw or become painfully aware of their impending doom. Doomed creatures are frightened and take 13 (3d8) psychic damage at the start of each of their turns until they die. Only a remove curse spell can end this condition. This White can use this action only once per turn.

Seize Destiny. The White uses one ability or feature that is available to another creature within 60 feet that would require an action or bonus action to use. If an ability or feature is dependent on a creature's class level, The White uses the level of the creature it targeted with Seize Destiny. If it uses another creature's spellcasting feature, it can cast any spell that that creature knows or has prepared at its lowest level without expending a spell slot. The White's spellcasting ability is always Intelligence, regardless of which spellcasting feature it has emulated. The difficulty class of any ability The White uses with this ability is 22. When The White emulates an ability or feature, it must finish a short rest before it can emulate the same ability or feature again.

Summon Spider Swarms. The White magically creates 10 (4d4) swarms of spiders (see Variant: Insect Swarms, Monster Manual page 338). The swarms appear in a space within 100 ft. of the White. The swarms dissipate after 10 minutes or when the White dies. The spider swarms act after the White's turn.

Legendary Actions

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

Too Many Legs. The White makes a Claw attack.

What's Yours is Mine (2 actions). The White uses the Seize Destiny action.

Rewrite Destiny (2 actions). The White ends one condition affecting it. One creature of the White's choice within 60 ft. must succeed on a DC 21 Charisma saving throw or suffer that condition instead. The duration of the condition is determined by the time at which the White gained it, rather than the target creature. The White can use this legendary action while incapacitated, but not while it has 0 hit points.

TAALGROT

The disgusting humanoid before you appears as a bloated orc with wide, heavy fists. Its eyes are bloodshot and acid drips from its mouth.

As with many of the aberrations in western Khorvaire, taalgrots owe their creation to the Daelkyr. Created as force for labour and violence, the taalgrots were among the most numerous aberrations in the Shadow Marches and Droaam, alongside twisted creatures such as dolgrims and dolgaunts.

It is said that the mind of taalgrot is unchanged after its transformation. Within its twisted prison, the orcish mind still longs to rejoin its kin and fight against the Daelkyr. Ultimately, their new form refuses to act on such thoughts. What's more, a taalgrot's movements are sluggish and predictable despite the lucidity of the orcish mind trapped inside. It is thought the Daelkyr used this technique to destroy morale among the orcs, who feared they too would meet that fate.

By the design of the Daelkyr, the taalgrots represent a fate worse than death. To some orcs, the threat was enough to drive them from their homes in the Shadow Marches. To others, particularly the Gatekeepers, the taalgrots became a rallying point for resistance. Indeed, the effort of the Gatekeeper druids seems to have paid off. In the modern era, taalgrots are rather rare.

A detect thoughts spell or similar will reveal the trapped and tortured mind. Given the immortality of their corrupted flesh, a mind liberated from a taalgrot prison may be able to share first-hand stories of the Daelkyr invasion which toppled the Dhakaani Empire.

TAALGROT

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	11 (+0)	4 (-3)

Damage Vulnerabilities bludgeoning, piercing and slashing damage from weapons made of byeshk

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 10

Languages understands Orc, Daelkyr

Challenge 2 (450 XP)

Pliant. The taalgrot has disadvantage on saving throws against being charmed or frightened.

Tortured Mind. Whenever a creature forces the taalgrot to make an Intelligence or Wisdom saving throw with an enchantment, divination or illusion spell, they suffer a psychic backlash generated by its eternal pain. Affected creatures must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) psychic damage.

Actions

Multiattack. The taalgrot makes two slam attacks.

Slam. *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Vomit (Recharge 5-6). The taalgrot spits up acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.



WILD INCARNATE

Huge elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 115 (11d12+44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +7

Damage Resistances Dependent on elemental attunement (see Elemental Nature) as follows:

air - lightning, thunder

earth - bludgeoning, piercing and slashing from nonmagical attacks

fire - fire

water - acid, cold

Senses blindsight 60 ft., passive Perception 11

Challenge 5 (1,800 XP)

Elemental Nature. When the wild incarnate uses certain actions, it gains attunement to air, earth, fire or water. The wild incarnate can have two attunements at a time, replacing the oldest attunement when it gains a new one. Attunement affects the wild incarnate's damage resistances and the damage type of its nature motes.

Overload. Whenever the wild incarnate attunes to a new element, it creates 1d4 nature motes, each of which appears within a space within 30 ft. of the wild incarnate. All nature motes act on initiative count 0.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Rockslide. The wild incarnate makes two slam attacks and attunes to earth.

Forest Fire. The wild incarnate's body goes up in flames. Each non-elemental creature within 30 ft. of the wild incarnate must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. The wild incarnate attunes to fire.

Snowdrift. A cloud of vapour bursts from the wild incarnate and freezes. Each non-elemental creature within 30 ft. of the wild incarnate must make a DC 15 Constitution saving throw. On a failed save, a creature takes 9 (2d8) cold damage and is restrained. A creature can free itself as an action by succeeding on a DC 15 Strength (Athletics) check, or by taking fire damage. The wild incarnate attunes to water.

Reactions

Dust Devil. After the wild incarnate is hit with an attack, it can fly up to 30 ft. without provoking opportunity attacks. Non-elemental creatures within 20 feet of the wild incarnate when it finishes moving must succeed on a DC 15 Strength saving throw or be pushed 10 feet and fall prone. The wild incarnate attunes to air.

WILD INCARNATE

The primal magic of Lammania brings together vast elemental forces in an otherworldly ecology driven to extremes far beyond Eberron's material plane. The essence of Lammania sometimes spontaneously coalesces into a creature known as a wild incarnate - an elemental that attunes to multiple elements, and cycles through them in rapid mimicry of the changing of the seasons. A wild incarnate takes an animalistic shape, often fox- or wolf-like, though its body is formed of earth and rock and twisting vines. As it cycles through its elemental attunements, its branches burn or freeze. An enraged wild incarnate spills elemental power into its surroundings, creating tiny but dangerously unstable motes of flickering energy.

Although they are most common in their own world, wild incarnates have been known to wander into the material plane when Lammania is coterminous. Some have even been known to spawn in permanent Lammania manifest zones, prowling their territory in defence against interlopers and hunting likely prey. In the Eldeen Reaches, the magic-hating Ashbound druids have been known to "encourage" wild incarnates into conflict with Aundairian villages.

NATURE MOTE

Tiny elemental, unaligned

Armor Class 12

Hit Points 4 (1d4+2)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	1 (-5)	12 (+1)	6 (-2)

Senses blindsight 30 ft., passive Perception 11

Challenge 0 (10 XP)

Actions

Lammanian Rupture. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) damage. The damage type is dependent on the parent wild incarnate's oldest elemental attunement on creation: fire damage for fire, bludgeoning for earth, thunder for air, cold for water. After using this action, the nature mote dies.

MONSTERS BY CHALLENGE RATING

Monster	CR
Silver Brazier Homunculus	1/8
Dromite	1/2
Endworld Harpy	1
Bitter Sea Harpy	2
Taalgrot	2
Blade Worm	3
Dromite Elocator	4
Fleshmelder Acolyte	4
Shulassakar Penitent	4
Aranea Spy	5
Dhakaani Dirge Wight	5
Mournmare	5
Wild Incarnate	5
Quoricage Zombie	6
Gloomhaunt	7
Daan Strider	9
Frightening Rail	9
Shulassakar Prismat	10
Lhazaar Shipwright Crab	12
Night's Mercy	12
Exalted Fleshmelder	14
Prophecy Dragon	20
The White	22
The Veiled Fang	23

APPENDIX: DESIGN NOTES

Special Materials. Several of the monsters in this book are vulnerable or resistant to weapons made from special materials. These monsters are balanced around a party which has not procured those exotic alloys. These vulnerabilities instead serve to reward parties that research their targets or embark on relevant side quests.

- **Byeshk.** A purple-hued metal mined in the mountain range that shares its name. Known to be dangerous to aberrations. See Eberron Campaign Setting, page 126.
- **Cyrite.** A magically imbued steel corrupted when the Mourning destroyed Cyre. See Player's Guide to Eberron, page 117.
- **Targath.** A soft metal mined on the northern coast of Argonnessen. Although it appears to have health benefits to most mortal creatures, the deathless of Aerenal shrink from its touch. The Spider Lords of False Presage also suffer a painful reaction. See Eberron Campaign Setting, page 127.

Daan Strider. The Daan Strider is designed so that its long term impact on a campaign is limited. If a party defeat it, they should be able to get back the items they lost *unless* the strider runs away. Those kinds of long term impacts don't always go down well at the table, especially if they occur because of one failed save against Dismantle, and *doubly* especially if an item was particularly important to a character. Above all, know your players!

Fleshmelters. The Soul Siphon ability of both fleshmelters allows them to become stronger during the course of a battle. Although their damage output is limited due to essentia caps of offensive fleshmelds, there is still a danger of a combat encounter snowballing out of control if the DM has particularly 'lucky' rolls. If you are concerned, consider capping the acolyte's temporary essentia at 4 and the exalted fleshmelder's temporary essentia at 10.

Wild Incarnate. The easiest way to keep track of the incarnate's elemental attunements is to write "Earth", "Air", "Fire" and "Water" onto four pieces of paper and arrange them in a column. Whenever the incarnate gains a new attunement, move it to the top of the column. The incarnate's resistances are determined by the papers at the top two positions of the column, and the element of any nature motes it creates are determined by the paper third from top.



A wild incarnate with two nature motes.