

MYTHIC EBERRON



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CONTENTS

INTRODUCTION

MYTHIC ENCOUNTERS	4
WHAT ARE MYTHIC TRAITS?	4
WHAT ARE MYTHIC ACTIONS?	4
REWARDS	4

MAKING MYTHIC CREATURES

MYTHIC HERO	5
BOON OF THE MYTHIC HERO	5

MYTHIC FOES

ARKUS	6
BELASHYRRA	11
DYRRN	15
LADY ILLMARROW	19
PRINCE JURIAN IR'WYNARN	22
RAK TULKHESH	24
SUL KHATESH	27
THE FOREST QUEEN	30
THE FORGOTTEN PRINCE	33
THE LORD OF BLADES	36
VALAARA	39

APPENDIX A: SPELLS

APPENDIX B: MAGIC ITEMS

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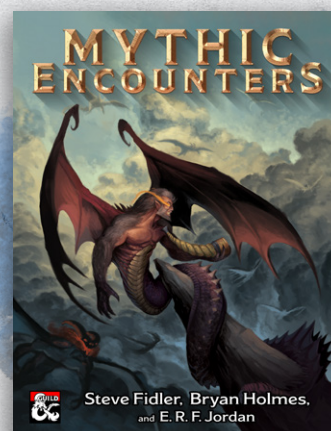
Throughout this book, we've placed hyperlinks to other sections of the book for convenience. Any text that is formatted like this: [hyperlink](#) is a clickable link.

In addition, many creature statistics, lair actions, regional effects, and rewards reference spells found in *Xanathar's Guide to Everything*. These spells will be noted with the superscript XGE, as such: *mythic spell*^{XGE}

Each mythic foe includes a section of read-aloud text, meant to be read or paraphrased by the Dungeon Master when the creature enters its mythic state. These boxes are formatted like this:

Mythic read-aloud text.

Click below to get the original
 Mythic Encounters for 25% off!



Disclaimer: No gears were harmed in the production of this book. In fact, none were even considered. What? No, those aren't gears on the page edges, they're cogwheels, entirely different we assure you. Anyways, beware of steam, as it can scald—what? What do you mean “what steam”? Of course there is steam. Why would there not be steam? This is Eberron afterall.



INTRODUCTION

BEYOND THE COMPREHENSION OF MERE MORTALS EXIST beings of immense size, strength, knowledge, or cunning. As is often the case, more than one of these traits. Since time immemorial, Khorvaire—no, all of Eberron—has been beset by these beings.

Rarely though is their presence known. The Lords of Dust seek to restore the old threat of the overlords from the Age of Demons, the incomprehensible daelkyr press the influence of Xoriat on Eberron more and more each day, and new horrors of our own making threaten the future of Eberron, too.

What happens when a threat such as this becomes coterminous with a group who have the bravado to face it head on?

Nothing good, I imagine.

Nevertheless, there are those who seek such lofty goals. I wish for them a quick end, for it is outside of my comprehension that any mere mortals could face these beings.

No, it would need to be someone of truly mythic proportions.

- Loremaster Dorius Alyre ir'Korran,
the Library of Korranberg

MYTHIC ENCOUNTERS



MYTHIC ENCOUNTER, AS PRESENTED HERE, IS a named creature that has a mythic trait that sets it apart from other threats. These creatures also come with lairs, lair actions, and are legendary creatures in their own right. We've taken a fight that was epic and turned it mythic by taking an exceptional creature from lore and adapting their own unique spin on the encounter.

WHAT ARE MYTHIC TRAITS?

Mythic traits are the fuel that creates a mythic encounter. The mixture is: one part storyline-focused event, one part two-phase battle, and a dash of introducing a whole new way of battling your foe.

When a creature with a mythic trait is reduced to 0 hit points, it is instead reduced to 1 hit point. Then, it typically either regains all its hit points or gains temporary hit points equal to its maximum number of hit points. In some cases, a new goal for the fight appears, such as an exposed heart or other objective that must be cleared before the battle is truly over.

After activating its mythic trait, the creature gains access to mythic actions, and might also gain temporary passive benefits (as listed in its mythic trait). This mythic trait lasts until the creature completes a short or long rest (or is defeated), unless otherwise specified in the mythic trait text.

WHAT ARE MYTHIC ACTIONS?

Mythic actions are a set of additional actions a creature gains access to after its mythic trait is triggered. Functionally identical to Legendary Actions, these actions can be used whenever the creature could take a legendary action—costing one or more legendary actions when used.

These actions introduce new mechanics to the encounter, such as additional spellcasting, more frequent lair actions, or entirely new attacks. They are also used to augment existing actions, such as additional chances to recharge a breath weapon.

HEALING AND MYTHIC TRAITS

When a mythic trait triggers, often the mythic creature heals or gains temporary hit points—reestablishing itself and renewing the fight. Some mechanics in *DUNGEONS & DRAGONS* fifth edition, such as the cantrip *chill touch*, prevent the recovery of hit points. It is recommended that if you are using a Mythic Encounter, you ignore this mechanic when a creature heals or gains temporary hit points from a mythic trait. Otherwise, it's not quite a mythic challenge, is it?



REWARDS

Is being the famed slayer of a mythic beast not enough for you? How about knowing that your deeds are the subject of songs, stories told to children to teach them bravery and courage, and that somewhere a statue has been carved of your image?

NO? NOT ENOUGH? ALRIGHT. WE'VE GOT MORE!

Mythic creatures carry with them rewards that match the effort and difficulty that one must invest in slaying them. Each creature detailed in this supplement provides one or more magic items or spells of mythic quality. These items and spells can be used or learned by any creature, but only truly mythic heroes can unlock their true potential.

Another reward for slaying a mythic creature is the Boon of the Mythic Hero. With this boon, you gain a number of benefits emulating those of a mythic creature. You also gain a unique way of interacting with the mythic items and spells you acquire from slaying these creatures, such as attuning for free or casting additional spells.

MAKING MYTHIC CREATURES

Every mythic creature requires three things:

A MYTHIC TRAIT

This typically takes one of the following forms:

Mythic Trait (Mythic; Recharges after a Short or Long Rest). If the creature is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, something happens and it regains (between 101 and Full) hit points. The creature could also gain temporary hit points equal to the remaining hit points to give that creature full hit points.

Until this trait recharges (or while the creature has these temporary hit points), any additional benefits it gains are listed here.

Mythic Trait (Mythic). If the creature is reduced to 0 hit points, it does not die or fall unconscious. Instead, a new objective appears. If the creature takes a short or long rest before the objective is cleared, the fight resets.

MYTHIC ACTIONS

Depending on the phrasing of the mythic trait, mythic actions are introduced in one of the following forms.

Temporary Hit Points. If the creature is a Mythic encounter, it can use the options below as legendary actions (for 1 hour after using its mythic trait) or (while it possesses temporary hit points from its mythic trait).

New Objective. If the creature is a Mythic encounter, it can use the options below as legendary actions after their mythic is triggered, and the objective remains unclear. You can also have a Mythic trait that never recharges, and becomes a permanent change to the creature. In this situation, you don't need to specify a duration for the Mythic actions.

DESCRIPTION CALL-OUT

Lastly, a mythic creature needs a narrative! A description of what occurs when the mythic trait triggers. This should be focused on narrative, telling the story of what happens to indicate the battle has shifted, and perhaps give hints on how the creature's tactics or attack patterns have changed, especially considering its new mythic actions.

OH, AND REWARDS!

What is the point in fighting a truly mythic creature if there is no macguffin at the end to tantalize your party?

These rewards can take any number of forms, such as magic items, spells, or even boons! But don't let that limit you. Slaying a tyrannical dragon in their prime might just be what you need to seize the crown in a meritocratic society built on the strength of heroes!

MYTHIC HERO

FOR ADVENTURERS WHO MANAGE TO BRING down one (or many) truly mythic creatures, consider rewarding them with the Boon of the Mythic Hero. This marks a turning point in the party's adventuring career.

They are the vanquishers of god-like entities at their most dangerous, and that signifies being above and beyond the call of a typical hero. This boon not only represents their skill, but their thirst for greater and more epic challenges.

BOON OF THE MYTHIC HERO

Bearers of this boon are granted a number of benefits. You can attune to one mythic quality magic item without requiring an attunement slot.

The first time you are reduced to 0 hit points, you don't die or fall unconscious. Instead, you gain a number of hit points equal to your hit point maximum. You can now perform the Mythic Acts below until you are reduced to 0 hit points again, or complete a long rest.

Mythic Action. At the end of any turn in combat except your own, you can take a single action, choosing from the Attack, Cast a Spell, Dodge, or Hide actions, or you can move up to your speed without provoking opportunity attacks. Once you use this feature, you must complete a long rest before you can do so again.

Mythic Resilience. When you fail a saving throw, you can choose to succeed instead. Once you use this feature, you must complete a long rest before you can do so again.

Mythic Casting. When casting a spell with the mythic tag, you can cast it once without expending a spell slot. You can't cast a spell this way again until you finish a long rest.

Once you are reduced to 0 hit points and gain temporary hit points this way, you can't do so again until 10 days have passed.

ARKUS

The warforged colossi were the ultimate weapon in the Last War. Created by House Cannith artificers, these massive creations were deployed and wreaked unimaginable havoc across Cyre. The destruction of the colossi was only matched—and eventually stopped—by the Day of Mourning.

The forges once used to create the colossi and warforged were either destroyed during the Day of Mourning or dismantled according to the Treaty of Thronehold, so creating a new colossi or even repairing one could be an impossible task. However, dark things occur in the

Mournland and one of these supermassive creations—notable for its missing arm—has been sighted on the horizon within the mists.

Arkus, also known as Colossus WX-11, was one of the few monolithic creations that survived the devastation. Arkus's chassis was recovered from the Glowing Chasm by the enigmatic entity known as the Lord of Blades, who has retrofitted Arkus with an unusual docent network—capable of transmitting commands remotely—and a functional Creation Forge at its core.

Whether or not the colossi possess the capacity or programming to have ideals, bonds, or flaws is unknown. Its nature is that of an automaton built for war, and it bends to the will of whoever controls it.



DMs wanting to know more about Warforged Colossus should check out the following book:
Rising from the Last War. 2019.

ARKUS AS A MYTHIC ENCOUNTER

Arkus is a powerful encounter on its own, but if the adventurers want a true challenge, you can use its Forge Fires trait. Using this trait marks a drastic turn in the encounter as the Lord of Blades placed a contingency plan within Arkus, allowing its internal Creation Forge to autonomously restore the functionality of the colossus over time. Once Arkus has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Arkus uses its Forge Fires trait:

The monolithic creature's movements slow, and it falls to the ground, creating a choking plume of dust and gases that spreads out in all directions for miles. Within the cloud, you can hear the thrum of a device echoing from within the colossus' frame. As the dust settles, you see activity buzzing about it. A hatch at the base of its foot, rattled loose by the fall, breaks off—exposing an ingress point to the secrets within.

REWARDS

Fighting Arkus as a mythic encounter is equivalent to fighting two CR 27 creatures in one encounter. Award a party 210,000 XP for defeating Arkus after it uses Forge Fires. You can also reward them with the *eldritch turret*, *salvaged titan chassis*, or the *staff of incineration* in addition to any other treasure it might hold.

ARKUS'S LAIR

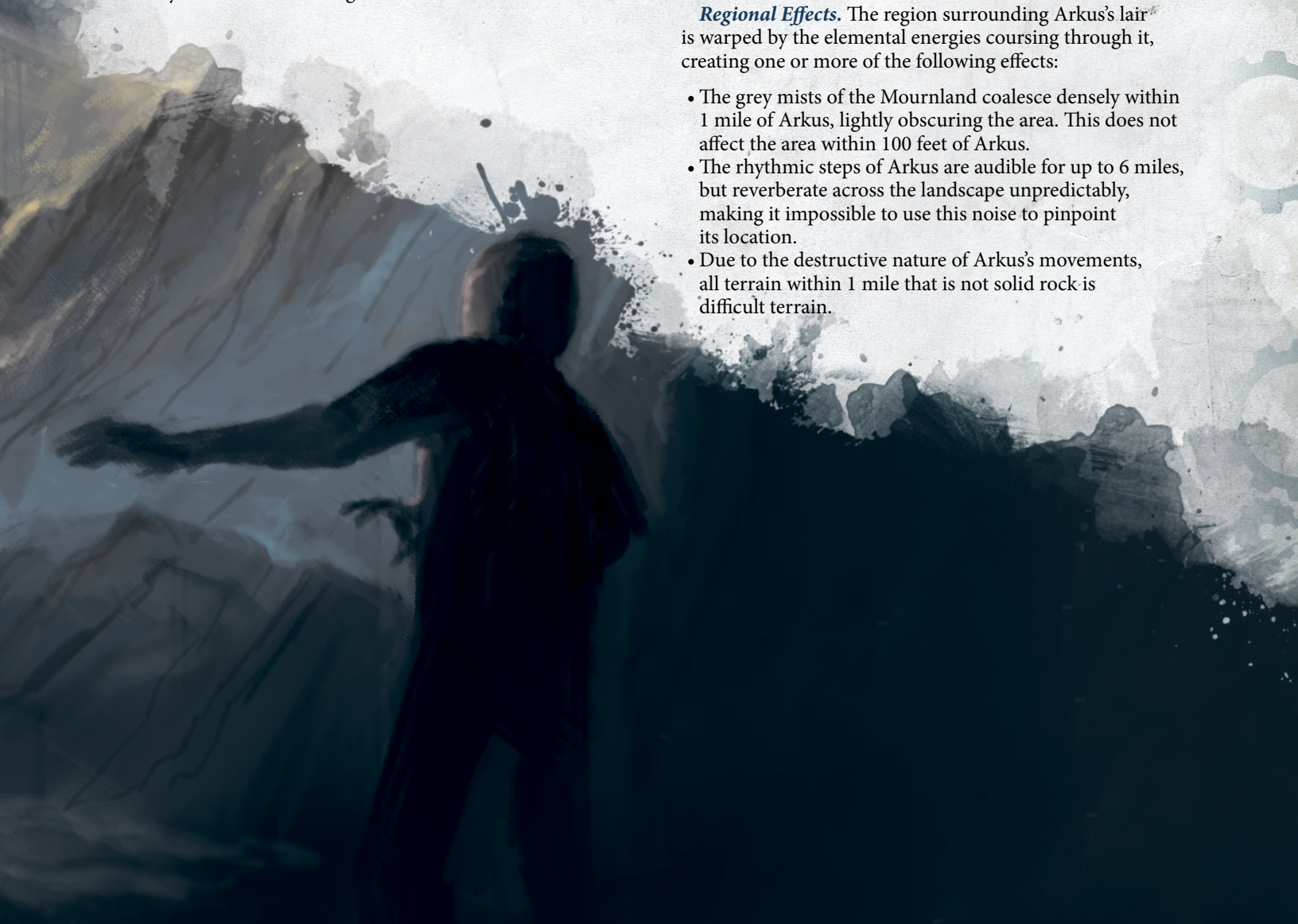
A warforged colossus does not maintain a traditional lair. However, contained within its chassis is a structure containing multiple levels and rooms, equipped for a crew and designed to protect the permitted inhabitants from incursion. A *map of this area* can be found in this section.

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

- An 20-foot radius area on the floor within Arkus, centered on a point it chooses, becomes superheated. Creatures touching the ground in that area must succeed on a DC 21 Dexterity saving throw, taking 4d6 fire damage on a failed save.
- A 10-foot long section of a 5-foot wide corridor of Arkus's choice within its chassis compresses, attempting to crush anything inside. Creatures caught in this area must succeed on a DC 23 Strength saving throw, taking 8d6 bludgeoning damage on a failed save or half as much damage on a successful one. Creatures that have amorphous bodies or that can squeeze into spaces 1 inch wide automatically succeed on this saving throw and take no damage.
- An arc of elemental lightning courses through the chassis. Any creature in the lair wearing metal armor becomes incapacitated until the start of its next turn.

Regional Effects. The region surrounding Arkus's lair is warped by the elemental energies coursing through it, creating one or more of the following effects:

- The grey mists of the Mournland coalesce densely within 1 mile of Arkus, lightly obscuring the area. This does not affect the area within 100 feet of Arkus.
- The rhythmic steps of Arkus are audible for up to 6 miles, but reverberate across the landscape unpredictably, making it impossible to use this noise to pinpoint its location.
- Due to the destructive nature of Arkus's movements, all terrain within 1 mile that is not solid rock is difficult terrain.



ARKUS

Gargantuan construct, unaligned

Armor Class 23 (natural armor)

Hit Points 512 (25d20 + 250)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	8 (-1)

Saving Throws Int +4, Wis +8, Cha +7

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

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

Senses truesight 150 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 27 (105,000 XP)

Forge Fires (Mythic). When Arkus is reduced to 0 hit points, it does not die. Instead, the damage triggers a protocol that ignites the Creation Forge deep inside of its chassis. This forge has an AC of 20 and 410 hit points. It is immune to all bludgeoning, piercing, and slashing damage from nonmagical attacks, and all conditions. If it is forced to make a saving throw, treat all of its ability scores as 10 (+0). If Arkus finishes a short or long rest, the chassis becomes active once again and the forge is hidden. Arkus dies when the creation forge is destroyed. While unconscious in this way, Arkus can take a total of 3 legendary actions each round, but can take no other actions nor regain any hit points.

Immutable Form. Arkus is immune to any spell or effect that would alter its form.

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

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

Siege Monster. Arkus deals double damage to objects and structures.

Towering Terror. Any enemy outside Arkus that starts its turn within 30 feet of it must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to this colossus's Towering Terror for the next 24 hours.

ACTIONS

Multiattack. Arkus makes three attacks—one with its slam and two with its eldritch turrets—and then uses Stomp.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage, and Arkus can push the target up to 20 feet away from it.

Eldritch Turret. *Ranged Spell Attack:* +18 to hit, range 300 ft., one target. *Hit:* 18 (4d8) force damage, and if the target is a creature, it is knocked prone.

Stomp. Arkus stomps one of its feet at a point on the ground within 20 feet of it. Any creature in a 20-foot-radius, 20-foot-high cylinder centered on this point must succeed on a DC 26 Dexterity saving throw or take 33 (6d10) bludgeoning damage and fall prone. Until Arkus uses its Stomp again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 26 Strength check. On a success, the creature relocates to an unoccupied space of its choice within 5 feet of Arkus and is no longer restrained.

Structures, as well as nonmagical objects that are neither being worn nor carried, take the same amount of damage if they are in the cylinder (no save).

Incinerating Beam (Recharge 5–6). Arkus fires a beam of light in a 150-foot line that is 10 feet wide. Each creature in the line must make a DC 26 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this beam is disintegrated, leaving behind anything it was wearing or carrying.

LEGENDARY ACTIONS

Arkus can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Arkus regains spent legendary actions at the start of its turn.

Forge Titan. Arkus creates a non-sentient construct chassis (using the **warforged titan** statistics), which emerges in the nearest unoccupied space to Arkus. This titan is under Arkus's control and does not roll initiative. Instead, when this action is used by Arkus while a titan is under its control, this action is used to instruct that titan to move and take an action.

MYTHIC ACTIONS

If Arkus is a Mythic encounter, it can choose from the options below as additional legendary actions for 1 hour after using Forge Fires.

Command Center (Costs 2 Actions). Arkus issues an area-wide command to all constructs it controls within 300 feet. All constructs under Arkus's control can immediately move and take an action.

Emergency Repairs (Costs 2 Actions). Arkus initiates an emergency repair protocol on a construct it controls that it can see within 120 feet. The target gains 4d10 temporary hit points.

Forge Drones. Arkus creates a **swarm of flying drones** in a space adjacent to it, or inside of it, which immediately fly up to their movement. These drones are under Arkus's control and do not roll initiative, only acting when commanded.

Recycler (Costs 3 Actions). Arkus issues a decompile order to a titan under its control. The titan is immediately destroyed and replaced with five **swarms of flying drones**, which occupy the space where the titan previously was.

WARFORGED TITAN

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Platforms. The warforged titan has two platforms built into its chassis. One Medium or smaller creature can ride on each platform without squeezing. To make a melee attack against a target within 5 feet of the warforged, they must use spears or weapons with reach and the target must be Large or larger.

Siege Monster. The warforged titan deals double damage to objects and structures.

ACTIONS

Multiattack. The warforged titan makes one axehand attack and one hammerfist attack.

Axehand. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, plus 11 (2d10) slashing damage if the target is prone.

Hammerfist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Sweeping Axe (Recharge 6). The warforged titan makes a sweep with its axehand, and each creature within 10 feet of it must make a DC 17 Dexterity saving throw. A creature takes 19 (3d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

SWARM OF FLYING DRONES

Medium swarm of small constructs, unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	6 (-2)	8 (-1)	5 (-3)

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

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points.

ACTIONS

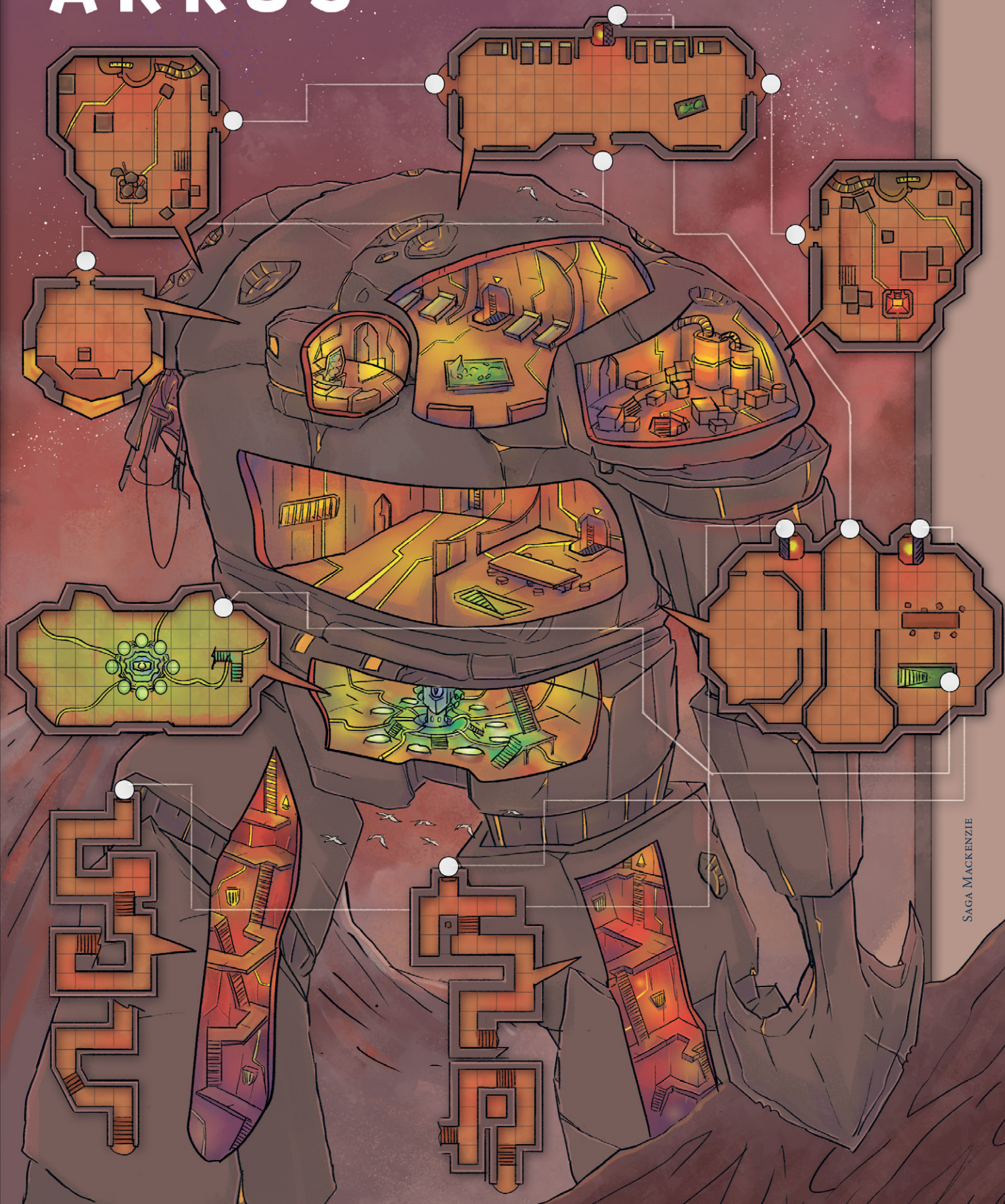
Improvised Strikes. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if the swarm has half of its hit points or fewer.

REACTIONS

Recycle. If the swarm has half of its hit points or fewer, and another drone swarm within 5 feet of it is reduced to fewer than half its hit points, the swarm can use its reaction to combine with the other drone swarm. Their hit points are combined, and they become a single creature occupying this swarm's space. Any conditions affecting either swarm automatically end. It can then immediately make an attack with its improvised strikes against a creature in its space, if able.



COLOSSUS WX-11 ARKUS





BELASHYRRA

As one of the six known daelkyr on Eberron, Belashyrra goes by many titles other than its given name. The Lord of Eyes, the All-Seer, and the Glorious Eye are just some of the many monikers granted to this entity's endless gaze.

Though Belashyrra is often perceived by mortals to have a human face, this visage is as ever-changing as the madness it inflicts on its surroundings. The perceived expressions and gender of Belashyrra change at the whim of the daelkyr, twisting into various masks of uncanny humanoid characteristics.

Belashyrra has absolute control over all aspects of sight. Those who fall victim to its abilities find themselves questioning what they perceive as real. Belashyrra can twist the normalcy of reality into a nightmarish terrorscape so horrifying that its victims may choose to blind themselves rather than be subjected to it a moment longer. Others consider the senses Belashyrra bestows as gifts, longing for it to grant them rapturous visions, the power of truesight, or other unusual (and often disturbing) abilities related to sight. Belashyrra has been known to take interest in specific mortals who serve as eyes for the daelkyr to see through, wherever they might be in the world. Belashyrra also attracts cultists, their motivations driven by unfathomable visions and their positions of leadership made up of beholderkin.

The alien mind of the daelkyr makes their motivations incomprehensible to mortals. This doesn't stop followers from congregating around the creatures however, following a decree that may or may not align with the ideals and bonds of the daelkyr. For the followers of Belashyrra, the idea of sight and awareness is at the forefront of their minds, and they do their best to extend the maddening sight of the daelkyr to all corners of the world.

DMs wanting to know more about Belashyrra should check out the following books:
Eberron Campaign Setting. 2004.
Eberron Expanded: Lords of Madness. 2005.
Eberron: Rising from the Last War. 2019.
Exploring Eberron. 2020.

BELASHYRRA'S LAIR

Belashyrra makes its lair in the Citadel of Lidless Eyes deep in Khyber, a site that appears to have been molded from molten stone, chitin, and flesh. Across its warped and liquid expanses, thousands of eyes of every size and shape peer into the endless darkness. Beholders, dolgrims, and stranger aberrations dwell within the halls of the citadel, which is one of the few places where such creatures are willing to live side by side.

Some beholderkin serve Belashyrra as guards and agents, while others spend their lives in deep meditation, pursuing inner visions known only to the Lord of Eyes. It's rumored that anyone who sits on the citadel's throne can see through the eyes of any sentient creature on Eberron or in Khyber.

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

- An eye opens on a solid surface within 60 feet of Belashyrra. One random eye ray of Belashyrra's shoots from that eye at a target of Belashyrra's choice that it can see. The eye then closes and disappears.
- Belashyrra creates a wave of madness. Each creature it can see within its lair must succeed on a DC 25 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature must use its action at the start of its turn before moving to make a melee attack against another creature of Belashyrra's choice within reach. If there are no creatures within reach, the charmed creature can act normally for that turn. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Belashyrra taps into the eyesight of creatures in its lair and alters their perception. Each creature of Belashyrra's choice in the lair must make a DC 25 Wisdom saving throw. On a failure, the affected creature perceives objects and creatures a short distance from their actual locations, imposing disadvantage on the creature's attack rolls against those targets. An affected 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 this lair action for the next 24 hours.

Regional Effects. Belashyrra's lair is known to touch remote areas of the Shadow Marches and caverns below Xen'drik. A region containing a passage to Belashyrra's lair is warped by its magic, which creates one or more of the following effects:

- Creatures within 1 mile of the passage sometimes feel as if they're being watched.
- Beasts that live within 6 miles of the passage undergo magical transmutation, growing eyes or eyestalks that Belashyrra can see through.
- A humanoid who spends at least 1 hour within 1 mile of the passage must succeed on a DC 24 Wisdom saving throw or descend into a type of madness (see "*Madness of Belashyrra*" below). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.



BELASHYRRA AS A MYTHIC ENCOUNTER

Belashyrra is a powerful encounter on its own, but if the adventurers want a true challenge, you can use its Swarm of Eyes and Claws trait. Using this trait marks a drastic turn in the encounter as Belashyrra takes on an eldritch visage of horror to terrify its foes. Once Belashyrra has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the text to the right when Belashyrra uses its Swarm of Eyes and Claws trait.

REWARDS

Fighting Belashyrra as a mythic encounter is equivalent to fighting two CR 25 creatures in one encounter. Award a party 150,000 XP for defeating Belashyrra after it uses Swarm or Eyes and Claws. You can also reward them with the *eye of Belashyrra*, *ring of all-seeing* and the spell *wandering eyes* in addition to any other treasure it might hold.

As the physical form of Belashyrra gives in to your assault, an instant of quiet falls over the battlefield. The daelkyr crumbles before you, its shape slowly lessening to become smaller and smaller. Then a bright flash, as if from an iridescent sun, sparks out from Belashyrra's form and breaks it apart into flying, spherical shapes.

Eyes, thousands of eyes, swirl in a mass of all-seeing horror. The spaces between the floating irises are filled with shadowy claws, reaching for you as the huge swarm of eyes rises before you, a thousand-fold gaze of madness staring you down as the fight begins anew.

BELASHYRRA

Medium aberration, chaotic evil

Armor Class 21 (natural armor)

Hit Points 427 (40d8 + 240)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	22 (+6)	26 (+8)	22 (+6)	23 (+6)

Saving Throws Int +16, Wis +14, Cha +14

Skills Arcana +16, Perception +14

Damage Resistances poison, psychic

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

Senses truesight 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

Challenge 25 (75,000 XP)

Alien Mind. If a creature tries to read Belashyrra's thoughts or deals psychic damage to it, that creature must succeed on a DC 24 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eye Thief. Belashyrra can see through the eyes of all creatures within 120 feet of it. It can use its Eye Ray through any creature within 120 feet of it, as though it were in that creature's space.

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

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

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

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

Swarm of Eyes and Claws (Mythic; Recharges after a Short or Long Rest). When Belashyrra is reduced to 0 hit points, it does not die or fall unconscious. Instead, its humanoid shape breaks into thousands of different colored eyes and nightmarish claws. Belashyrra immediately gains 200 hit points and 227 temporary hit points and becomes a Huge swarm of Tiny aberrations. As a swarm, Belashyrra can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for an eyeball to go through. When a creature enters the swarm's space for the first time on a turn or it starts its turn there, the creature suffers the effects of one of Belashyrra's eye rays, determined randomly. The swarm is also resistant to bludgeoning, piercing, and slashing damage, and immune to the grappled, paralyzed, petrified, restrained, and stunned conditions. While in swarm form, Belashyrra's claw attacks deal psychic damage.

ACTIONS

Multiattack. Belashyrra makes two attacks with its claws and uses its Eye Ray once.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Eye Ray. Belashyrra shoots one of the following magical eye rays of its choice, targeting one creature it can see within 120 feet of it:

1. **Psyche-Reconstruction Ray.** The target must make a DC 25 Wisdom saving throw, taking 49 (9d10) psychic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, it dies and transforms into a **spectator** under Belashyrra's control and acts immediately after Belashyrra in the initiative order. The target can't be returned to its original form by any means short of a wish spell.

2. **Domination Ray.** The target must succeed on a DC 25 Wisdom saving throw or be charmed by Belashyrra for 1 minute or until the target takes damage. Belashyrra can issue telepathic commands to the charmed creature (no action required), which it does its best to obey.

3. **Mind-Weakening Ray.** The target must succeed on a DC 25 Intelligence saving throw or take 36 (8d8) psychic damage and be unable to cast spells or activate magic items for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Blinding Ray.** The target and each creature within 10 feet of it must succeed on a DC 25 Constitution saving throw or take 19 (3d12) radiant damage and be blinded for 1 minute. Until this blindness ends, Belashyrra can see through the blinded creature's eyes. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Claw. Belashyrra makes one claw attack.

Implant Fear (Costs 2 Actions). Belashyrra targets a creature it can see within 60 feet of it. The target must succeed on a DC 25 Wisdom saving throw or take 22 (4d10) psychic damage and immediately use its reaction, if available, to move as far as its speed allows away from Belashyrra.

Rend Reality (Costs 3 Actions). Belashyrra rips at the bonds of reality in its immediate area. Each creature within 10 feet of Belashyrra must succeed on a DC 25 Constitution saving throw or take 19 (3d12) force damage and gain one level of exhaustion.

MYTHIC ACTIONS

If Belashyrra is a Mythic encounter, it can use the options below as legendary actions for 1 hour after using Swarm of Eyes and Claws:

Reposition. Belashyrra moves up to its speed without provoking opportunity attacks.

Maddening Presence (Costs 2 Actions). Each creature of Belashyrra's choice that is within 90 feet of it and can see it must succeed on a DC 25 Wisdom saving throw or be affected by short-term madness as found in Chapter 8 of the *Dungeon Master's Guide*. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A Thousand Unspeakable Horrors (Costs 3 Actions). Each creature of Belashyrra's choice that is within 15 feet of it and can see it must succeed on a DC 25 Wisdom saving throw or be overcome with blinding fear. On a failed save, the creature takes 22 (4d10) psychic damage and is frightened and blinded. On a success, it takes half damage and isn't frightened. A creature can repeat the saving throw at the end of each of its turns, ending the frightened effect on itself on a success. The blinded effect is permanent, unless removed by a *lesser restoration* spell or similar magic.

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

MADNESS OF BELASHYRRA

If a creature goes mad in Belashyrra's lair or while it can see the daelkyr, it gains a form of indefinite madness. Roll on the Madness of Belashyrra table to determine the nature of this madness, which takes the form of a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on madness.

The DM chooses whether to roll on the Madness of Belashyrra table offered by this book or on the table offered in *Eberron: Rising from the Last War*.

MADNESS OF BELASHYRRA

d6	Flaw (lasts until cured)
1	There are things moving around me, even when my eyes are closed.
2	My sight is no longer my own.
3	I see people for what they truly are: disgusting, vile sacks of meat.
4	My sleep is haunted by nightmares, containing horrid promises of the future.
5	Someone is following me and I don't know their intentions.
6	Beauty is a lost concept to me. Everything that is beautiful will eventually become ruin.





DYRRN

Known as one of the mightiest daelkyr, Dyrrn is credited with warping and shaping many horrific creatures that still threaten the world today. Its typical appearance is that of a masculine humanoid with sharp, handsome features. It often wears an outfit composed of alien materials and strips of shifting leather.

The alien mind of the daelkyr makes their motivation incomprehensible to mortal minds. This doesn't stop followers from congregating around the creatures however, following a decree that may or may not align with the ideals and bonds of the daelkyr.

DMs wanting to know more about Dyrrn should check out the following books:

Rising from the Last War. 2019.

Exploring Eberron. 2020.

DYRRN'S LAIR

Dyrrn's lair, the Palace of Sinew, appears at first look to be organically shaped, with rounded halls that have intricate designs engraved into them, doors that are lined and wet, and windows coated with thin pink coverings. Deeper investigation reveals these details to actually be alive: the engravings appear to breathe, the doors move by thick tendons and muscles, while windows are closed with a thin flap of skin.

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

- Dyrrn uses its Corruption action.
- A 30-foot-square area of ground within 120 feet of Dyrrn sprouts tentacles until initiative count 20 on the next round. Any creature that starts or ends its turn in the area must succeed on a DC 23 Strength saving throw or be restrained. A creature can escape the tentacles with a successful DC 23 Strength (Athletics) or Dexterity (Acrobatics) check as an action.
- Each creature of Dyrrn's choice that it can see within 120 feet of it must succeed on a DC 23 Wisdom saving throw or take 26 (4d12) psychic damage. Unless the target has immunity to psychic damage, its Intelligence score is reduced by 1d4 each time it fails the saving throw for this lair action. The target dies if its Intelligence score is reduced to 0. The reduction lasts until the target finishes a short or long rest.

Regional Effects. The region containing Dyrrn's lair is warped by its magic, creating one or more of the following effects:

- Plants and animals raised within 2 mile of the Plants and animals raised within 2 mile of the passage have twisted, aberrant forms. Use the daelkyr Modifications table for inspiration.
- Creatures within 1 mile of the passage frequently feel as if something is crawling under their skin.
- If a humanoid spends at least 1 hour within 1 mile of the passage, that creature must succeed on a DC 22 Wisdom saving throw or descend into a type of madness (see "*Madness of Dyrrn*" below). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

DAELKYR MODIFICATIONS

d10	Modification
1	The creature is fused with another creature or object.
2	The creature has additional eyes, or its existing eyes are replaced with the eyes of a different creature.
3	The creature produces eerie music instead of speech.
4	The creature's skin has an unusual texture or color.
5	The creature's hair is replaced by spines or tentacles.
6	The creature's flesh is transparent.
7	The creature has extra limbs.
8	The creature is bioluminescent.
9	The creature has an additional head.
10	The creature sheds its skin every 60 days.





DYRRN AS A MYTHIC ENCOUNTER

Dyrrn is a powerful encounter on its own, but if the adventurers want a true challenge, you can use its Unknowable Nature trait. Using this trait marks a drastic turn in the encounter as Dyrrn reveals a more alien form, becoming a towering tentacled terror. Once Dyrrn has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when Dyrrn uses its Unknowable Nature trait:

"I was amused at first. Now I tire of this game." Dyrrn is not a being who is easy to read, and what precipitated its response isn't clear. Dyrrn throws its head back, silently widening its impossibly wide mouth. Tentacles quickly emerge as Dyrrn's body pulls itself inside out. Where once was a striking looking humanoid, is now a towering vaguely humanoid pillar of tentacles and spiralling maws.

REWARDS

Fighting Dyrrn as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award a party 124,000 XP for defeating Dyrrn after it uses Unknowable Nature. You can also reward them with the *fleshcrafter*, *gloves of the flesh master*, and the spell *Dyrrn's familiar* in addition to any other treasure it might hold.

DYRRN

Medium aberration, chaotic evil

Armor Class 21 (natural armor)

Hit Points 325 (31d8 + 186)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	21 (+5)	22 (+6)	26 (+8)	23 (+6)	24 (+7)

Saving Throws Int +15, Wis +13, Cha +14

Skills Arcana +15, History +15, Insight +13, Perception +13

Damage Resistances poison, psychic

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

Senses truesight 120 ft., passive perception 23

Languages Deep Speech, telepathy 120 ft.

Challenge 24 (62,000 XP)

Alien Mind. If a creature tries to read Dyrrn's thoughts or deals psychic damage to it, that creature must succeed on a DC 23 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

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

Unknowable Nature (Mythic; Recharges after a Short or Long Rest). When Dyrrn is reduced to 0 hit points, it does not die or fall unconscious. Instead, it recovers 200 hit points and gains 125 temporary hit points. As it does, Dyrrn becomes a large creature made entirely of snapping beaks or jaws and whipping tentacles. It is no longer limited to grappling only two creatures with its Tentacle Whip attack.

Additionally, Dyrrn immediately creates one **Dyrrn's intellect devourer** for each hostile creature within 60 feet. These creatures erupt from the various orifices along Dyrrn's form, arriving in unoccupied spaces within 20 feet of Dyrrn's body.

ACTIONS

Multiattack. Dyrrn makes one Tentacle Whip attack (or two Tentacle Whip attacks if it possesses temporary hit points from Unknowable Nature), and uses its Corruption once. Dyrrn can replace a Tentacle Whip attack with Extract Brain if it has a creature grappled.

Tentacle Whip. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage. If the target is a

Medium or smaller creature, it is grappled (escape DC 23), pulled into an unoccupied space within 5 feet of Dyrrn, and must succeed on a DC 23 Intelligence saving throw or be stunned until this grapple ends. Dyrrn can't use the same tentacle whip on another target until this grapple ends. Dyrrn has two tentacle whips.

Corruption. Dyrrn targets one creature it can see within 60 feet of it. The target must succeed on a DC 23 Constitution saving throw or take 22 (4d6 + 8) necrotic damage and become corrupted for 1 minute.

A corrupted creature's flesh twists in alien ways. The creature has disadvantage on attack rolls, its speed is reduced by half, and if it tries to cast a spell, it must first succeed on a DC 15 Intelligence check or the spell fails and is wasted. The corrupted creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Extract Brain. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one incapacitated creature grappled by Dyrrn. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Dyrrn kills the target by extracting and devouring its brain.

LEGENDARY ACTIONS

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

Tentacle Whip. Dyrrn makes one attack with its Tentacle Whip.

Spawn Aberration (Costs 2 Actions). Dyrrn regurgitates a **Dyrrn's intellect devourer** in an unoccupied space within 5 feet of it. Dyrrn's intellect devourer is under Dyrrn's control and acts immediately after Dyrrn in the initiative order.

Mind Blast (Costs 3 Actions). Dyrrn magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 23 Intelligence saving throw or take 30 (5d8 + 8) psychic damage and be stunned 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.

MYTHIC ACTIONS

If Dyrrn is a Mythic encounter, it can use the options below as legendary actions for 1 hour after using Unknowable Nature:

Aberrant Shaper (Costs 2 Actions). Dyrrn makes a Tentacle Whip attack. If the strike hits, the creature takes no damage. Instead, it must succeed on a DC 23 Wisdom saving throw or it suffers the effects of the *polymorph* spell, except instead of becoming a Beast, the target becomes an Aberration of Dyrrn's choice.

Tentacled Fury (Costs 2 Actions). A plethora of tentacles emerge from Dyrrn. The next time Dyrrn uses its Multiattack action, if it makes a Tentacle Whip attack, it makes one attack for each creature within 10 feet of itself. Dyrrn can grapple each target separately. After using this feature, any tentacles beyond its usual two disappear unless they're grappling a creature.

Suckle Lifeorce. Dyrrn's tentacles release thorny protrusions, dealing 2d8 piercing damage to any creatures currently grappled by it. Dyrrn regains a number of hit points equal to the total damage dealt.



DYRRN'S INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-1)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

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

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

Detect Sentience. Dyrnn's intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Dyrnn's Augmentation. When Dyrnn's intellect devourer rolls initiative, choose one of the following benefits to gain:

Pack Tactics. Dyrnn's intellect devourer gains advantage to attack foes who are within melee reach of one of Dyrnn's intellect devourer's allies.

Tentacles. Dyrnn's intellect devourer gains a tentacles attack. This attack is the same as its claws attack, but deals bludgeoning damage and grapples a target when it hits. The escape DC for this grapple is 12. Whenever Dyrnn's intellect devourer uses its Multiattack, it can use this tentacle attack as a bonus action.

Elemental Charge. Dyrnn's intellect devourer adds 1d6 extra damage of one of the following types to any melee weapon attack it makes: acid, cold, fire, lightning, or thunder (chosen by Dyrnn when Dyrnn's intellect devourer rolls initiative).

MADNESS OF DYRRN

If a creature goes mad in Dyrnn's lair or while it can see the daelkyr, it gains a form of indefinite madness. Roll on the Madness of Dyrnn table to determine the nature of this madness, which takes the form of a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on madness.

The DM chooses whether to roll on the Madness of Dyrnn table offered by this book or on the table offered in *Eberron: Rising from the Last War*.

MADNESS OF DYRRN

d6	Flaw (lasts until cured)
1	There's an illithid parasite living in my brain!
2	I can feel myself evolving into an aberration.
3	Aberrations are the only natural things.
4	A part of me has become a conscious entity.
5	My opponents must bow down to a mind flayer!
6	Dyrnn and the mind flayers simply want to unite all sentient creatures in collective consciousness. And I receive messages from the group mind!

ACTIONS

Multiattack. Dyrnn's intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Devour Intellect. Dyrnn's intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. Dyrnn's intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it that isn't protected by protection from evil and good. If it wins the contest, Dyrnn's intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, Dyrnn's intellect devourer has total cover against attacks and other effects originating outside its host. Dyrnn's intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body dies, Dyrnn's intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives Dyrnn's intellect devourer out. Dyrnn's intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, Dyrnn's intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

LADY ILLMARROW

The eldest and possibly most powerful necromancer to ever have existed in Eberron, the Queen of the Dead plots from her icy castle in the Lhazaar Principalities. Controlling the Order of the Emerald Claw, it's clear she's moving her pawns on the board, playing a game of chess that has unfolded for centuries.

Ideal. "I have existed for centuries, with plans older than most mortals. I am inevitable."

Bond. "I will master death itself by reviving the mark I bear."

Flaw. "I lost my mortality so long ago that I underestimate the power a mortal can wield."

DMs wanting to know more about Lady Illmarrow should check out the following books:

Eberron Campaign Guide. 2009

Eberron: Rising from the Last War. 2019

Exploring Eberron. 2020

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

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 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a **zombie** under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

LADY ILLMARROW'S LAIR

From her castle of Ice and Bone, Lady Illmarrow is said to keep an army of undead.

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

- Targeting up to 3 corpses within 120 feet of her, Illmarrow turns these corpses into **zombies** under her control. When these zombies die, roll 1d20. On a 1, their corpse is too damaged to animate.
- Illmarrow uses her breath weapon. After using her breath weapon, she can then teleport to any unoccupied space within the area affected by her breath weapon.
- Illmarrow chooses a point within 120 feet of her. A previously invisible rune begins to glow. Cast a spell that Illmarrow has prepared of 2nd level or lower (including cantrips) without using a spell slot. This spell is cast as though Illmarrow were standing at the selected point.

Regional Effects. The region containing Lady Illmarrow's lair is warped by her magic, creating one or more of the following effects:

- A thick magical fog and magical driving snow constantly obscures vision. Creatures without truesight cannot see beyond 60 feet. Additionally, all light is dimmed, halving the distance light travels.
- Undead constantly maneuver through the terrain surrounding Illmarrow's Lair. Creatures cannot complete a long rest without being assaulted by a troupe of undead creatures.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



ILLMARROW AS A MYTHIC ENCOUNTER

Lady Illmarrow is a powerful encounter on her own, but if the adventurers want a true challenge, you can use her Death Dragon trait. Using this trait marks a drastic turn in the encounter as her twin heritages flow through her, transforming her body into a gigantic dragon of death. Once Lady Illmarrow has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the text to the right when Lady Illmarrow uses her Death Dragon trait.

REWARDS

Fighting Lady Illmarrow as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Lady Illmarrow after she uses Death Dragon. You can also reward them with the *crown of death*, *kneel*, and *sanguineous tome* in addition to any other treasure she might hold.

Certain she's been pushed to the limits of her immortality, black ichor flows freely from her wounds. Face twisting with hatred, a feral scream rushes from deep within her body. That's when it becomes obvious that her body is undergoing a transformation. Like a chick erupting from an egg, a horrific ebony dragon begins tearing through Illmarrow's body. Claws explode through her hands, bones twist and knit as her body grows, and a long sinuous neck slips upward, a new dragon head staring down with the same twisted look of hatred.

Luca Bancone

LADY ILLMARROW

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 199 (21d8 + 105)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	24 (+7)

Saving Throws Con +12, Int +15, Wis +12

Skills Arcana +15, History +15, Insight +12, Perception +12

Damage Resistances cold, lightning

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

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

Senses truesight 120 ft., passive Perception 22

Languages Common, Draconic, Elvish

Challenge 22 (41,000 XP)

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

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

Rejuvenation. Illmarrow's body turns to dust when she drops to 0 hit points if her Death Dragon trait is not present or if it is waiting to recharge. Her equipment is left behind when her body turns to dust. She gains a new body after 1d10 days, regaining all her hit points and becoming active again. The new body appears within two hundred miles of the location at which she was destroyed.

Spellcasting. Illmarrow is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Illmarrow has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see "Actions" below), *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *magic missile*, *shield*, *sleep*

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

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*, *fly*, *lightning bolt*

4th level (3 slots): *blight*, *confusion*, *polymorph*

5th level (3 slots): *cloudkill*, *cone of cold*, *hold monster*, *scrying*

6th level (2 slots): *chain lightning*, *circle of death*, *create undead*

7th level (2 slots): *finger of death*, *forcecage*, *prismatic spray*

8th level (1 slot): *incendiary cloud*, *maze*

9th level (1 slot): *power word kill*, *time stop*

Death Dragon (Mythic; Recharges after a Short or Long Rest).

When Lady Illmarrow is reduced to 0 hit points, she does not die or fall unconscious. Instead, she transforms into an enormous dragon of death. Illmarrow immediately gains 100 hit points and 99 temporary hit points.

While she possesses these temporary hit points, Illmarrow's size becomes Gargantuan and her flying speed doubles. Whenever Illmarrow uses her Poison Breath, the cone becomes a 60-foot cone, and the damage becomes necrotic damage instead of poison damage (all other effects from her breath are still present). The reach of her Paralyzing Claw attack becomes 10 feet.

Additionally, Illmarrow regains all uses of her Legendary Resistance trait.

ACTIONS

Chill Touch (Cantrip). Ranged Spell Attack: +15 to hit, range 120 ft., one creature. *Hit:* 18 (4d8) necrotic damage, and the target can't regain hit points until the start of Illmarrow's next turn. If the target is undead, it also has disadvantage on attack rolls against Illmarrow until the end of her next turn.

Paralyzing Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) slashing damage plus 10 (3d6) cold damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Breath (Recharge 5–6). Illmarrow exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. While poisoned in this way, the creature can't regain hit points. On a successful save, the creature takes half as much damage and isn't poisoned.

A humanoid reduced to 0 hit points by this damage dies and rises at the start of Illmarrow's next turn as a **zombie**. The zombie acts immediately after Illmarrow in the initiative count and is permanently under her command, following her verbal orders.

LEGENDARY ACTIONS

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

Cantrip. Illmarrow casts a cantrip.

Paralyzing Claw. Illmarrow uses her Paralyzing Claw.

Frightening Presence (Costs 2 Actions). Illmarrow targets up to three creatures she can see within 30 feet of her. Each target must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Illmarrow's Frightening Presence for the next 24 hours.

Poison Breath (Costs 3 Actions). Illmarrow recharges her Poison Breath and uses it.

MYTHIC ACTIONS

If Illmarrow is a Mythic encounter, she can use the options below as legendary actions for 1 hour after using Death Dragon:

Death Gate (Costs 2 Actions). Illmarrow chooses an unoccupied space within 120 feet of her. A black smoke begins to creep along her hide. At the end of her next turn, she teleports to that point.

Necrotic Breath (Costs 3 Actions). Illmarrow recharges her Poison Breath. Unleashing her breath weapon, she deals no damage. For each creature caught in the breath attack, two **wights** pull themselves free of the ground at any unoccupied space within the breath weapon.

Multiattack (Costs 2 Actions). Illmarrow makes three attacks with her Paralyzing Claw. Then all creatures within 30 feet of Illmarrow must succeed on a DC 20 Dexterity saving throw or be pushed 15 feet away from Illmarrow as they are slammed by her tail.



PRINCE JURIAN IR'WYNARN

Queen Aurala of Aundair's second son, Prince Jurian ir'Wynarn lived a life of luxury and prestige. He grew up eating the finest foods and drinking the finest wine... and learned swordplay under the finest tutors. A veritable genius with a rapier, it was rumored that the prince could etch a poem in his opponent's chest with the tip of his blade during a duel. Combined with the allure of his deadly skill and noble pedigree, Prince Jurian's rakish good looks made him an impressive adversary in both combat and the social arena.

Prince Jurian's well of good fortune eventually ran dry, however. Shortly after the signing of the Treaty of Thronehold, Queen Aurala banned honor duels, citing a desire for Aundairians to cease killing each other over matters ultimately immaterial. Unfortunately, within days, Prince Jurian found himself in one last duel, in which he slew a noble lord whom he challenged over the mistreatment of a female store owner. Despite emerging victorious, the dashing prince essentially lost, as he was forced to flee Aundair to avoid the political scandal of having disobeyed his royal mother's decree.

Currently, Prince-in-Exile Jurian ir'Wynarn lives the life of a socialite-errant. He drifts from noble estate to dragonmarked enclave in Breland, relying on the hospitality and good graces of his peers and admirers. Little does anyone realize that this public story—his exile, his carefree attitude—is merely a front. For in truth, Prince Jurian ir'Wynarn is a spy, a member of the Royal Eyes of Aundair, and his rakish persona is a ruse that allows him access to foreign nobles and influential dragonmarked scions. Indeed, even his fateful duel was part of the plan. The noble lord he slew was targeted for removal by the Royal Eyes, and the timing of his mother's decree outlawing dueling only made his self-exile all the more credible to the foreign circles he now infiltrates. Those that underestimate Prince Jurian, taking him for a pampered noble, will surely regret it.

Ideal. "I will do whatever it takes to see Aundair come out on top. My mother is the only ruler fit to sit on the throne of Galifar."

Bond. "Aundair dares, and I enjoy a good dare."

Flaw. "My public persona's love of decadence is perhaps not entirely a ruse."

STEVE FIDLER



STORN COOK

PRINCE JURIAN AS A MYTHIC ENCOUNTER

Prince Jurian is a powerful encounter on his own, but if the adventurers want a true challenge, you can use his I'm Not Right-Handed trait. Using this trait marks a drastic turn in the encounter as he reveals his ruse. Once Prince Jurian has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Prince Jurian uses his I'm Not Right-Handed trait:

Prince Jurian suddenly rights himself, standing steady and self-assured, as if any injury he had previously suffered was just a clever ruse. He flips his rapier from his right-hand into his left, announcing "Sorry, friends. I never said I was right-handed." You instantly realize you have made a dire miscalculation.

REWARDS

Fighting Prince Jurian as a mythic encounter is equivalent to fighting two CR 9 creatures in one encounter. Award a party 10,000 XP for defeating Prince Jurian after he uses I'm Not Right-Handed. You can also reward your party with the *spyblade*.

PRINCE JURIAN

Medium humanoid (human), chaotic good

Armor Class 17 (studded armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Dex +9, Con +6

Skills Athletics +6, Deception +11, Perception +6, Performance +7, Sleight of Hand +9

Senses passive Perception 16

Languages Common, Gnomish, Elvish, Goblin, Halfling

Challenge 9 (10,000 XP)

Indomitable (2/Day). Prince Jurian rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Prince Jurian can regain 20 hit points.

I'm Not Right-Handed (Mythic; Recharges after a Short or Long Rest). If Prince Jurian is either disarmed of his rapier or reduced to 0 hit points, he doesn't die or fall unconscious. Instead he flips his rapier to his left hand (or snatches it out of the air) and regains 143 hit points. If this would exceed his maximum hit point total, he gains temporary hit points equal to the remainder he would have otherwise gained. He also regains any expended uses of his Indomitable or Second Wind traits.

For up to 1 hour after he has used this mythic trait, Prince Jurian cannot be disarmed and whenever he uses Indomitable he can choose to automatically succeed on the rerolled saving throw.

ACTIONS

Multiattack. Prince Jurian makes three attacks with his rapier.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, plus 9 (2d8) piercing damage if Prince Jurian has more than half of his total hit points remaining or if he has used his I'm Not Right-Handed trait within the last hour.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

MYTHIC ACTIONS

If Prince Jurian is a Mythic encounter, he can take 3 mythic actions, choosing from the options below, for 1 hour after using his I'm Not Right-Handed trait. Only one mythic action option can be used at a time and only at the end of another creature's turn. Prince Jurian regains spent mythic actions at the start of his turn.

Dashing Footwork. Prince Jurian moves up to his speed without provoking attacks of opportunity, ignoring difficult terrain.

Riposte. Prince Jurian makes a Rapier attack.

Disarming Flourish (Costs 2 Actions). One creature within Prince Jurian's reach must make a DC 17 Dexterity saving throw. On a failure, the creature drops one item it is holding of Prince Jurian's choice, which he can choose to either catch or fling up to 20 feet away.

Low Blow (Costs 2 Actions). Prince Jurian makes a Rapier attack. If the attack hits, the target takes an additional 9 (2d4 + 4) bludgeoning damage, is pushed up to 10 feet away, and is knocked prone.



RAK TULKHESH

Wherever anger and violent impulses fester in the hearts of mortals, it secretly feeds power to Rak Tulkhesh, the Rage of War. As his power and influence swells, Rak Tulkhesh can infiltrate the minds of the violent and in turn drive them to further rage.

Rak Tulkhesh has no physical form. Bound to the Silver Flame, his soul is imprisoned throughout the Khyber shards scattered across the world. While any being who keeps hatred in their heart aids in his growing power, his minions include the minotaurs of Droaam (who worship him as the Horned Prince) and the fiendish hordes led by the rakshasa Mordakhesh the Shadowsword.

Ideal. "It does not matter why you fight, only that fear and strength fill your veins. Then you are mine."

Bond. "Fight. Fight until your bones and muscles snap, until your blood is nearly gone. Then keep fighting."

Flaw. "Violence can solve any problem."

DMs wanting to know more about Rak Tulkhesh should check out the following books:
 "Eternal Evil: The Lords of Dust" in *Dragon Magazine* #337
Eberron Campaign Guide. 2009
 "Rak Tulkhesh, the Rage of War" in *Dragon Magazine* #416. 2012
Eberron: Rising from the Last War. 2019
Exploring Eberron. 2020

RAK TULKHESH'S LAIR

The Lords of Dust are always working to free the overlords from their prisons. Succeeding at their goals is a storyline suitable for an entire campaign. Should the Lords of Dust achieve their goal, a true terror will be unleashed upon the world.

Rak Tulkhesh's lair forms in his presence: walls begin to bleed and the ground becomes barren and ashy, while creatures are driven to see the presence of other creatures as a challenge to be fought. If Rak Tulkhesh hasn't been freed from his prison, he lacks lair actions or regional effects until his War Never Changes trait is triggered.

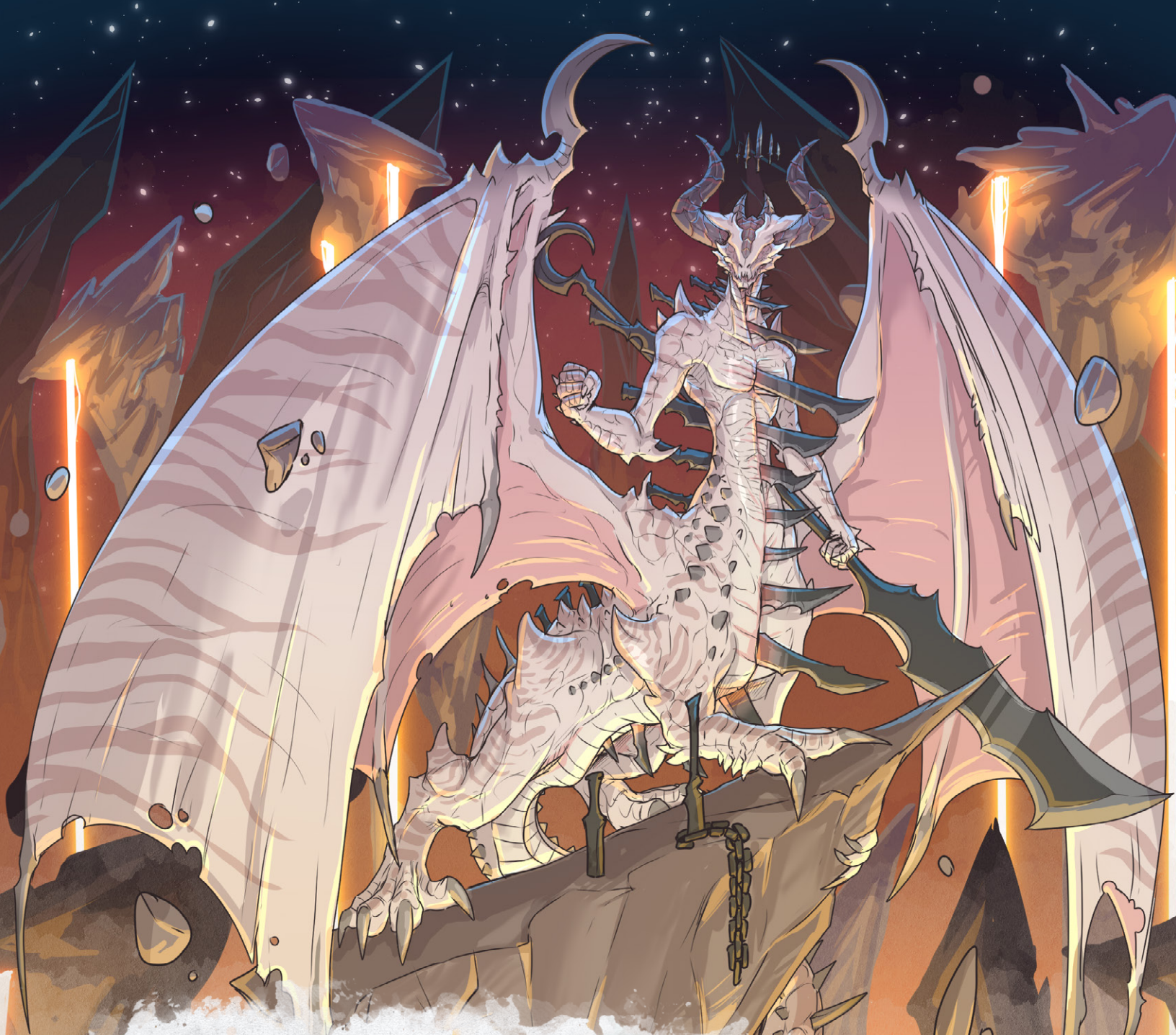
Lair Actions. On initiative count 20 (losing initiative ties), Rak Tulkhesh can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Each creature of Rak Tulkhesh's choice that he can see must succeed on a DC 24 Wisdom saving throw or move their full speed towards another creature of Rak Tulkhesh's choice and make a single weapon attack.
- Rak Tulkhesh's Whirlwind of Weapons trait grows as more weapons fill the air around him. The area this trait affects doubles until the next lair action Rak Tulkhesh uses.
- Rak Tulkhesh attempts to draw weapons into his cloud. All creatures holding a weapon must succeed on a DC 18 Strength saving throw or the weapon is rent from their hands. They can grab it by entering Rak Tulkhesh's Whirlwind of Weapons aura and using their action to carefully grab their weapon from the air.

Regional Effects. The region containing Rak Tulkhesh's lair is warped by his magic, creating one or more of the following effects:

- When entering within 1 mile of the lair, all creatures must succeed on a DC 26 Wisdom saving throw or gain the following flaw until they leave this region:
Aggressive. When you see another creature for the first time, you want to test its mettle against your strength.
- When entering within 1 mile of the lair, all creatures must succeed on a DC 26 Wisdom saving throw or gain the following flaw until they leave this region:
Greedy. When you see something you want, you simply take it, by force if needed.
- When entering within 1 mile of the lair, all creatures must succeed on a DC 26 Wisdom saving throw or gain the following flaw until they leave this region:
Fearful. Other creatures should fear you. Those that don't must be taught the truth.

These regional effects are centered on Rak Tulkhesh, out to a distance of 1 mile. If Rak Tulkhesh is killed, these effects disappear after 1d10 days.



LUIS ABADIAS

RAK TULKESH AS A MYTHIC ENCOUNTER

Rak Tulkesh is a powerful encounter on his own, but if the adventurers want a true challenge, you can use his War Never Changes trait. Using this trait marks a drastic turn in the encounter as Rak Tulkesh is empowered by the violence enacted upon him. Once Rak Tulkesh has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the text to the right when Rak Tulkesh uses his War Never Changes trait.

REWARDS

Fighting Rak Tulkesh as a mythic encounter is equivalent to fighting two CR 28 creatures in one encounter. Award a party 240,000 XP for defeating Rak Tulkesh after he uses War Never Changes trait. You can also reward them with the *ring of Rak Tulkesh, war*, and the spell *essence of the war lord* in addition to any other treasure he might hold.

Fighting the overlord has been a noisy endeavour, as most conflicts are. However, something eerie about the fiend is that it doesn't seem to mind the amount of damage inflicted upon it's form: not a grunt, whine, or gasp is heard when blood is spilled.

Something is different now. Everything feels cloudier. A red hue sits in the air like a thin fog. This miasma ebbs and flows from his body and his wounds glow. He's drawing power from the conflict itself and it's clear how much of an uphill battle it will be to finish the fiend off.

RAK TULKHESH

Huge fiend, neutral evil

Armor Class 22 (natural armor)

Hit Points 478 (33d12 + 264)

Speed 40 ft., climb 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	27 (+8)	21 (+5)	22 (+6)	26 (+8)

Saving Throws Str +17, Con +16, Wis +14, Cha +16

Skills Athletics +17, Intimidation +16, Perception +14

Damage Resistances cold, fire, lightning

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

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

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 28 (120,000 XP)

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

Innate Spellcasting. Rak Tulkhesh's spellcasting ability is Charisma (spell save DC 24). He can innately cast the following spells, requiring no material components:

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

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

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

Whirlwind of Weapons. A magical aura of weapons surrounds Rak Tulkhesh in a 10 foot radius. At the start of each of his turns, any other creature in the aura takes 14 (4d6) force damage.

War Never Changes (Mythic; Recharges after a Short or Long Rest). When Rak Tulkhesh is reduced to 0 hit points, he does not die or fall unconscious. Instead, a hateful miasma fills the space around Rak Tulkhesh, a manifestation of war. Rak Tulkhesh immediately gains 239 hit points and 239 temporary hit points.

While he possesses these temporary hit points, Rak Tulkhesh gains resistance to bludgeoning, piercing, and slashing damage from magical attacks and any creature within 120 feet of Rak Tulkhesh who can see him has advantage on weapon attacks.

Finally, while he possesses these temporary hit points, Rak Tulkhesh gains Lair Actions and Regional Effects (as described above).

Regeneration. While Rak Tulkhesh has temporary hit points remaining from his War Never Changes trait, each time a creature other than Rak Tulkhesh deals damage with a weapon attack within 120 feet of him, Rak Tulkhesh regains 5 hit points or 10 hit points if the attack was a critical hit.

If no creature other than Rak Tulkhesh has dealt damage to another creature since the end of his last turn, this trait doesn't function until the start of his next turn.

ACTIONS

Multiattack. Rak Tulkhesh makes four weapon attacks.

Spawned Melee Weapon. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (3d12 + 9) force damage.

Spawned Ranged Weapon. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 17 (3d8 + 4) force damage.

Change Shape. Rak Tulkhesh magically polymorphs into a humanoid, beast, or giant that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (his choice).

In a new form, Rak Tulkhesh retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Attack. Rak Tulkhesh makes one weapon attack.

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

Provoke Rage (Costs 3 Actions). Each creature within 60 feet of Rak Tulkhesh must succeed on a DC 24 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, it makes a ranged weapon attack against a random creature within range, throwing its weapon if necessary. This attack is made with advantage and gains a +4 bonus to the damage roll.

MYTHIC ACTIONS

If Rak Tulkhesh is a Mythic encounter, he can use the options below as legendary actions for 1 hour after using War Never Changes:

Fear Me (Costs 2 Actions). Each creature within 60 feet of Rak Tulkhesh must succeed on a DC 24 Wisdom saving throw or it becomes frightened of Rak Tulkhesh. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Once a creature has successfully resisted this effect, it is immune to the Fear Me action for 24 hours.

Unending Rage (Costs 3 Actions). The miasma begins to glow brightly, casting a crimson hue across the battlefield. At the start of Rak Tulkhesh's next turn, he can use his action to make a weapon attack against each creature of his choice that he can see. These attacks cannot score critical hits.

If Rak Tulkhesh uses his action for any other purpose, or if he cannot use his action, this benefit is lost.

Consume Magic (Costs 3 Actions). The miasma begins to glow brightly, casting a crimson hue across the battlefield. At the start of Rak Tulkhesh's next turn, an antimagic field emanates from Rak Tulkhesh out to a distance of 60 feet. This otherwise replicates the effect of the *antimagic field* spell. This effect lasts until Rak Tulkhesh uses another legendary action.



SUL KHATESH

The Queen of Shadows is the literal figment of magic and myth. Her cadre of warlocks and wizards use deadly arcane powers and seek her revelation of dark knowledge not meant for mortals.. She can naturally shapeshift into nearly any form, although she is always accompanied by a black smoke, mist, and shadows that seem to surround her unless she wills it to become invisible.

Ideal. "Secrets are power. If you know the secrets of another, you have them under your sway."

Bond. "I possess the secrets of dark magic and deep mysteries, and draw my power from their burdens on mortal hearts."

Flaw. "I believe I am indestructible, for mortals cannot live without keeping secrets."

DMs wanting to know more about Sul Khatesh should check out the following books:

"Eternal Evil: The Lords of Dust" in *Dragon Magazine* #337. 2005

Eberron Campaign Guide. 2009

Eberron: Rising from the Last War. 2019

Exploring Eberron. 2020

SUL KHATESH'S LAIR

The Lords of Dust are always working to free the overlords from their prisons. Succeeding at their goals are a storyline suitable for an entire campaign. Should the Lords of Dust achieve their goal, a true terror will be unleashed upon the world.

Sul Khatesh's lair forms in her presence: walls are graffitied with forbidden scripts, misty shadows cling to walls and other structures, and creatures are driven to protect their secrets at any cost. If Sul Khatesh hasn't been freed from her prison, she lacks lair actions or regional effects until her Keeper of Secrets trait is triggered.

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

- Sul Khatesh chooses a creature who can cast spells within 60 feet of her. She can replace one of her at-will spells with one of 4th level or lower that the creature has prepared until she uses another lair action.

- Sul Khatesh chooses a creature within 150 feet of her. She telepathically searches their mind for secrets. The target must succeed on a DC 26 Wisdom saving throw or take 19 (3d12) psychic damage and become stunned until Sul Khatesh uses another lair action.
- Sul Khatesh opens up 2d4 portals. From each escapes a **shadow demon**. These demons last until slain, or until Sul Khatesh uses this lair action again.

Regional Effects. The region containing Sul Khatesh's lair is warped by her magic, creating one or more of the following effects:

- The skies are covered in perpetual clouds, covering the region in shadows.
- Any creatures who die in the region rise up on the next turn as a shadowy form of themselves (use the **shadow demon** statistics). These shadows obey the orders of Sul Khatesh.
- Written words encrypt themselves in ancient forgotten languages. Creatures are unable to read written words while in the region.

These regional effects are centered on Sul Khatesh, out to a distance of 1 mile.



SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon 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.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.



SUL KHATESH AS A MYTHIC ENCOUNTER

Sul Khatesh is a powerful encounter on her own, but if the adventurers want a true challenge, you can use her Keeper of Secrets trait. Using this trait marks a drastic turn in the encounter as Sul Khatesh is empowered by unknown sequestered power. Once Sul Khatesh has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the text on the right when Sul Khatesh uses her Keeper of Secrets trait.

REWARDS

Fighting Sul Khatesh as a mythic encounter is equivalent to fighting two CR 28 creatures in one encounter. Award a party 240,000 XP for defeating Sul Khatesh after she uses Keeper of Secrets. You can also reward them with the *gloves of arcane stealing*, *ring of Sul Khatesh*, and the spell *arcane cataclysm* in addition to any other treasure she might hold.

Fighting a creature with such mastery over arcane powers is horrifically difficult. However, with tenacity and determination, she's been pushed back. Her power sputters all about with flickering sigils and diminishing sparks. Even the smoke that fills the air around her form is barely substantial. Without a sound, her form vanishes from view.

A moment, a heartbeat, a breath. Without a corpse, it's difficult to tell if the day has been won. And then it happens: the very fabric of reality shatters, falling like a broken mirror. The lair that surrounded you is replaced with a new twisted one: all the power from countless centuries, gathered into one arcane den. A creation that, should any creature threaten her power, Sul Khatesh was ready to summon at any moment. The day is not won, the battle has just begun.

SUL KHATESH

Huge fiend, neutral evil

Armor Class 22 (natural armor)

Hit Points 475 (50d10 + 200)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	30 (+10)	22 (+6)	25 (+7)

Saving Throws Con +12, Int +18, Wis +14, Cha +15

Skills Arcana +18, History +18, Insight +14, Religion +18

Damage Resistances cold, fire, lightning

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

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

Senses truesight 120 ft., passive Perception 16

Languages all, telepathy 150 ft.

Challenge 28 (120,000 XP)

Arcane Absorption. While Sul Khatesh has temporary hit points remaining from her Keeper of Secrets trait, each time a creature other than Sul Khatesh casts a spell within 120 feet of her, Sul Khatesh gains hit points equal to four times the level of the spell.

Innate Spellcasting. Sul Khatesh's spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *counterspell*, *detect magic*, *detect thoughts*, *dispel magic*, *eyebite*, *fireball*, *lightning bolt*, *shield*

3/day each: *chain lightning*, *create undead*, *dream*, *hold monster*, *mass suggestion*, *scrying*

1/day each: *foresight*, *gate*, *power word kill*, *teleport*

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

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

Master of Magic. Sul Khatesh has advantage on Constitution saving throws to maintain concentration.

Keeper of Secrets (Mythic; Recharges after a Short or Long Rest). When Sul Khatesh is reduced to 0 hit points, she does not die or fall unconscious. Instead, reality warps all around her, bombarding Sul Khatesh with bursts of power she's secreted away. Sul Khatesh immediately gains 200 hit points and 275 temporary hit points.

While she possesses these temporary hit points, Sul Khatesh gains resistance to bludgeoning, piercing, and slashing damage from magical attacks and any creature friendly to Sul Khatesh within 120 feet of her that can see her has advantage on weapon attack rolls.

Additionally, while she possesses these temporary hit points, Sul Khatesh gains Lair Actions and Regional Effects (as described above).

ACTIONS

Multiattack. Sul Khatesh makes four attacks with Arcane Blast.

Arcane Blast. *Ranged Spell Attack:* +18 to hit, range 120 ft., one target. *Hit:* 15 (1d10 + 10) force damage.

Magic Staff. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 36 (5d12 + 4) force damage.

Arcane Cataclysm (Recharges after a Long Rest). Sul Khatesh conjures orbs of magical energy that plummet to the ground at three different points she can see within 1 mile of her. Each creature in a 40-foot-radius sphere centered on each point must make a DC 26 Dexterity saving throw, taking 71 (11d12) force

damage on a failed save or half as much damage on a successful one. A creature in the area of more than one arcane burst is affected only once. The area of each arcane burst then acts as an *antimagic field* for 1 hour. Sul Khatesh and spells she casts are unaffected by these fields.

Change Shape. Sul Khatesh magically polymorphs into a humanoid, beast, or giant that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Sul Khatesh's choice).

In a new form, Sul Khatesh retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Attack. Sul Khatesh makes two attacks with her Arcane Blast or one attack with her magic staff.

Consume Magic (Costs 2 Actions). Sul Khatesh targets a creature within 120 feet of her who is concentrating on a spell. The target must succeed on a DC 26 Constitution saving throw or its concentration is broken on the spell, and Sul Khatesh gains 5 temporary hit points per level of that spell.

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

MYTHIC ACTIONS

If Sul Khatesh is a Mythic encounter, she can use the options below as legendary actions for 1 hour after she uses her Keeper of Secrets trait:

Arcane Torrent. The cloud of smoke surrounding Sul Khatesh extends outwards to 60 feet. This smoke burns the skin like acid. At the start of her next turn, it returns to her and each creature that is still within 60 feet of her must make a DC 26 Dexterity saving throw.

All creatures who fail take 2d12 damage of her choice (from acid, cold, fire, force, lightning, poison, psychic, thunder). She can choose the damage type for each affected creature individually if she wants. Each creature who succeeds on this saving throw takes half this much damage.

Seize Magic (Costs 2 Actions). The cloud of smoke surrounding Sul Khatesh extends outwards to 60 feet. This smoke is cold and pulls at the soul. At the start of her next turn, it returns to her and each creature that is still within 60 feet must succeed on a DC 26 Constitution saving throw or lose a hit die.

If that creature was capable of casting spells and is level 9 or CR 9, Sul Khatesh gains one additional use of one of her 3/day spells (her choice). If that creature is level 17 or CR 17, Sul Khatesh gains one additional use of one of her 1/day spells (her choice).

Deepest Secrets (Costs 3 Actions). The cloud of smoke surrounding Sul Khatesh extends outwards to 60 feet. This smoke carries with it whispers, secrets of each other creature within range. At the start of her next turn, any creatures within 60 feet of her must make a contested Charisma check. Until she possesses no temporary hit points from Keeper of Secrets, that creature is vulnerable to all damage dealt by Sul Khatesh.

THE FOREST QUEEN

The Forest Queen is the personified story of the mysterious primal forest and the power that watches it. She lives within the Endless Weald in Thelanis, tending to the creatures and forests of the weald. However, her presence can be felt all throughout the realm. Deep in the forests of Thrane and the Eldeen Reaches, her touch can be felt in the strength of the wood, the bountiful food, and the intelligent and healthy creatures who live there.

Yet, the stories told of the Forest Queen are not universally good. Legend has it that her children betrayed her edicts and left the Endless Weald to forge steel, build cities, and conjure harmful magic, and that betrayal left her feeling cold and abandoned. She carries this coldness with her, inciting dire beasts to attack any who carry forged metal or conjure flames—compelling the forests of the world to spread and swallow whole all but the strongest of cities.

Ideal. “The preservation of the Endless Weald and the forests of the Prime Material are my utmost concern.”

Bond. “The woods are the children I choose, as they never disappoint me.”

Flaw. “My heart has grown cold towards all those who stray from the path. It will never warm for them again.”

DMs wanting to know more about The Forest Queen should check out the following book:
Exploring Eberron. 2020.

THE FOREST QUEEN'S LAIR

The layer of Thelanis known as the Endless Weald is the Forest Queen's lair. It is a wild and verdant place full of wonder. To an ally of the wood, its dark mysteries provide them with endless bounty and comfort. To those who forsake the Queen's rules, it is a dangerous and cold place. Dire creatures emerge from every shadow, and the chill quickly reaches one's bones.

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

- Thick, tangled bushes grow in a 50-foot-square area within 120 feet of the Forest Queen. Each creature within these bushes must use 4 feet of movement for every 1 foot moved. In addition, a creature in the bushes must succeed on a DC 23 Wisdom saving throw or fall asleep due to the sleep-inducing properties of the bush's blooms. A creature sleeping in this manner awakens if it takes damage, if someone uses an action to shake or slap it awake, or on initiative count 20 on the round after next.
- The Forest Queen summons a mass of vines and roots from the ground beneath her, forming a nearly impenetrable weave of protection. Until initiative count 20 in the next round, she has resistance to all damage.
- One creature within 90 feet of the Forest Queen must make a DC 23 Charisma saving throw. On a failed save, the target's spellcasting is hampered until initiative count 20 on the round after next. During that time, when the target casts a spell of 1st level or higher, it must expend a spell slot one level higher than the level at which it casts the spell. If the target doesn't have a spell slot of a level higher than the spell, it can't cast that spell.

Regional Effects. The region containing The Forest Queen's lair is warped by her magic, creating one or more of the following effects:

- Metal within 6 miles of her lair becomes more cumbersome, weighing twice as much as normal. Creatures wearing metal armor have disadvantage on saving throws made to prevent gaining a level of exhaustion.
- Creatures within 1 mile of her lair that make an attack against a beast must make a DC 19 Wisdom saving throw. On a failed save, they become charmed by the beast for 1 minute, or until the beast deals damage to them.
- Creatures that rest within 1 mile of her lair are prone to fits of deep, unbreakable sleep due to the pollen in the air. At the end of each hour that a creature sleeps, it must make a Constitution saving throw. The DC is 10 + 1 for each hour past the first. On a failed saving throw, the character will not wake naturally until 24 hours have elapsed, but can be woken early if it takes damage or another creature uses its action to shake or slap it awake.

THE QUEEN AS A MYTHIC ENCOUNTER

The Forest Queen is a powerful encounter on her own, but if the adventurers want a true challenge, you can use her Frost Heart trait. Using this trait marks a drastic turn in the encounter as the ultimate betrayal against the Queen freezes her heart and the world around her. Once The Forest Queen has used this trait, she can choose one of her mythic actions when she uses a legendary action.

Read or paraphrase the text to the right when The Forest Queen uses her Frost Heart trait.

REWARDS

Fighting The Forest Queen as a mythic encounter is equivalent to fighting two CR 23 creatures in one encounter. Award a party 100,000 XP for defeating The Forest Queen after she uses Frost Heart. You can also reward them with the *heart of ice*, *verdant staff*, and the spell *frost heart* in addition to any other treasure she might hold.

As the Queen's body goes slack, a blast of frigid air emanates from her form followed by a rush of dense fog. Her form is replaced with an icy statue, as if she'd been frozen in place. A loud crack noise is heard, and shards of ice break from the statue and fall to the ground, clattering like glass—then another, followed by another. The statue's joints visibly actuate. It is alive, and appears intent on continuing the Queen's fight.

THE FOREST QUEEN

Large fey, neutral

Armor Class 15 (20 in the Endless Weald)

Hit Points 238 (28d10 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	20 (+5)	22 (+6)	26 (+8)

Saving Throws Dex +12, Wis +13, Cha +15

Skills Animal Handling +13, Deception +22, Insight +13, Nature +19, Perception +13, Stealth +12

Damage Resistances cold, necrotic, psychic

Damage Immunities poison; bludgeoning, piercing, and slashing from metal weapons

Condition Immunities charmed, exhaustion, frightened, grappled, poisoned, restrained

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Frost Heart (Mythic; Recharges after a Short or Long Rest).

When the Queen uses her Thelanian Protagonist trait, an icy remnant of the Queen appears in the place where she dies. This remnant uses the same statistics as the Queen, but does not have the Thelanian Protagonist trait. In addition, the remnant's AC becomes 20, it gains immunity to cold damage, and each of its attacks deal an extra 9 (2d8) cold damage.

While the remnant is alive, the Endless Weald and any natural areas within 1 mile of the remnant become frozen, covered in a sheen of permafrost and ice. Once the remnant is reduced to 0 hit points, these areas begin to slowly thaw, becoming completely unfrozen when the Queen reforms in the Endless Weald.

Grace of the Forest Queen. As long as the Forest Queen is within the Endless Weald, her AC is 20.

Innate Spellcasting. The Forest Queen's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dominate beast*, *druidcraft*, *entangle*, *thorn whip* (17th level)

3/day each: *conjure fey*, *heat metal*, *polymorph*, *spike growth*, *tree stride*, *wall of thorns*

1/day each: *dominate monster*, *mirage arcane*

Inscrutable. The Forest Queen is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain the Forest Queen's intentions or sincerity have disadvantage.

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

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

Speak with Beasts and Plants. The Forest Queen can communicate with beasts and plants as if they and the Forest Queen shared a language.

Thelanian Protagonist. The Forest Queen cannot be permanently killed. If reduced to 0 hit points, she collapses into a pile of quickly drying leaves that fall to the ground and blow away. 1d4 days later, she reforms in the Endless Weald, regaining all her hit points.

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

Woodland Camouflage. The Forest Queen has advantage on Dexterity (Stealth) checks made to hide in wooded terrain.

ACTIONS

Multiaction. The Forest Queen makes two melee attacks.

Grasping Vine. *Melee Spell Attack:* +15 to hit, reach 40 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target is grappled (escape DC 23). The Forest Queen spawns new vines from the ground, so she has no limit on the number of creatures that she can grapple.

Verdant Staff. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 17 (5d6) force damage.

LEGENDARY ACTIONS

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

Attack. The Forest Queen makes a Grasping Vine or Verdant Staff attack.

Constrict. One creature that is grappled by the Forest Queen's Grasping Vine takes 27 (5d10) points of bludgeoning damage.

Touch of Nature. The Forest Queen casts a spell.

MYTHIC ACTIONS

If the Forest Queen is a Mythic encounter, she can use the options below as legendary actions for 1 hour after using Frost Heart.

Frostbitten Heart. The Queen's remnant touches its staff to the heart of a creature within reach. If the target has no heart, this action fails. Otherwise, the target must succeed on a DC 21 Constitution saving throw or become paralyzed. A paralyzed creature can repeat this saving throw at the start of each of their turns, ending the effect on a success.

Permafrost (Costs 3 actions). The Queen's remnant touches its staff to the heart of a creature within reach who is paralyzed by her Frostbitten Heart action. The target must succeed on a DC 24 Constitution saving throw or become petrified. This petrification can be ended with a *greater restoration* or *wish* spell. It also ends early if the target takes fire damage equal to its Constitution score.

Cloak of Frost. The Queen's remnant shrouds itself in a barrier of magical frost. It gains 50 temporary hit points until the end of its next turn. If a creature deals damage to it while it has these temporary hit points, it can use its reaction to shatter the remaining barrier. It loses the temporary hit points, and each creature within 15 feet of it must succeed on a DC 21 Dexterity saving throw or take piercing damage equal to the remaining temporary hit points.



THE FORGOTTEN PRINCE

As a fey ruler of Thelanis, the truth of the Forgotten Prince is not well known. Among the towers of Sharn and across all lands in Khorvaire, his name is uttered as a curse when a tool is misplaced or when one steps through a doorway and forgets why they've entered the room. Whether or not these minor deeds are the work of the Prince himself, one of his servants or followers, or simply the mortal being's own failure, the frustration of it all is attributed to the Prince keenly. One might think this makes him well known, but the common misattribution of his deeds and intentions only occludes who he truly is: a lost boy, forgotten in the shadow of his siblings, determined to gather the unappreciated and punish the undeserving.

Ideal. "I bring the undeserving down to obscurity and gather the unappreciated to myself, teaching the world the value of things forgotten."

Bond. "I feel a great affinity for those who are overlooked and enmity for those who should have been."

Flaw. "I'll bring down anyone whose fame I deem undeserved, regardless of their motives or deeds."

DMs wanting to know more about the Forgotten Prince should check out the following book:
Exploring Eberron. 2020.

THE FORGOTTEN PRINCE'S LAIR

The Prince calls the Castle of Forgotten Things his home. This castle exists as a layer of Thelanis, with no entry points or exits. The windows showcase views of wondrous and forgotten places, but are not portals to these places. The only natural entry points and exits to the castle are, appropriately, forgotten and lost. One might stumble upon a portal when opening a door in a basement that seemingly goes nowhere, or when searching through a component pouch for a misplaced reagent, but only spells and manifest zones are reliable ways to enter or exit the lair.

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

- Each creature that has dealt damage to the Forgotten Prince within the last round must succeed on a DC 23 Dexterity saving throw or take 26 (4d12) points of psychic damage from his vengeance made manifest.
- The Forgotten Prince can steal the very life away from his foes. One creature that the Forgotten Prince can see must make a DC 23 Constitution saving throw. On a failed save, the target takes 27 (6d8) points of necrotic damage, and the Forgotten Prince regains hit points equal to the amount of necrotic damage dealt.
- The Forgotten Prince uses his Stolen Gifts trait on a creature he can see anywhere within his lair, regardless of distance. The duration of the effect lasts until initiative count 20 on the round after next.

Regional Effects. The region containing The Forgotten Prince's lair is warped by his magic, creating one or more of the following effects:

- You can't commit to memory any path you take within 6 miles of the Prince's lair. Unless a physical trail is left in your wake, such as a red string or breadcrumbs, you can't recall the direction you've taken and you automatically fail any ability checks made to remember or track your path.
- When making an ability check to recall knowledge within 1 mile of the Prince's lair, the DC is increased by 5. If you fail your ability check by 5 or more, the Prince acquires the knowledge you sought instead.
- Creatures within 1 mile of the Prince's lair have a difficult time remembering mundane facts about their life, such as their name or age.

THE FORGOTTEN PRINCE

Medium fey, chaotic neutral

Armor Class 22 (*Cloaked by Shadows*)

Hit Points 237 (25d8 + 125)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	20 (+5)	21 (+5)	22 (+6)	26 (+8)

Saving Throws Dex +15, Int +12, Wis +13, Cha +15

Skills Acrobatics +15, Deception +22, Intimidation +15, Perception +13, Sleight of Hand +15, Stealth +15, Survival +13

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

Condition Immunities blinded, charmed, exhaustion, frightened, petrified

Senses truesight 120 ft., passive Perception 23

Languages Common, Elvish, Sylvan

Challenge 21 (33,000 XP)

Cloaked by Shadows. The Prince adds half of his Charisma modifier as a bonus to his AC.

Fey Step. As a bonus action, the Prince can teleport up to 30 feet to an unoccupied space he can see.

Innate Spellcasting. The Prince's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level), *hex* (as a 5th-level spell), *mage hand*, *nondetection*, *pass without trace*

3/day each: *glibness*, *greater invisibility*

1/day each: *mass suggestion*, *modify memory*

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

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

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

Shadow Puppet (Mythic; Recharges after a Short or Long Rest). When the Prince uses his Thelanian Protagonist trait, a shadowy image of the Prince appears in the place where he died. This image uses the same statistics as the Prince, but does not have the Thelanian Protagonist trait.

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

Stolen Gifts. The Prince steals away others' gifts with hands as swift as darkness. As a bonus action, the Prince causes one creature he can see within 60 feet of him to make a DC 25 Wisdom (Perception) check. On a failed ability check, the Prince steals one of the following from the target until the start of his next turn:

Weapon Skill. For the duration, the target has disadvantage on weapon attacks, and the Forgotten Prince has advantage on Dark Scythe attacks.

Spellcasting Ability. For the duration, the target has disadvantage on spell attack rolls, and all creatures have advantage on saving throws made to resist the target's spells. Additionally, all creatures have disadvantage on saving throws to resist the Forgotten Prince's spells.

Speed. The target's walking speed is reduced by 20 feet (to a minimum of 5 feet). Additionally, the Forgotten Prince's walking speed is increased by 20 feet, and he can take the Disengage action as a bonus action.

Thelanian Protagonist. The Prince cannot be permanently killed. If reduced to 0 hit points, he implodes into a burst of shadows that deal 36 (8d8) points of necrotic damage to anyone within 15 feet

of him. 1d4 days later, he reforms in the Castle of Forgotten Things, regaining all his hit points.

ACTIONS

Multiaction. The Prince makes two Dark Scythe attacks.

Dark Scythe. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and 14 (4d6) necrotic damage.

Threads of Memory (Recharge 5-6). The Prince can steal the memories of nearby foes, reducing their combat effectiveness. The Prince causes up to three creatures within 60 feet of him to make a DC 23 Wisdom saving throw. On a failed save, a target takes 28 (8d6) points of psychic damage and has its memories stolen for 1 minute. During that time, whenever the target makes an attack roll, ability check, or saving throw, it must roll a d4 and subtract the number rolled from the attack roll, ability check, or saving throw. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Dark Scythe. The Prince makes one Dark Scythe attack.

Fey Step. The Prince uses his Fey Step.

Marked for Vengeance. The Prince casts *hex* as a 5th-level spell.

MYTHIC ACTIONS

If The Forgotten Prince is a Mythic encounter, he can use the options below as legendary actions for 1 hour after using Shadow Puppet.

Calling of Shadows (Costs 3 Actions). The Prince casts *calling of shadows*.

Forgotten Power (Costs 2 Actions). The Prince attempts to steal the knowledge of a spell from a creature he can see within 60 feet of him. The target must make a DC 22 saving throw using their spellcasting ability. A target without the ability to cast spells automatically succeeds on this saving throw. On a failed save, one spell that the target had prepared or known (determined at random or chosen by the DM) is forgotten, leaving the target unable to cast that spell. This effect ends when the target finishes a long rest, and can be restored early by a greater restoration or wish spell.

Any spell forgotten in this way can be cast once at its lowest level by the Prince as if he could innately cast it. The Prince forgets any spells gained this way when he finishes a long rest.

Lose the Path. The Prince attempts to shunt a Medium or smaller creature within 120 feet of him that he can see into their own personal demiplane. The target must succeed on a DC 21 Charisma saving throw or be transported into this demiplane. Anything the target is wearing or carrying is transported to the demiplane with them. The Prince must maintain concentration on this effect, as if he were concentrating on a spell.

From the target's perspective, nothing happens. The world around them looks the same. Any attempts to interact with objects and creatures, however, fail as if they are intangible. There is no entry point or exit to this demiplane, and other creatures can't see the target unless they possess truesight. A creature with truesight sees the target and their movements and gestures, but the target does not move from the spot they were in when this action was used, and the creature with truesight can't interact with them.

The Prince can still attack the target. When he does, the target can repeat its Charisma saving throw, ending the effect early on itself on a successful save. If the Prince's attack deals damage to the target, it makes this save with advantage.

THE PRINCE AS A MYTHIC ENCOUNTER

The Forgotten Prince is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Shadow Puppet trait. Using this trait marks a drastic turn in the encounter as, despite his perceived death, the Forgotten Prince's shadowy image continues to fight. Once the Forgotten Prince has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when The Forgotten Prince uses his Shadow Puppet trait:

As the final blow lands upon the trickster prince, an explosion of inky black energy erupts from his being. The blowback from the sudden release of energy cascades against your senses and overwhelms them. As they return, where the Thelanian prince should lay dead, another figure stands. A shadow of the prince, with a glib but playful smile upon his face.

REWARDS

Fighting the Forgotten Prince as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award a party 66,000 XP for defeating the Forgotten Prince after he uses Shadow Puppet. You can also reward them with *the bag of forgotten things*, *dark scythe of the forgotten*, and the spell *calling of shadows* in addition to any other treasure he might hold.



THE LORD OF BLADES

The Lord of Blades is a powerful warforged who leads his followers from an unknown location within the Mournland. To some, the Lord of Blades is described as a teacher and protector of living constructs, while others see him as a warlord who considers the common races of Eberron weaklings in need of extermination.

Many stories, often conflicting, tell of his origin. Some insist he is a newer warforged who fought in the Last War and rose to power after its conclusion, while others muse that he is the last to emerge from the Cannith creation forge before it was dismantled. There are even some who believe he is not a warforged at all, but a humanoid encased in skin-tight armor plating. Regardless of his true origin, his followers revere him as a prophet whose word is law and resolve is unbreakable. Should he choose to leave the Mournland to wreak havoc on the world, he does so with a loyal army at his back and a destructive purpose driving him forward.

Ideal. “The strong command and the weak obey them.”

Bond. “My people shall break their ties of submission and under my leadership become their own masters.”

Flaw. “None are made as powerful as I.”

DMs wanting to know more about the Lord of Blades should check out the following books:

“Critical Threat: The Lord of Blades” in *Dungeon Magazine* #111. 2004.

Eberron Campaign Setting. 2004.

Rising from the Last War. 2019.

THE LORD OF BLADES'S LAIR

The calling of the Lord of Blades is domination through warfare, and his lair reflects that. It is more war camp than settlement and his personal quarters are made with function in mind rather than decoration. His lair acts as an ever evolving campsite, milling with living constructs and other warforged training for the war that the Lord promises is imminent. Trophies of war, training areas, and makeshift smithies surround the heart of the camp—the grandiose command tent of the Lord of Blades.

LORD OF BLADES AS A MYTHIC ENCOUNTER

The Lord of Blades is a powerful encounter on his own, but if the adventurers want a true challenge, you can use his Reforged trait. Using this trait marks a drastic turn in the encounter as the Lord of Blades is imbued with the pure strength of a creation forge. Once the Lord of Blades has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the text to the right when the Lord of Blades uses his Reforged trait.

REWARDS

Fighting the Lord of Blades as a mythic encounter is equivalent to fighting two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating the Lord of Blades after he uses Reforged. You can also reward them with the *adamantine sixblade*, *amulet of authority* and the spell *docent network control* in addition to any other treasure he might hold.

As his camp is grand and growing, the Lord of Blades walks it often to survey its expansion and to rally his followers by showing his presence. He also keeps the company of homunculus spies who report back to him with curious findings in the nearby area, as well as any intriguing visitors that might be moving into the Mournland.

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

- The Lord of Blades targets any creature within 30 feet of him wearing or holding something made of metal and forces them to make a DC 20 Constitution saving throw. On a failed save, the creature takes 13 (3d8) fire damage and drops the metal item if able. On a successful save, the creature takes half as much damage and keeps its hold.
- The Lord of Blades calls a swarm of homunculi to attack the creature closest to their master (+4 to hit). On a hit, the target takes 8d4 piercing damage.
- The Lord of Blades sounds a call for battle. All allied creatures within 150 feet of the Lord of Blades that can hear him are under the effects of the *haste* spell until the Lord of Blades uses another lair action. The creatures do not suffer the detrimental effects of the spell once it ends.

Regional Effects. The region containing the Lord of Blades's lair is warped by his magic, creating one or more of the following effects:

- The ground within 1 mile of the lair is latent with metal shards growing like crooked hooks from the earth. A creature that touches one of these shards takes 3 (1d6) slashing damage.
- The temperature spikes within 6 miles of the lair, and while traveling in the area, creatures who aren't followers of the Lord of Blades suffer the effects of extreme heat.
- Weapons kept within 6 miles of the lair for at least 24 hours are always clean and require no upkeep. Weapons that deal piercing or slashing damage stay sharp no matter how much they are used. This lasts for as long as the weapons are within 6 miles of the lair.

The metal that makes up the body of the Lord of Blades whirs under its induced trauma. Dents and scratches from injuries, old and new, smooth out as a golden glow, like the fiery heat of a forge, blooms from within the Lord's body.

He straightens in front of you, steel plates stretching as he grows in height and shape. His shoulders widen, his blades grow longer, and the wings on his back expand to four times their original size. As a mirage-like haze of heat engulfs his body, the Lord of Blades looks at you with eyes that burn like embers. As his reformed armor cools and solidifies, he raises his blades to continue the fight.



THE LORD OF BLADES

Medium humanoid (warforged), lawful evil

Armor Class 19 (natural armor)

Hit Points 258 (30d8 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Str +12, Con +11, Int +11, Wis +10

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

Damage Resistances necrotic, poison

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 20

Languages Common, Draconic, Dwarvish, Elvish

Challenge 22 (41,000 XP)

Adamantine Plating. Any critical hit against the Lord of Blades becomes a normal hit.

Bladed Armor. A creature that grapples the Lord of Blades or is grappled by him takes 21 (4d10) slashing damage. A creature takes 21 (4d10) slashing damage if it starts its turn grappling or being grappled by the Lord of Blades.

Charge. If the Lord of Blades moves at least 10 feet straight toward a target and then hits it with his adamantine sixblade on the same turn, the target takes an extra 16 (3d10) slashing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

Spellcasting. The Lord of Blades is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *fire bolt* (see “Actions” below), *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *expeditious retreat*, *sanctuary*, *thunderwave*

2nd level (3 slots): *blur*, *heat metal*, *scorching ray*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fly*, *haste*

4th level (3 slots): *freedom of movement*, *Mordenkainen’s faithful hound*

5th level (2 slots): *animate objects*, *wall of force*

Warforged Resilience. The Lord of Blades has advantage on saving throws against being poisoned, is immune to disease, and magic can’t put him to sleep.

Reforged (Mythic; Recharges after a Short or Long Rest). If the Lord of Blades is reduced to 0 hit points, he does not die or fall unconscious. Instead, his metal exterior starts glowing as if being heated by flame as he draws on the power of the creation forge that molded his body. The Lord of Blades immediately gains 200 hit points and 58 temporary hit points. While he possesses these temporary hit points, his size changes from Medium to Large, and

the two steel wings on his back grow to be four times their original size. If there isn’t room for him to grow in size, he stays his original size until there is room for him to enlarge. The Lord of Blades gains resistance to magical bludgeoning, piercing, and slashing damage, and immunity to nonmagical bludgeoning, piercing, and slashing damage. He also gains a flying speed of 40 feet.

ACTIONS

Multiattack. The Lord of Blades makes three attacks: two with his adamantine sixblade and one with his bladed wings.

Adamantine Sixblade. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d10 + 5) slashing damage plus 10 (3d6) force damage.

Bladed Wings. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

LEGENDARY ACTIONS

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

Attack. The Lord of Blades makes one weapon attack.

Cantrip. The Lord of Blades casts one of his cantrips.

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

Blade Dash (Costs 3 Actions). The Lord of Blades moves up to his speed without provoking opportunity attacks, then makes one attack with his adamantine sixblade. He can make one bladed wings attack against each creature he moves past.

MYTHIC ACTIONS

If the Lord of Blades is a Mythic encounter, he can use the options below as legendary actions for 1 hour after using Reforged:

Knives Out. Until the end of the Lord of Blades’s next turn, his adamantine sixblade deals an additional 1d10 slashing damage.

Branded (Costs 2 Actions). The Lord of Blades targets a creature within 30 feet of him that he can see and marks it as his adversary. Until the end of his next turn, the Lord of Blades has advantage on attack rolls made against the targeted creature.

Wings of Pain (Costs 2 Actions). The Lord of Blades beats his mighty wings, hitting anyone standing nearby. Each creature within 15 feet of the Lord of Blades must make a DC 20 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save or half as much damage on a successful one. If the creature fails the saving throw by 5 or more, its speed is halved until it receives magical healing. A creature’s speed cannot be halved more than once and cannot be reduced to less than 5 feet.



VALAARA

Known as the Crawling Queen and the Keeper of Worms among other titles, Valaara is one of the daelkyr and master of insects. Its form, though decisively alien, is often depicted as a female humanoid with parts of its body appearing more like chitin than flesh. Insects flutter and crawl around on its body, acting both as a wriggling, buzzing type of clothing and as an extension of its insectoid appearance.

Valaara has absolute control over worms and insects, using them as spies and soldiers alike, and their likeness is found in the creatures who find themselves subjected to this daelkyr. Some humanoids who follow Valaara can undergo extreme physical alterations as their bodies change through metamorphosis to become more insect-like. This change is not exclusive to just the exterior as the follower's mind also begins to change, taking any sense of individuality from the creature and replacing it with an uncanny need to conform and serve the hive of Valaara. Not all who follow Valaara undergo these physical transformations, as some instead take on a behavioral likeness to insects or start breeding maggots and worms.

The alien mind of the daelkyr makes their motivations incomprehensible to mortals. However, this doesn't stop followers from congregating around the creatures, following a decree that may or may not align with the ideals and bonds of the daelkyr. Some followers of Valaara can even lose themselves to the hive mind that is its congregation. Traces of the person they were starts to fade as their ideals and bonds are replaced to fit the needs of the hive.

DMs wanting to know more about Valaara should check out the following books:
Rising from the Last War. 2019.
Exploring Eberron. 2020.

VALAARA'S LAIR

The Crawling Queen resides in the Deepest Hive, a demiplane connected to Khyber as her insectoid servants have burrowed tunnels through the fabric of reality. It has no affixed location as a result, and may be used by the brave or foolish as a means to quickly traverse great distances.

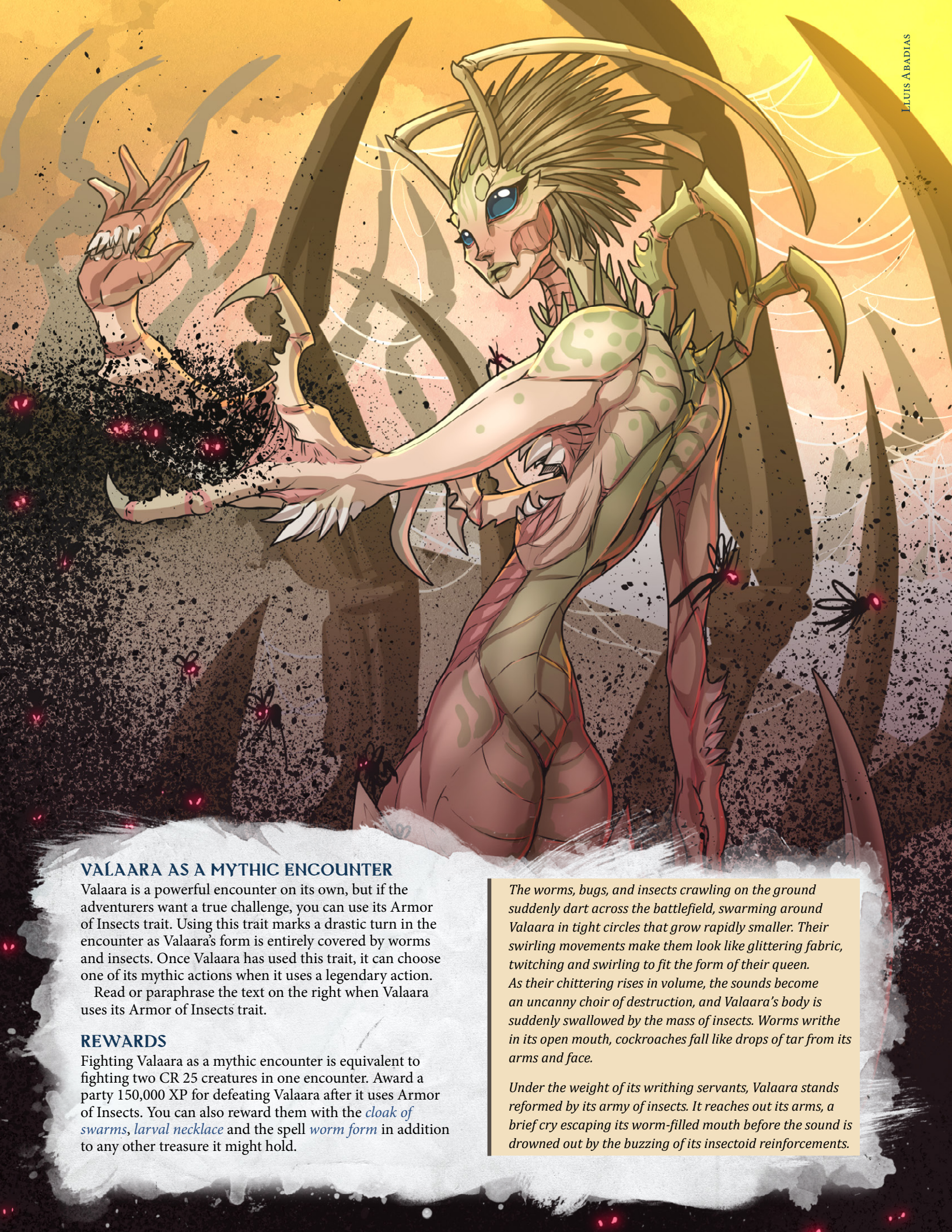
The halls of the Deepest Hive are formed from chitin and muscle, insects and worms swarming every surface of the lair. Cocoons, nests, and eggs are everywhere, housing would-be servants to Valaara's unknown desires.

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

- Valaara chooses one target and uses its Summon Swarm ability against it.
- Valaara commands the insects crawling on the floor to seize all opponents and move them away. All creatures of Valaara's choice within 15 feet of it must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 13 (3d8) piercing damage, is moved up to 20 feet away in a direction of Valaara's choosing, and is knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.
- Valaara subsumes creatures into its hive consciousness. Each creature it can see within its lair must succeed on a DC 25 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature must use its action at the start of its turn before moving to make a melee attack against another creature of Valaara's choice within reach. If there are no creatures within reach, the charmed creature can act normally for that turn. A charmed creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Regional Effects. Tunnels to the Deepest Hive can appear anywhere. A region containing a passage to the Deepest Hive can be warped in one or more of these ways:

- Insect and arachnid presence increases dramatically within 5 miles of the passage, and insects display unnatural swarming behavior.
- Beasts that live within a mile of the passage may undergo physical transformation, developing insect characteristics such as compound eyes, extra limbs, chitinous plating, and hive behavior.
- If a humanoid creature spends at least 1 hour within 1 mile of the passage, it must succeed on a DC 25 Wisdom saving throw or descend into a type of madness (see "*Madness of Valaara*" below). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.



VALAARA AS A MYTHIC ENCOUNTER

Valaara is a powerful encounter on its own, but if the adventurers want a true challenge, you can use its *Armor of Insects* trait. Using this trait marks a drastic turn in the encounter as Valaara's form is entirely covered by worms and insects. Once Valaara has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the text on the right when Valaara uses its *Armor of Insects* trait.

REWARDS

Fighting Valaara as a mythic encounter is equivalent to fighting two CR 25 creatures in one encounter. Award a party 150,000 XP for defeating Valaara after it uses *Armor of Insects*. You can also reward them with the *cloak of swarms*, *larval necklace* and the spell *worm form* in addition to any other treasure it might hold.

The worms, bugs, and insects crawling on the ground suddenly dart across the battlefield, swarming around Valaara in tight circles that grow rapidly smaller. Their swirling movements make them look like glittering fabric, twitching and swirling to fit the form of their queen. As their chittering rises in volume, the sounds become an uncanny choir of destruction, and Valaara's body is suddenly swallowed by the mass of insects. Worms writhe in its open mouth, cockroaches fall like drops of tar from its arms and face.

Under the weight of its writhing servants, Valaara stands reformed by its army of insects. It reaches out its arms, a brief cry escaping its worm-filled mouth before the sound is drowned out by the buzzing of its insectoid reinforcements.

VALAARA

Medium aberration, neutral evil

Armor Class 21 (natural armor)

Hit Points 437 (38d8 + 266)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	22 (+6)	26 (+8)	22 (+6)	23 (+6)

Saving Throws Int +15, Wis +14, Cha +16

Skills Arcana +15, Deception +16, Nature +15, Perception +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

Challenge 25 (75,000 XP)

Alien Mind. If a creature tries to read Valaara's thoughts or deals psychic damage to it, that creature must succeed on a DC 24 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

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

Armor of Insects (Mythic; Recharges after a Short or Long Rest). When Valaara is reduced to 0 hit points, it does not die or fall unconscious. Instead, the millions of worms and insects in its service swarm to cover the daelkyr's body. Valaara immediately gains 200 hit points and 237 temporary hit points. Its AC becomes 24, its speed is doubled, and it can take the Disengage action as a bonus action.

ACTIONS

Multiattack. Belashyrra makes two attacks with its claws and uses Multiattack. Valaara makes two attacks with its chitinous claw or chitinous spine, and can use its Summon Swarm once.

Chitinous Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Chitinous Spine. *Ranged Weapon Attack:* +15 to hit, range 60/180 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Summon Swarms. Valaara summons a swarm of insects and arachnids that cover a 10-foot-radius sphere at a point of its choosing within 120 feet, afflicting all creatures in the area with one of the effects (roll a d6 or choose one) from the Summon Swarm sidebar (see below), to which Valaara is immune.

LEGENDARY ACTIONS

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

Throw Spine. Valaara makes one chitinous spine attack.

Synthesize Worm (Costs 2 Actions). Valaara fuses the surrounding mass of insects under its command, forming a **carriion crawler** in an unoccupied space of Valaara's choosing within 90 feet of it. The carriion crawler is under Valaara's control and acts immediately after Valaara in the initiative order.

Imaginary Crawlers (Costs 3 Actions). Valaara touches the mind of mortals, implanting a suggestion that its creatures have burrowed under their skin. One target of Valaara's choice within 60 feet that it can see must succeed on a DC 25 Wisdom saving throw or take 22 (4d10) psychic damage and immediately lose concentration on any spell it is concentrating on.

MYTHIC ACTIONS

If Valaara is a Mythic encounter, it can use the options below as legendary actions for 1 hour after using Armor of Insects:

Destructive Buzzing. A piercing choir of buzzing and droning vibrates out from Valaara's body. Each creature within 15 feet of Valaara must make a DC 25 Constitution saving throw, taking 14 (3d8) thunder damage on a failed save and half as much damage on a successful one.

Overwhelm (Costs 2 Actions). Valaara targets one creature it can see within 60 feet of it. The creature must succeed on a DC 25 Dexterity saving throw or be restrained by a swarm of insects. While restrained in this way, the creature can't breathe or speak, it is blinded, and it takes 10 (3d6) piercing damage at the start of each of its turns. A creature can repeat its saving throw at the end of each of its turns, ending the restrained effect on a success.

Wall of Worms (Costs 3 Actions). A wall made of slithering worms, 5 feet thick, 20 feet tall, and 60 feet long, rises from the ground from a spot of Valaara's choosing within 120 feet of it. When the wall appears, each creature within its area must make a DC 25 Strength saving throw. On a failed save, the creature is pushed 5 feet away, knocked prone, and takes 9 (2d8) bludgeoning damage. On a successful save, the creature is pushed 5 feet away, isn't knocked prone, and doesn't take any damage.

A creature can break through the wall by making a DC 25 Strength (Athletics) check as an action on its turn as it attempts to move through the mass of worms. On a failed check, the creature is grappled by the wall and takes 18 (4d8) piercing damage. A creature grappled in this way is also restrained. On a successful check, the creature breaks through the wall, though it doesn't make a hole in it, and takes half damage.

The wall remains in place for as long as Valaara maintains concentration, as if concentrating on a spell, or until it uses this Mythic Action again.

SUMMON SWARMS

1. Stinging Wasps. Each creature must make a DC 25 Constitution saving throw. On a failed save, a creature takes 32 (5d12) piercing damage and has disadvantage on attack rolls until the end of its next turn. On a successful save, a creature takes half as much damage and doesn't have disadvantage on attack rolls.

2. Spinning Spiders. Each creature must succeed on a DC 25 Dexterity saving throw or take 27 (6d8) bludgeoning damage and be restrained for 1 minute as it is squeezed by the webbing. A restrained creature can escape with a successful DC 25 Strength (Athletics) check as an action.

3. Venomous Centipedes. Each creature must make a DC 25 Constitution saving throw. On a failed save, a creature takes 22 (4d10) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage, but is still poisoned.

4. Infesting Grubs. Each creature must succeed on a DC 25 Dexterity saving throw or be infested by 4 (1d4 + 2) rot grubs. At the start of each of an infected creature's turns, it takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the creature's next turn deals 1 fire damage to the creature and kills these rot grubs, ending the effect. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target, ending the effect.

5. Discordant Cicadas. Each creature must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. While a creature is frightened in this way, it is incapacitated. 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 has advantage against future saves against this swarm for the next 24 hours.

6. Psychoactive Beetles. Each creature must succeed on a DC 25 Intelligence saving throw or take 33 (6d10) psychic damage as it suffers from intense hallucinations.

MADNESS OF VALAARA

If a creature goes mad in Valaara's lair or while it can see the daelkyr, it gains a form of indefinite madness. Roll on the Madness of Valaara table to determine the nature of this madness, which takes the form of a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on madness.

The DM chooses whether to roll on the Madness of Valaara table offered by this book or on the table offered in *Eberron: Rising from the Last War*.

MADNESS OF VALAARA

d6	Flaw (lasts until cured)
1	I find comfort in caressing worms and insects.
2	I live to serve the hive.
3	I must find ways to improve my body, as it is too fragile of a vessel.
4	I exist only as an extension of my fellows.
5	I have trouble understanding speech, but find common phrases in the buzzing of insects.
6	There are creatures burrowing in my brain. I find their presence comforting.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.





MYTHIC SPELLS

Spell Level	Spell	Source	Bard	Cleric	Druid	Sorcerer	Warlock	Wizard
9th	<i>arcane cataclysm</i>	Sul Khatesh						✓
9th	<i>calling of shadows</i>	The Forgotten Prince				✓	✓	✓
9th	<i>docent control network</i>	Lord of Blades		✓				✓
9th	<i>Dyrrn's familiar</i>	Dyrrn					✓	✓
9th	<i>essence of the war lord</i>	Rak Tulkhesh	✓	✓		✓	✓	✓
9th	<i>frost heart</i>	The Forest Queen	✓		✓			✓
9th	<i>wandering eyes</i>	Belashyrra						✓
9th	<i>worm form</i>	Valaara			✓		✓	✓

APPENDIX A: SPELLS

THIS APPENDIX CONTAINS NUMEROUS SPELLS that can be learned by defeating mythic foes. Provided is a table which marks what classes can learn the spell, in addition to other details. This is followed by the spells in alphabetical order.

ARCANE CATACLYSM

9th-level evocation (mythic)

Classes: Wizard
Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Instantaneous

Orbs of raw magic cascade down upon the ground at three different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point must make a Dexterity saving throw or take 11d12 force damage on a failed save or half as much damage on a successful one. A creature in the area of more than one arcane burst is affected only once.

The area where each orb exploded then becomes an antimagic field for 1 hour. Spells you cast ignore this effect.

CALLING OF SHADOWS

9th-level illusion (mythic)

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (60-foot-radius)
Components: V, S, M (one drop of blood taken from a fey creature)
Duration: 1 minute (concentration)

You summon a bright flash of light which briefly illuminates the area. Any creature within range that can see you must succeed on a Wisdom saving throw or be blinded until the end of their next turn.

Behind each creature within range, their shadow grows to be twice the size it was before and makes movements that do not match the creature it belongs to. The shadow moves

when the creature moves, staying affixed to it, and cannot be targeted by attacks or spells.

At the beginning of your turn, the shadow of an affected creature attempts to siphon energy out of its body. Make a melee spell attack against the creature. On a hit, the creature takes 4d10 necrotic damage and you choose either its Strength or Wisdom score. Whichever one you choose is reduced by 1d4. If the creature succeeded on its initial Wisdom saving throw, you have disadvantage on the melee spell attack. The target dies if either its Strength or Wisdom score reaches 0. Otherwise, the reduction lasts until the creature finishes a short or long rest. If a creature dies as a result of this spell, it rises as a shadow on its next turn, the actions and behavior of which is controlled by you.

DOCENT NETWORK CONTROL

9th-level enchantment (mythic)

Classes: Cleric, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a docent of Xen'drik design worth at least 5,000 gp)

Duration: Concentration, up to 1 hour

By placing the small metal sphere in your palm and running your finger over the dragonshards embedded within while speaking a series of phrases, the docent activates and communicates a message to a warforged or docent-controlled object of your choice that you can see within range.

If the target is a warforged, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While a warforged is charmed in this way, you can issue it commands as an action on your turn, as if the warforged had failed its saving throw against the command spell.

The target can repeat this saving throw when it takes damage, or if another creature within 5 feet of it uses its action to assist the target in regaining control. If the warforged is attuned to a docent, the docent can attempt to wrest control of the warforged back by making its own Wisdom saving throw at the start of the warforged's turn. However, if the docent fails, it can't attempt to break free again for 1 minute.

If the target is a docent-controlled object, you gain the ability to control that device remotely (up to a range of 120 feet away), and learn its capabilities and any commands required to control it. If the device requires attunement, you can become attuned to it until this spell ends if you have an attunement slot available, otherwise you are unable to become attuned to it.

DYRRN'S FAMILIAR

9th-level conjuration (mythic)

Classes: Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature that has died within the last minute. If that creature has no brain, or is an undead or construct, this spell fails. Otherwise, the creature's brain bursts forth and

takes the form of **Dyrnn's intellect devourer**, appearing in an unoccupied space within 5 feet of the creature and serving as your familiar.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can use your familiar's senses until the start of your next turn. If your familiar has used its Body Thief action, you gain the senses of its host instead. During this time, you are deaf and blind with regard to your own senses. If the host can speak, you can speak through it during this time.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

When the familiar drops to 0 hit points, or after 24 hours have elapsed since it was created, it withers and dies. You can only maintain one familiar of this kind at a time. Attempting to create a second familiar while the first still remains causes the first familiar to immediately wither and die.



ESSENCE OF THE WAR LORD

9th-level transmutation (mythic)

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You target a willing creature you can see within range and embody them with powers fit for the cruelest wars. Until the spell ends, the creature gains the following benefits:

- The creature adds its proficiency bonus to all of its weapon damage rolls.
- The creature has advantage on Strength and Constitution saving throws, Strength based ability checks, initiative rolls, and opportunity attacks.
- The creature's speed is doubled.
- The creature can make an opportunity attack when a creature moves within reach of its melee weapons.
- The creature can wield two-handed and heavy melee weapons with one hand.
- The creature is resistant to nonmagical bludgeoning, piercing, and slashing damage.

When the spell ends, the creature is overcome with lethargy. It can't move or take actions until the end of its next turn.

FROST HEART

9th-level transmutation (mythic)

Classes: Bard, Druid, Wizard

Casting Time: 1 minute

Range: Self (120-foot radius)

Components: V, S, M (a branch of bronzewood worth 1,000 gp and a fistful of snow)

Duration: 1 hour

You thrust the bronzewood branch into the ground, creating an icy blast that quickly fills the spell's area. The blast is accompanied by a howling wind, and a swirling storm of snow and ice rains down from above. The frozen power flurries through the air and into the ground of the area, freezing the terrain and any flora, which become petrified in frozen fractals all around.

All flora and Tiny creatures within the area when this spell is cast, or that spend at least 1 hour in the area, become petrified. All other creatures (excluding you) that spend at least 1 hour in the area must succeed on a Constitution saving throw or suffer a level of exhaustion. Creatures that are immune to cold damage are immune to this effect. Flat surfaces are coated in slippery ice, which is considered difficult terrain. Whenever a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Spells cast in this area deal half as much fire damage as normal, as the frigid air prevents them from reaching their full effect.

Objects and creatures that are petrified in this way are vulnerable to fire and bludgeoning damage, and become unpetrified if they take half their total hit points in damage.

You can create a permanent effect by casting this spell in the same location every day for one year.

WANDERING EYES

9th-level divination (mythic)

Classes: Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bat's eye, a newt's eye, and a frog's eye)

Duration: 1 hour

You create three invisible, magical eyes within range that hover in the air for the duration.

You mentally receive visual information from the eyes, which have truesight to a distance of 30 feet and darkvision to a distance of 120 feet. The eyes can look in every direction.

On your turn in combat, you can move each of the eyes 30 feet in any direction. There is no limit to how far away from you the eyes can move. A solid barrier blocks the movement of the eyes, but they can pass through an opening as small as 1 inch in diameter.

As an action you can cause an eye to become visible briefly until the start of your next turn. Each creature within 30 feet of the eye that can see it must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from the eye by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the eye, the creature can make a Wisdom saving throw. On a successful save, the frightened effect ends for that creature.

WORM FORM

9th-level transmutation (mythic)

Classes: Druid, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (half a dozen living worms)

Duration: Concentration, up to 1 hour

You touch a willing creature and transform it into a Medium swarm of worms. While in this form, the creature can occupy another creature's space and vice versa, and the creature can move through any opening large enough for a worm. The creature is immune to the grappled, paralyzed, petrified, prone, restrained, and stunned conditions, and is also resistant to nonmagical bludgeoning, piercing, and slashing damage.

The creature's statistics, other than the aforementioned changes, are unchanged. Anything it is wearing and carrying transforms with it, and it reverts to its true form if it dies. The creature speaks, moves, and acts independently of you for the duration of its transformation.

MYTHIC ITEMS

Item	Source
Adamantine Sixblade	Lord of Blades
Amulet of Authority	Lord of Blades
Cloak of Swarms	Valaara
Crown of Death	Lady Illmarrow
Dark Scythe of the Forgotten	The Forgotten Prince
Eldritch Turret	Arkus
Eye of Belashyrra	Belashyrra
Fleshcrafter	Dyrrn
Gloves of Arcane Stealing	Sul Khatesh
Gloves of the Flesh Master	Dyrrn
Heart of Ice	The Forest Queen

Kneel	Lady Illmarrow
Larval Necklace	Valaara
Ring of All-Seeing	Belashyrra
Ring of Rak Tulkhesh	Rak Tulkhesh
Ring of Sul Khatesh	Sul Khatesh
Salvaged Titan Chassis	Arkus
Sanguineous Tome	Lady Illmarrow
Spyblade	Prince Jurian ir'Wynarn
Staff of Incineration	Arkus
The Bag of Forgotten Things	The Forgotten Prince
Verdant Staff	The Forest Queen
War	Rak Tulkhesh

APPENDIX B: MAGIC ITEMS

THIS APPENDIX CONTAINS NUMEROUS MAGIC item rewards that can be obtained from defeating mythic foes. Provided is a table that lists all the items and their source. This is followed by the magic items in alphabetical order.

ADAMANTINE SIXBLADE

Weapon (greatsword), mythic (requires attunement)

This +3 greatsword vibrates under your touch, as if filled with barely contained energy. When you hit an enemy with the sixblade, you deal an additional 1d6 force damage to it.

The sixblade is made of adamantine. Any successful hit against an object turns into a critical hit.

Flurry of Blades. As an action, you can attack up to six creatures within reach. Each creature can only be hit once as part of this action.

Power of Six. If you roll a six on a damage die, you can roll the die again and add the new number to the total damage dealt.

Switchblade. As a bonus action, you can flick out the weapon so the blade becomes twice its normal length. For the duration of your turn, the reach of the sixblade is 10 feet. You can return the blade to its normal length using an action.

AMULET OF AUTHORITY

Wonderous item, mythic (requires attunement)

Warforged recognize you on sight. Unless you use magic to conceal your identity, if a creature of the Warforged type sees or hears you, they instantly recognize your part in defeating the Lord of Blades.

Additionally, every time you complete a short or long rest, a **homunculi** servant appears near you. The maximum number of homunculi that will appear is 8. These servants obey your verbal commands and treat you as their creator. They'll fight with no regard to their own safety.

You can order 8 homunculi to merge and become either a **clay golem**, **flesh golem**, or **stone golem** (your choice). Until this golem dies, you no longer gain new homunculi.

CLOAK OF SWARMS

Wonderous item, mythic (requires attunement)

The chitinous cloak billows without wind, as it is a living tapestry of insects, worms, and all manner of creepy-crawlies. A low thrum of buzzing accompanies the cloak wherever it goes.

While attuned to this cloak, when a creature within 5 feet of you would make an attack against any creature, it can't benefit from advantage on that attack. In addition, if its attack roll misses by 5 or more, the cloak enshrouds them in biting insects, dealing 4d4 piercing damage.

The cloak has 10 charges for the following property. The cloak regains 1d6 + 4 expended charges daily at dusk.

Spells. While wearing this cloak, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your Constitution as your spellcasting ability: *confusion* (4 charges), *fly* (3 charges), *hypnotic pattern* (3 charges), *infestation* ^{XGE} (no charges), *insect plague* (5 charges), *maddening darkness* ^{XGE} (8 charges), *shadow of moil* ^{XGE} (4 charges), *skywrite* ^{XGE} (2 charges). When these spells are cast, the insects that comprise the cloak are used to create the visible effect of the spell.

CROWN OF DEATH

Wonderous item, mythic (requires attunement)

This obsidian crown is tipped with black pearls on each of the six spinnerets. As an action, while attuned to this item, you can undergo a draconic transformation if there is enough space around you to transform. While transformed, you gain the following traits:

- Your size becomes Gargantuan.
- Your creature type becomes "dragon".
- You gain resistance to cold and lightning damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain immunity to poison.
- You gain a flying speed of 80 feet.
- You gain 100 temporary hit points.
- You lose 20 temporary hit points each hour.
- Your equipment is absorbed into your body as part of this transformation.

As an action, you can breathe a 60-foot cone of poisonous fumes. Each creature in this area must make a Constitution saving throw, taking 35 (10d6) poison damage on a failed save or half as much damage on a successful one. Once your breath weapon has been expended, roll 1d6 at the start of each of your turns. On a 5 or 6, you regain use of your breath weapon.

You also gain a claw attack. This is a melee weapon attack with a reach of 10 feet that deals 7 (2d6) cold damage on a hit, and the target must succeed on a Constitution saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

The DC for any saving throw provoked by your draconic form is 8 + your proficiency bonus + your Constitution modifier.

When you no longer possess temporary hit points from this item, you immediately transform back to your normal form. After using this item, you cannot use it again until a week has passed.

DARK SCYTHE OF THE FORGOTTEN

Weapon (greatsword), mythic (requires attunement)

This weapon is the menacing scythe wielded by the Forgotten Prince. It's curved blade bears barbs of steel, designed to rend flesh. It exudes a dire necromantic energy and wisps of black fog lick from the blade at all times. The scythe is considered a greatsword with the finesse property, but if you are proficient with any martial weapons and attuned to the scythe, you are proficient with it.

You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit a creature with it, that target takes an extra 4d6 necrotic damage.

The scythe's wisps of black energy can be used to create an area of darkness surrounding you. You can take the Hide action as a bonus action, and are considered in darkness when you do so. This darkness ends if you make an attack, or move more than 20 feet from where you hid.

The scythe has 6 charges for the following properties. It regains 1d4 + 2 charges daily at dusk.

Thread of Memory. As an action, you can expend 1 charge and steal the memories of a nearby foe, reducing their combat effectiveness. One creature within 60 feet of you that you can see must make a DC 23 Wisdom saving throw. On a failed save, a target takes 14 (4d6) points of psychic damage and has its memories stolen for 1 minute. During that time, whenever the target makes an attack roll, ability check, or saving throw, it must roll a d4 and subtract the number rolled from the attack roll, ability check, or saving throw. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Fey Step. As a bonus action, you can expend 1 charge to teleport 30 feet to an unoccupied space you can see.

Marked for Vengeance. As an action, you can expend 2 charges to cast *hex* as a 5th-level spell.

ÉLDRITCH TURRET

Wondrous item, mythic (requires attunement)

This weapon once was attached to the frame of the Warforged Colossus known as Arkus. This device is exceptionally heavy weighing 50 lbs, and requires both hands to fire. As an action, the attuned creature can fire the turret as a ranged weapon attack. This deals 4d8 force damage and if the target is a creature, they are knocked down. If the target is a structure, the damage is doubled.

As an action, the attuned creature can unleash a line attack with the turret. A beam 150-feet long and 10-feet wide. Each creature in the beam of light must make a DC 26 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed saving throw or half as much on a successful one. Creatures reduced to 0 hit points are disintegrated along with their equipment. Once you use this feature, you cannot use it again until 24 hours have passed.

The weapon can be attached to a boat or other vehicle, allowing it to become a mounted turret. If mounted in this way, any creature who fires the turret attacks with a +18 bonus but the turret does not knock creatures down, deal double damage, or use the line attack.





EYE OF BELASHYRRA

Wonderous item, mythic (requires attunement)

This eye, which looks about of its own accord, sits on a thin length of chain. The composition of this chain is unknown, as it shifts colors in a scintillating pattern. As a bonus action, you can transform into a cloud of eyes and teeth, gaining the following traits for 1 minute:

- Your form becomes a Huge swarm of Tiny aberrations. This appears to be a cloud of eyes and teeth and claws.
- You can end your turn in the same space as another creature (and other creatures can end their turn in your space).
- You can move through any opening large enough for an eyeball to go through without squeezing.
- You gain resistance to bludgeoning, piercing, and slashing damage.
- You are immune to the grappled, paralyzed, petrified, restrained, and stunned conditions.

While transformed in this way, as an action you can fire one of the following eye rays. Each eye ray has a range of 120 feet. If an eye ray calls for a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier.

Psyche-Reconstruction Ray. Make a ranged spell attack. On a hit, the target takes 16 (3d10) psychic damage. If the creature is reduced to 0 hit points by this attack, they become a **spectator** under your control. When you transform back to your normal form, the spectator dissolves.

Domination Ray. The target must succeed on a Wisdom saving throw or become charmed by you until the end of your next turn.

Mind-Weakening Ray. The target must succeed on an Intelligence saving throw or it cannot cast spells until the end of your next turn.

Blinding Ray. The target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

After this transformation ends, you cannot use it again until you complete a long rest.

FLESHCRAFTER

Ring, mythic (requires attunement)

This ring's gem appears to be an eye ringed by tentacles. The band itself is a pair of writhing tentacles. While attuned to this item, as a bonus action you can create or destroy a tentacle. A tentacle can be used to make an unarmed attack with a reach of 10 feet, dealing 2d10 bludgeoning damage on a hit. Whenever you use your action to make a weapon attack with a tentacle, you can attempt to initiate a grapple as part of that attack. You can grapple one creature for each tentacle you possess. A tentacle is as strong as your other limbs, able to interact with or hold objects.

GLOVES OF ARCANES STEALING

Wonderous item, mythic (requires attunement by a spellcaster)

This set of gloves has 5 charges. You can spend one charge to cast *counterspell* or *dispel magic*. Intelligence is your spellcasting ability for these spells. You regain 1d3 charges each day at dawn.

Power Charging. As a reaction to taking damage from a spell that isn't a cantrip, you can half the triggering damage and store it within the gloves. On your turn, if you cast a spell that deals damage, it deals the stored damage from the triggering attack in addition to the damage from the spell. If you don't cast a spell that deals damage, the charge explodes in your hands and damages you. The amount of damage equals the amount of damage stored within the gloves.

Siphon Spellpower. As an action, you can touch a creature with a spellcasting ability and siphon magical power out of their very being. The creature must make a DC 20 Intelligence saving throw. On a failed save, if the creature is concentrating on a spell, it immediately breaks concentration. In addition, the targeted creature finds its highest available spellslot and transfers its power to you. You can either store the spellslot for later use to cast your own spells or transfer the power of the spellslot into temporary hit points. For each level of the spell, you gain 5 temporary hit points.

You can use this feature 3 times in a day and you regain all spent uses each day at dawn.

GLOVES OF THE FLESH MASTER

Wonderous item, mythic (requires attunement)

These gloves made from skin fit perfectly on your hands. While wearing them you can cast the *alter self* spell at will.

Flesh Designer. This set of gloves has 5 charges. You can expend 1 charge to cast *alter self* on a willing creature you can touch or 2 charges to cast *polymorph* on a willing creature. Intelligence is your spellcasting ability for these spells. You regain 1d3 charges each day at dawn.

Master of Flesh. Once per day, you can touch a humanoid that died within the last hour as an action and raise it as a **flesh golem**. Any missing limbs are fused to its body by sudden stitches and its independence is entirely gone. The golem follows your commands and is unique from other flesh golems in that it cannot go berserk. The golem cannot be dismissed from service by means other than death, after which it cannot be raised again. You can control a maximum of 5 flesh golems at once using these gloves.

HEART OF ICE

Wondrous item, mythic (requires attunement)

This blue sapphire amulet encased in silver cord is icy to the touch and is always covered in a thin layer of rime. While wearing the amulet you are resistant to cold and fire damage and you are immune to the petrified condition if it would turn you into ice.

Cold Aura. The air within 10 feet of you feels freezing to creatures other than you, though the environment doesn't suffer any effects from the temperature change. A creature within this aura must succeed on a DC 17 Constitution saving throw at the end of each 10 minute duration or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw.

Icebound. As a reaction when taking damage, you can encase yourself in a block of ice which shatters at the beginning of your next turn. While encased, you immediately gain 75 temporary hit points, your speed is 0, and you are incapacitated. The temporary hit points take as much of the triggering damage as possible and you stop being encased early if you lose all the temporary hit points gained by this feature. You can use this feature once and it recharges each day at dawn.

Winter Walker. You are under the effects of the *water walk* spell, but only when walking over surfaces that can freeze. When you do so, the liquid beneath your feet immediately turns into ice as thick as 1 foot in depth. This ice melts at a rate normal for the environment it is in. You also ignore difficult terrain caused by snow or ice.

KNEEL

Wondrous item, mythic (requires attunement)

This ribbon, when wrapped around the hilt of a weapon, imbues it with power for as long as it's attached. You can attach or remove the ribbon from the hilt over the course of a short rest. Once the ribbon has been attached, the weapon changes in appearance and becomes Kneel. The material of the weapon changes to white bone, though it has the same weight and density as before.

The weapon Kneel is a +3 magic weapon which deals an additional 1d8 necrotic damage on a hit. It is indestructible and becomes unusable to anyone other than you.

Dragon's Call. You can read and speak Draconic and you have advantage on Charisma (Intimidation) checks against creatures that aren't dragons. If you target a creature that isn't a dragon with a spell or effect that asks it to make a saving throw against the frightened condition, the creature has disadvantage on the saving throw.

Shroud of the Necromancer. Any undead allies within 150 feet of you have advantage on Wisdom saving throws and are immune to effects that turn undead.

Spells. Kneel has 10 charges and it regains 1d4 + 3 expended charges daily at dawn. You can use an action to expend 1 or more of its charges to cast one of the following spells, using Intelligence as your spellcasting ability: *animate dead* (3 charges), *blight* (4 charges), *create undead* (6 charges), *scrying* (5 charges), *sleep* (1 charge).



LARVAL NECKLACE

Wondrous item, mythic (requires attunement)

This amulet looks like a chain of insects, holding a resin sphere. If a creature examines the resin, there appears to be a shadowy copy of the attuned creature inside.

While attuned to this necklace, insects, arachnids and similar creatures will not act in a hostile way against you unless you hurt them or their kin. In addition to this, you can use your action to start or end one of the following features:

- Long thick hairs sprout from your body. You gain a climb speed of 30 feet. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- Insect wings slide out from under your skin near your shoulder blades. You gain a fly speed of 30 feet and you can hover.

Finally, if you fail three death saving throws, the resin shatters. Pouring from it are thousands of insects who cocoon your body. You and the cocoon are immune to damage. You can take no action while cocooned in this way. After you complete a long rest within the cocoon, you emerge from within with your hit points restored and you can take actions as normal. Once used, this feature will not function until a year has passed.

RING OF ALL-SEEING

Ring, mythic (requires attunement)

This ring forms to resemble an eye, the pupil of which twitches as if it is searching for something. While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. In addition, creatures can telepathically communicate with you and observe you through the use of magic only if you allow it.

Scryer's Sight. You can cast the *scrying* spell three times per day. Intelligence is your spellcasting ability for this spell. In addition, you are always under the effects of the *detect evil and good*, *find traps*, and *see invisibility* spells.

RING OF RAK TULKHESH

Wondrous item, mythic (requires attunement)

This ring is one of many that extends Rak Tulkhesh's influence outside his prison. It is made of heavy wrought iron and contains a sliver of a khyber dragonshard, the method in which Rak extends his power. Even if the overlord is defeated, enough of his rage and vitriol burns within the shard that one would be forgiven for thinking the overlord was still speaking to them.

The ring has 10 charges and regains 1d6 + 4 of its expended charges at dusk. While wearing the ring, you can expend the necessary number of charges to activate one of the following properties.

Provoke Rage. You can expend 3 or more charges as an action to incite a riot. Each creature within 60 feet of you must succeed on a DC 22 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, it makes a ranged weapon attack against a random creature within range, throwing its weapon if necessary. For each charge you expend in excess of 3, these attacks gain a +1 bonus to their attack and damage rolls.

Aura of Blades. You can expend 5 charges as an action to summon a swarm of blades which spin around you. Each creature within 30 feet of you must succeed a DC 22 Strength saving throw or become disarmed of any nonmagical bladed weapons they are holding. These blades, plus several more which appear from out of thin air, spin around you for 1 minute or until you lose concentration (as if you are concentrating on a spell). Each creature that starts its turn within 15 feet of you must make a DC 22 Dexterity saving throw, taking 2d10 slashing damage on a failed save or half as much damage on a successful one.

Cursed. This item is cursed, and becoming attuned to it extends the curse to you. This curse can only be broken by a *wish* spell or similar magic. As long as you remain cursed, you are unable to part with the ring, and you gain the following flaw: "You are prone to fits of unprovoked rage."

RING OF SUL KHATESH

Ring, mythic (requires attunement)

The arcane secrets of Sul Khatesh are whispered in the ear of the attuned creature. Whenever a creature other than the attuned creature casts a spell within 120 feet, they gain temporary hit points equal to the level of the spell.

Additionally, the attuned creature has advantage on saving throws made to maintain concentration. Finally, after completing a long rest, the attuned creature can choose a signature spell of 5th level or lower. They can cast that spell three times per day without using a spell slot.



SALVAGED TITAN CHASSIS

Wondrous item, mythic (requires attunement)

This hulking frame of metal and livewood was once under the control of a colossus called Arkus. A single docent of unusual design sits within the head area where a brain would be, but it resembles those created by House Cannith. Within the main body, a cavity exists with a seat, variety of controls, and a helmet made of the same materials as a Cannith warforged with long tendrils that disappear into the plating that surrounds the roof of the cavity.

To attune to the chassis, you must be sitting in the seat and don the helmet for the full hour. You remain attuned until you doff the helmet. While attuned, your mind connects to the docent and allows you to control the chassis. The chassis has the statistics of the **warforged titan**. Your vision and other senses ignore the frame of the chassis while attuned, as if it were invisible. Being attuned to the chassis grants you the ability to control it in the following ways.

When you would move, the chassis moves instead using its own movement. When you take the Attack action, you can have the chassis use its axehand or hammerfist attacks. If you have a feature that would allow you to make more than one attack as part of the Attack action (such as Extra Attack), you can use your action to have the chassis take the Multiattack action instead. Otherwise, you can't take the Multiattack action. You can also use your action to have the chassis use its Sweeping Axe action.

While inside the chassis, you have full cover from incoming attacks. However, the docent network allows you to cast spells unhindered from inside the chassis. Spells cast in this way appear to originate from the mouth of the chassis. However, while attuned to the chassis and concentrating on a spell, you must make Constitution saving throws to maintain concentration when the chassis takes damage, as if you were taking the damage.

If the chassis is reduced to 0 hit points, the attuned creature becomes unattuned and the chassis is rendered inoperable. During a long rest, a creature with proficiency in tinkerer's tools or smith's tools can make the chassis operable with 100 gp worth of materials, returning it to 1 hit point. To restore additional hit points, that creature can use an additional 50 gp worth of materials per 25 hit points.

SANGUINEOUS TOME

Wondrous item, mythic (requires attunement)

The art of necromancy was pioneered by the now-extinct Qabalrin elves. This tome holds the sum of their knowledge, passed down through the line of Vol throughout the ages until it reached the same dead end that the line did: Erandis. New to undeath and left without any guidance, the tome served as a lifeline to Erandis. Within its pages are the secrets to necromancy, controlling undeath, and perhaps even the secrets needed to become the Queen of Death.

The book, however, is incomplete: it is missing large sections of knowledge, particularly those sections that related to the Mark of Death and the creation of vampires. Erandis has worked to recover the lost pages of the book. This version contains the most complete text, more than anyone else ever knew existed.

The red leather binding has been restored, but the pages are still tattered and often pieced together. Erandis has



inscribed her own annotations in the margins, providing alternatives and research notes for many of the rituals contained within, and many notes regarding dragonmarks and how they manifest through bloodlines.

A creature attuned to the book must spend 80 hours reading and studying it to digest its contents and reap its benefits.

Certain wards have been placed on the book, warding undead creatures from learning its secrets. How Erandis overcame this enchantment is unknown, but an undead creature that attempts to attune to this book becomes incapacitated, until such a time that another creature that successfully attunes to the book releases the ward's effects on that creature.

Adjusted Ability Scores. After you spend the requisite amount of time reading and studying the tome, one mental ability score of your choice increases by 2, to a maximum of 24. Another physical ability score of your choice decreases by the same amount, to a minimum of 3. The tome can't adjust your ability scores again.

Command Undeath. While you are attuned to the tome and holding it, you can use an action to cast *create undead* as a 9th-level spell. This can be cast at any time of day, and does not require material components. You can't use this property again until the next dawn.

Dragonmark Lore. You can reference the tome whenever you make a Wisdom or Intelligence check to recall information about a dragonmark, or to discern if a creature bears a specific dragonmark. When you do so, double your proficiency bonus on that check.

Necromancy Lore. You can reference the tome whenever you make an Intelligence check to recall information about some aspect of necromancy, such as spells or undead. When you do so, double your proficiency bonus on that check.

Spellbook. The tome serves as a spellbook for any creature attuned to it, and contains every 1st to 8th level necromancy spell. If you have the Spellcasting feature and prepare your spells, you can choose spells from this book to prepare in addition to those offered by your class list.

Create Bloodline. A creature attuned to the book for one year can unearth a hidden ritual that can alter a creature's bloodline, turning them into a **vampire**. This ritual takes 24 hours to perform, and requires a Medium or larger creature to contribute their blood to the ritual as a sacrifice. The creature whom the ritual is performed on becomes a vampire should the ritual complete. You can't use this property again until one year has passed.

SPYBLADE

Weapon (rapier), mythic (requires attunement)

This magical rapier was once the chosen weapon of one of the Royal Eyes of Aundair. You have a +2 bonus to attack and damage rolls made with this magic weapon. While you are wielding or carrying the spyblade on your person, you are under the effect of the *nonetection* spell and any divination effect that would determine if you are lying responds as if anything you say is the truth. Furthermore, you add double your proficiency bonus to Charisma (Deception) checks, instead of any proficiency bonus you might normally apply.

STAFF OF INCINERATION

Wondrous item, mythic (requires attunement)

The form of this staff is made from incineration fluid made solid. It is warm to the touch and when equipped you are immune to the effects of extreme cold. The staff glows with warm color. It sheds bright light in a 20-foot-radius and dim light for an additional 20 feet. Completely covering the staff with something opaque blocks the light.

The staff has 7 charges for the following property. The staff regains 1d3 + 1 expended charges daily at dawn. You can also cast the cantrips *firebolt* and *produce flame* from the staff.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your Intelligence as your spellcasting ability: *fire storm* (7 charges), *flaming sphere* (2 charges), *flame strike* (5 charges).

Master of Flame. If you cast a spell that deals fire damage that isn't a cantrip, it deals an additional 1d10 fire damage.

Incineration Beam. As an action, you fire a beam from the tip of the staff in a 90-foot line that is 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 36 (8d10) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this beam is disintegrated, leaving behind anything it was wearing or carrying. This feature recharges each day at dawn.

THE BAG OF FORGOTTEN THINGS

Wonderous item, mythic (requires attunement)

This simple looking brown leather bag appears to have nothing in it. Creatures who place items into the bag without attuning to it first find the items are lost, as though they've evaporated.

An attuned creature can reach into the bag and pull out magic items as an action. These items are teleported from other locations, and return to those locations once used. Once an item is pulled out of the bag, it lasts for 10 minutes before disappearing. When the item disappears, the attuned creature forgets about the existence of this item entirely.

Once an attuned creature has pulled an item from the bag, note what the item was. That attuned creature cannot pull that item out of the bag ever again (even if they lose attunement and regain it later).

An attuned creature can use their action to pull an item of legendary rarity or lower out of the bag. If the creature pulls out a legendary item, the bag cannot produce another legendary item until a year has passed.



If the creature pulls out a very-rare item, the bag cannot produce another very-rare item until they complete a long rest.

If the creature pulls out a common, uncommon, or rare item, the bag cannot produce another item of any of these rarities until the creature completes a short rest.

VERDANT STAFF

Staff, mythic (requires attunement by a spellcaster)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While you hold it, you also gain a +3 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains one charge each day at dawn, or 1d4 + 1 charges if the staff is in a forest.

Arcane Force. As a reaction to striking a creature in melee with the staff, you can expend a charge and deal 1d12 force damage in addition to all other damage dealt by the attack.

Grasping Vine. As an action, you can expend a charge to make a melee spell attack against a target within 40 feet. On a hit, the attack deals 9 (2d8) bludgeoning damage and the target is grappled (escape DC 15).

Inscrutable. While holding the staff, if it has more than five charges, you are immune to any effect that would sense your emotions or read your thoughts, as well as

any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Speak with Beasts and Plants. You can communicate with beasts and plants as if they shared a language with you.

Spellcasting. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure fey* (6 charges), *dominate beast* (4 charges), *dominate monster* (8 charges), *druidcraft* (at will), *entangle* (1 charge), *heat metal* (2 charges), *mirage arcane* (7 charges), *polymorph* (4 charges), *spike growth* (2 charges), *thorn whip* (at will), *tree stride* (5 charges), *wall of thorns* (6 charges), *wrath of nature*^{XGE} (5 charges).

Tree Stride. Once on your turn, you can use 10 feet of your movement and 1 charge to step magically into one living tree within reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

Verdant Protection. As long as you are within a forest, the staff increases your AC by 2.

Woodland Camouflage. While holding the staff, you have advantage on Dexterity (Stealth) checks made to hide in wooded terrain.

WAR

Weapon (all), mythic (requires attunement)

War is a weapon that exhibits the hatred and rage of Rak Tulkesh itself. As part of any attack, the weapon can polymorph into any weapon the attacker chooses. If a weapon requires two hands, the attacker needs both hands available to polymorph it into that weapon. You have a +3 bonus to attack and damage rolls made with War.

Whenever the weapon is used to make a weapon attack against a creature who has vulnerability to bludgeoning, piercing, or slashing damage, it deals that type of damage instead of whatever damage type the weapon would usually deal.

Whenever the weapon is used to make a weapon attack against a creature who has resistance or immunity to bludgeoning, piercing, or slashing damage but not all three, it switches to one of these types that the creature does not possess resistance or immunity.

You can release War as a bonus action. While released in this way, War has a fly speed of 30 and can hover. War will attack any creature you mentally command it to. War uses your ability modifiers for attack rolls and damage rolls. While flying, War makes one attack at the end of your turn if ordered. If you become unconscious, War drops to the ground.

While it isn't flying, War has the following traits:

- When used to make a melee attack, whenever War successfully hits a creature, it also casts dispel magic on that target.
- When used to make a ranged attack, whenever War successfully hits a creature, that creature can use its reaction to move up to its movement directly towards a creature it is hostile to.
- You can sheath or unsheath War within your own body, dealing 1d12 + 3 damage to you that cannot be reduced.



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