

CREATURES & CONSTRUCTS

A MONSTER MANUAL SUPPLEMENT FOR EBERRON



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BY STUART BROZ



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INTRODUCTION

I've been working on several Eberron-related projects lately, both for my own use and for the Dungeon Master's Guild. Many of these have, of course, needed both monsters and NPCs, especially since so few Eberron-specific monsters have been released for 5th-edition. I decided that, as long as I needed to write some of these up, I might as well do a thorough job of it. I've included herein creatures from earlier editions that I've converted, creatures and NPC templates that I've used in other projects, and a few other entries to fill in some gaps.

In my conversions, I attempted to balance faithfulness to the original creature with simplicity and adherence to 5e standards. At the same time, I wanted to make sure that each creature in here could be part of a fun encounter. In some cases, that meant adding abilities that went along with the creature's original concept but weren't explicitly in the original write-up. An example of this is the urdark's *hide and seek* ability, which I used to reflect its playful and child-like creepiness.

I love feedback, so please reach out or leave a review and let me know what you think. If I missed a creature you wish I'd included, please tell me. I can't promise that I'll add it, but I might!

NEW EQUIPMENT

SPECIAL MATERIALS

BYESHK

Byeshk is a purplish metal found in the Byeshk Mountains that border Droaam. It is a strong metal that is heavier than iron. Weapons made of byeshk cost an additional 100 gp and are particularly effective against some creatures from Xoriat.

TARGATH

Targath is a soft, magical metal mined in northern coast Argonnessen. Pieces of targath are considered common magic items. A creature that carries even a small amount of targath gains advantage on Constitution saving throws against disease. Targath is a soft metal that is rarely made into weapons, but weapons that are made of targath are particularly dangerous to the deathless of the Undying Court.

CRYSTEEL

Crysteel is a Riedran alloy of iron and a psionically active crystal. It makes excellent weapons that resonate with psionic power. In the hands of someone with psionic abilities, a crysteel weapon is considered a magic weapon and deals an additional +1 damage. Crysteel weapons typically cost an additional 150 gp.

WEAPONS

XEN'DRIK BOOMERANG

Martial Ranged Weapon	Thrown
Cost: 10 gp	Weight: 1 lb.
Damage: 1d6 bludgeoning	Range 30/120 ft.

If a creature proficient with a Xen'drik boomerang misses with an attack with it, that creature can use its reaction to catch it with a DC 10 Dexterity check. On a failure, the boomerang lands 10 feet away in a random direction.

The new equipment in this section originally appeared in *Eberron Campaign Setting*.

ALCHEMY BEETLE

Originally creations of the ancient giant civilizations of Xen'drik, alchemy beetles have recently been reproduced in the laboratories and forges of House Cannith.

Mindless Guardians. Alchemy beetles are programmed with clear purposes and have little initiative. Still, some have been found wandering Xen'drik, following some mysterious, ancient directive or default programming. Giants likely uses alchemy beetles as pest control and unobtrusive guardians. Modern alchemy beetles were employed in the Last War as programmable minefields. Since the war, elaborately decorated alchemical beetles have become popular with the wealthy as guards.

Alchemical Contents. Each alchemy beetle bears a glass canister churning with a potent alchemical mixture that, on contact with air, either burns, freezes, releases electricity, or catalyzes into an acid. A single beetle can carry enough liquid to bite approximately one hundred times.

Built to Last. The giants created the alchemy beetles thousands of years ago. That so many are still active is a testament to their creator's skills. More of a mystery, however, is that so many of them still have alchemical liquids in their reservoirs that hasn't been depleted or dried up over the millennia. The giants created beetles that could slowly distill their own alchemical liquids, replenishing a single bite's worth over the course of months. This is a feat that House Cannith has yet to reproduce.

Constructed Nature. An alchemy beetle doesn't require air, food, drink, or sleep.

ALCHEMY BEETLE

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	1 (-5)	14 (+2)	8 (-1)

Skills Stealth +2

Damage Resistance by alchemical affinity

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages –

Challenge 1/2 (100xp)

Alchemical Affinity. Each alchemy beetle has an affinity for a particular type of alchemical fluid related to acid, cold, fire, or lightning damage. The alchemy beetle has resistance to this damage type and deals this type of damage with its alchemical blast and alchemical bite.

Alchemical Blast. When the alchemy beetle is reduced to 0 hit points, it explodes in a 10 ft. radius burst provided that it has not used all of its alchemical fluid. Each creature in the area must succeed on a DC 12 Dexterity save or take 14 (4d6) points of damage of a type depending on the beetle's alchemical affinity. Creatures that successfully save take half damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 3 (1d6) points of damage of a type depending on the beetle's alchemical affinity.

The Alchemy Beetle originally appeared in *Secrets of Xen'drik*.

BULLETTE, KARRNATHI

The bullettes of Karrnath have diverged from their kin due to long feeding on the war dead – and undead. Slower and physically weaker than other bullettes, the Karrnathi bullette makes up for its shortcomings with an uncanny intelligence and necrotic mutations.

Scavengers and Trappers. Karrnathi bullettes learned to appreciate the taste of decaying flesh both by scavenging battlefields and preying on

zombies. They prefer to kill their prey and let it sit for a few days before feasting. They tend to fill their territory with pits, both to catch future meals and for storage of ripening ones.

Clever Combatants. Karnathi bullette take advantage of the terrain when fighting. In their own territory, they will often lay in wait below the surface in an area that they have covered in pits, relying on their tremorsense to know when prey is nearby. When possible, they will push opponent into pit traps they have created.

Disease Carriers. Through infusions of necrotic energies, Karnathi bullette have become immune to the effects of disease, but they can – and do – still carry it and pass it on to others.

CARCASS CRAB

Carcass Crabs have been breeding and spreading quickly since the Day of Mourning. While most of them are still in the Mourmland, they have begun spreading into neighboring nations.

Accumulated Armor. A carcass crab can exude a natural adhesive that it uses to attach detritus to its shell, providing it with both camouflage and extra protection. In the Mourmland, this is typically the remains of a battlefield: weapons, pieces of armor, and bodies.

KARNATHI BULLETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +7

Damage Resistances poison

Damage Immunities necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages –

Challenge 5 (1800 xp)

Barbed Spikes. The bullette deals 4 (1d8) piercing damage to any creature grappling with it.

Filth Fever. The bullette's attacks can infect a creature with filth fever. If a creature is infected, the symptoms of filth fever will manifest in 1d4 days upon ending a long rest. Victims of filth fever have disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Filth fever can be cured by a *lesser restoration*

or a *heal* spell. Alternatively, one week after the symptoms develop, the infected creature can make a DC 15 Constitution saving throw upon completing a long rest. On a success, the creature recovers from the disease. On a failed save, the creature must wait 2d4 days until repeating the saving throw in an attempt to recover. If a creature fails three of these saving throws, they begin to lose one point of Strength per day until they are cured or they are reduced to 0 Strength, at which point they die.

Rush. If the bullette moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed back 10 feet and knocked prone. If the target is prone, the bullette can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 3) piercing damage and the target must succeed at a DC 15 Constitution saving throw or be poisoned and contract filth fever.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage

The Karnathi Bullette originally appeared in *Five Nations*.

CARCASS CRAB

Huge monstrosity, neutral

Armor Class 19 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	5 (-3)	10 (+0)	9 (-1)

Skills Stealth +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 7 (2,900 xp)



Ambusher. The carcass crab has advantage on attack rolls against any creature it has surprised.

Spiny Defense. The carcass crab deals 4 (1d8) piercing damage to any creature hitting it with an unarmed strike or natural weapon.

Unnatural Camouflage. The carcass crab has advantage on stealth checks when it attempting to hide among heaps of corpses and discarded weapons and armor.

ACTIONS

Multiattack. The carcass crab makes two claw attacks or one claw attack and one bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target is medium or smaller, it must succeed on a DC 16 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature grappled by the carcass crab. *Hit:* 9 (1d6 + 6) piercing damage.

Barb. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

The Carcass Crab originally appeared in *Eberron Campaign Setting*.

YOUNG CARCASS CRAB

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-3)	10 (+0)	9 (-1)

Skills Stealth +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 4 (1100 xp)

Ambusher. The carcass crab has advantage on attack rolls against any creature it has surprised.

Spiny Defense. The carcass crab deals 3 (1d6) piercing damage to any creature hitting it with an unarmed strike or natural weapon.

Unnatural Camouflage. The carcass crab has advantage on stealth checks when it attempting to hide among heaps of corpses and discarded weapons and armor.

ACTIONS

Multiattack. The carcass crab makes two claw attacks or one claw attack and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is medium or smaller, it must succeed on a DC 14 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the carcass crab. *Hit:* 6 (1d4 + 4) piercing damage.

Barb. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

CHOKER

Chokers are small, misshapen humanoids covered in a rubbery, hairless skin. Their arms and legs are abnormally long and move more like tentacles than jointed limbs.

Born of Khyber. The chokers of Eberron are residents of Khyber, created by the daelkyr. They were most likely created from halflings.

Lurking Above. Chokers tend to climb walls and lurk near the ceiling somewhere where it can be hidden. There it waits for victims to come by. They will sometimes grab the last member of a group to pass beneath them, knowing that they can stifle any screams for help.

CHOKER

Small aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 20 ft., climb 20 ft.

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

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Senses darkvision 60 ft, passive Perception 13

Languages Undercommon

Challenge 1/2 (100xp)

Constrict. At the beginning of its turn, the choker deals 4 (1d4 + 2) bludgeoning damage to any creature that it has grappled.

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

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target cannot speak. The choker can only grapple one creature at a time.

DAELKYR

Daelkyr are powerful immortals from the plane of Xoriat who invaded Eberron millenia ago.

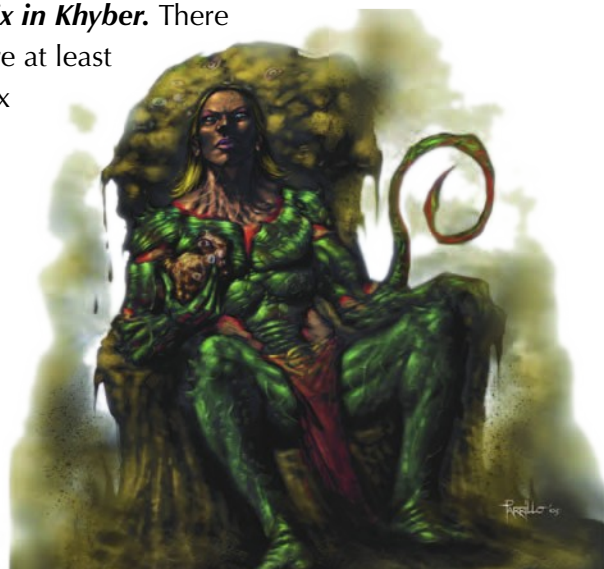
Lords of Madness. The daelkyr ruled Xoriat, the plane of madness and were at the head of the armies that laid waste to Khorvaire 9,000 years ago. Their servants – and creations – include aberrations, oozes, and other strange creatures.

Agents of Change. The daelkyr make an art out of change. Their invasion led to the fall of the Dhakaani Empire. They take creatures and twist them into new species such as mind flayers, beholders, and gibbering mouthers.

Incomprehensible Motives. It is unclear why the daelkyr invaded Eberron and what their goal was. It is equally unclear what those who are sealed in Khyber are doing and why they don't seem to try to escape. Some speculate that being trapped in Khyber was their goal all along, but no one knows what they have been working towards.

Beyond the Mirror. Daelkyr appear as beautiful human males, marred only by the symbionts that they employ. There is reason to think, though, that they appear to each individual – regardless of its species – as its own ideal of physical perfection.

Six in Khyber. There are at least six



daelkyr known to be living in Khyber, all of which have followers among the cults of the dragon below. Each daelkyr is unique, and none of them are likely to conform perfectly to the statistics listed here.

DAELKYR

Medium fiend (daelkyr), neutral evil

Armor Class 21 (living breastplate)

Hit Points 250 (20d8 + 160)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	26 (+8)	25 (+7)	22 (+6)	25 (+7)

Saving Throws Con +14, Int +13, Wis +12, Cha +13

Skills Acrobatics +11, Arcana +13, Athletics +12, Deception +13, Insight +12, Intimidation +13, Investigation +13, Medicine +12, Nature +13, Perception +12, Religion +13, Stealth +11

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 22

Languages all

Challenge 19 (22,000 xp)

Alien Mind. Any creature who attempts to read the thoughts of a daelkyr or otherwise study its mind must make a DC 21 WIS saving throw or take 18 (4d8) psychic damage and be subject to the effects of a *confusion* spell. This effect is permanent until removed by *greater restoration*, *heal*, or *wish*. Creatures that succeed on the saving throw take half damage and are subject to the *confusion* effect for one round.

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

At will: *confusion*, *dissonant whispers* (4th-level spell slot), *haste*, *polymorph*, *slow*

3/day each: *eyebite*, *flesh to stone*, *modify memory*, *true polymorph*

1/day: *feeblemind*

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

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

Magic Weapons. The daelkyr's weapon attacks are magical

Regeneration. The daelkyr regains 10 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. The daelkyr dies only if it starts its turn with 0 hit points and doesn't regenerate.

Symbiont Mastery. The daelkyr adds its full Dexterity bonus to its armor class when it uses a living breastplate. When it uses a tentacle whip, it gains +1 on its attack and an additional 5 feet of reach.

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) psychic damage, and the target has disadvantage on ability checks and saving throws with one ability of the daelkyr's choice until the target completes a long rest.

Tentacle Whip. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 5 (1d10) poison damage, and the target has disadvantage on ability checks and saving throws with one ability of the daelkyr's choice until the target completes a long rest. In addition, the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the poisoned effect on itself on a success.

Teleport. The daelkyr magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

A daelkyr 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 daelkyr regains spent legendary actions at the start of its turn.

Attack. The daelkyr makes one attack with its corrupting touch or its tentacle whip.

Burst of Madness (Costs 2 actions). The daelkyr releases a burst of mental chaos in a 20-foot radius. All other creatures in that area must each succeed on a DC 21 Charisma saving throw or take 18 (4d8) psychic damage and are stunned until the end of their next turn. Creatures that succeed on the saving throw take half damage, are not stunned, and have advantage on future saving throws against this ability until they complete a long rest.

Teleport. The daelkyr uses its Teleport action.

The Daelkyr originally appeared in Eberron Campaign Setting.

DEATHLESS

The deathless are souls which have been sustained after death by the light of Irian, the Eternal Day, the plane of hope and the birthplace of souls. The island continent of Aerenal has many manifest zones to Irian, which has enabled the Undying Court, made up of deathless elves who are revered by the elves of Aerenal, to thrive.

Opposed to the Darkness. The typical undead creature is sustained by the dark energies of Mabar, the Eternal Night. This leads many to argue that the deathless and the undead are fundamentally different sorts of creatures despite their outward similarities. Indeed, the deathless and undead appear to hold a deep hatred of each others' existence.

Revered Ancestors. The elves practice a form of ancestor worship, honoring the deathless for their wisdom and experience. Truly exceptional elves are given the opportunity to join the Undying Court upon death. As the court is made up of those who stood out, many individual members of the court have abilities and magical equipment in addition to those listed below.

Astral Wanderers. Deathless are souls that are wrapped loosely in sustained flesh, and many of the eldest among them spend much of their time traveling the astral plane as pure

souls, returning to their bodies only when necessary.

Deathless Nature. The deathless do not require air, food, drink, or sleep.

ASCENDANT COUNCILOR

Ascendant Councilors are the most ancient and revered members of the Undying Court. They are among the eldest and most powerful sentient beings on Eberron and, for most practical purposes, they can be considered gods.

UNDYING COUNCILOR

Most of the Undying Court is made up of undying councilors. When they are not engaged in astral travel, they spend much of their time as advisors to the elves of Aerenal.

UNDYING SOLDIER

Undying soldiers look like well-preserved zombies, though they are armed and armored with the finest quality equipment available. They are the guardians of the Undying Court and make up the bulk of the army of Aerenal's City of the Dead.



ASCENDANT COUNCILOR

Medium undead (deathless), neutral good

Armor Class 19 (natural armor)

Hit Points 207 (18d8 + 126)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	24 (+7)	23 (+6)	27 (+8)	21 (+5)

Saving Throws Con +13, Int +12, Wis +14, Cha +11

Skills Arcana +12, History +12, Insight +14, Nature +12, Perception +14, Persuasion +11, Religion +12

Damage Resistances fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with targath weapons

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned, unconscious

Senses darkvision 60 ft., truesight 120 ft., passive Perception 24

Languages all

Challenge 19 (22,000 xp)

Consecrated Aura. All creatures within a 50 ft. radius centered on the ascendant councilor are protected from undead as if they were under the effects of a protection from good and evil spell. In addition, all creatures in this area have resistance to necrotic damage.

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

At will: *astral projection* (self only), *command* (7th-level spell slot), *dispel evil and good*, *guiding bolt*, *screaming*
3/day each: *death ward*, *dispel magic* (5th-level spell slot), *divine word*, *heal*, *holy aura*

1/day each: *blade barrier*, *geas*

1/week: *storm of vengeance*

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

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

ACTIONS

Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage and 14 (4d6) radiant damage. A target who is hit must succeed on a DC 19 Charisma saving throw or gain a level of exhaustion. Levels of exhaustion gained in this way cannot be removed by resting, but they can be removed by *greater restoration* or *remove curse*.

LEGENDARY ACTIONS

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

Attack. The ascendant councilor uses its slam attack or casts *guiding bolt*.

Restore Self. The ascendant councilor heals 20 hit points or ends one effect on itself as if subject to a *greater restoration* spell.

Ward. The ascendant councilor casts *dispel evil and good* or *holy aura*.

The Ascendant Councilor originally appeared in *Eberron Campaign Setting*.



UNDYING COUNCILOR

Medium undead (deathless), neutral good

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	19 (+4)	21 (+5)	17 (+3)

Saving Throws Con +8, Int +8, Wis +9

Skills Arcana +8, History +8, Investigation +8, Perception +9, Religion +8, Survival +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with targath weapons

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Draconic, Giant

Challenge 9 (5000 xp)

Innate Spellcasting. The undying councilor's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *astral projection* (self only), *command* (5th-level spell slot), *dispel evil and good*, *guiding bolt*, *scrying*

3/day each: *death ward*, *dispel magic*, *heal*

1/day each: *blade barrier*, *geas*

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

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage and 10 (3d6) radiant damage. A target who is hit must succeed on a DC 15 Charisma saving throw or gain a level of exhaustion. Levels of exhaustion gained in this way cannot be removed by resting, but they can be removed by *greater restoration* or *remove curse*.

The Undying Councilor originally appeared in *Eberron Campaign Setting*.

UNDYING SOLDIER

Medium undead (deathless), neutral good

Armor Class 17 (half plate armor and shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	11 (+0)	13 (+1)	13 (+1)

Skills Athletics +4, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with targath weapons

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 2 (450 xp)

ACTIONS

Radiant Smite (3/Day). The deathless makes a melee weapon attack with advantage. If it hits its target, it deals normal damage and an additional 9 (2d8) radiant damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

The Undying Soldier originally appeared in *Eberron Campaign Setting*.

DINOSAUR

A wide variety of dinosaurs are common across Eberron. They range from tiny animals that look much like toothed birds to some of the largest land creatures in existence.

Clever Girls. Dinosaurs are often portrayed as dumb brutes, but this is rarely the case. Carnivorous dinosaurs tend to be clever hunters, and many travel in packs. Herbivores are often parts of large, swift-moving herds with elaborate social structures.

Common Name Use the statistics for:

Glidewing	Pteranodon <i>Monster Manual</i> , page 80
Bladetooth	Allosaurus <i>Monster Manual</i> , page 79
Hammertail	Ankylosaurus <i>Monster Manual</i> , page 79
Carver	Deinonychus <i>Volo's Guide to Monsters</i> , page 139
Soarwing	Quetzalcoatlus <i>Volo's Guide to Monsters</i> , page 140
Thunderherder	Brontosaurus <i>Volo's Guide to Monsters</i> , page 139
Threehorn	Triceratops <i>Monster Manual</i> , page 80
Swordtooth Titan	Tyrannosaurus <i>Monster Manual</i> , page 80

Halfling Mounts. The nomadic halflings of the Talenta Plains have lived in harmony with dinosaurs for longer than humans have been in Khorvaire. They primarily use clawfoots, fastieths, and glidewings as mounts and companions, and they form a deep, spiritual bond between rider and mount.

BATTLETITAN

The Talenta halflings are not the only ones to breed dinosaurs. None of the results have been as terrifying as the battletitans, creatures bred for war and death-dealing. These are hybrid monstrosities, taking the largest of the carnivorous dinosaurs, adding the spiked armor of some of the most well-protected herbivores, and somehow making the sum of these things far more than its parts. While used as powerful mounts in the Last War, battletitans have also been bred for use in bloodsports by the dragons of Argonnessen.

CLAWFOOT

Clawfoots are swift, feathered raptors that are cousins of the Carvers and bred to be clever companions to Talenta hunters and warriors.

FASTIETH

The bulk of the Talenta ride fastieths – alert herbivores bred for speed, endurance, and companionability.



BATTLETITAN

Huge beast (dinosaur), unaligned

Armor Class 19 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	22 (+6)	2 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 13

Languages –

Challenge 11 (7,200 xp)

ACTIONS

Multiattack. The battletitan makes three attacks: two with its claws and one with either its bite or its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the battletitan can't bite another target.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Swallow. The battletitan makes one bite attack against a Medium size or smaller target it is grappling. If the attack hits, the target takes normal bite damage and is swallowed. The swallowed target is no longer grappled, but is blinded and restrained, has total cover against attacks and other effects outside the battletitan, and takes 14 (4d6) acid damage at the start of each of the battletitan's turns. The battletitan can have only one medium-sized, two small-sized, or eight tiny-sized targets swallowed at a time. If the battletitan dies, a swallowed creature is no longer restrained, and it can escape from the corpse by using its action to make a successful DC 14 Strength saving throw. When a creature escapes from the corpse, it is prone.

The Battletitan originally appeared in *Monster Manual III* (3.5).



CLAWFOOT

Medium beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/4 (50 xp)

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

ACTIONS

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

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

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

The Clawfoot originally appeared in *Eberron Campaign Setting*.

FASTIETH

Medium beast (dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/8 (25 xp)

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

ACTIONS

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

The Fastieth originally appeared in *Eberron Campaign Setting*.



DOLGARR

The dolgarr are twisted creations of the daelkyr who took the already-bestial bugbears and turned their flesh inside-out. Exuding a foul-smelling, flame-retardant slime, dolgarr live in a world of constant pain, and they usually seek to take it out on others.

DOLGARR

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	9 (-1)

Skills Athletics +7

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 4 (1,100 xp)

Slime Coat. Attempts to grapple the dolgarr have disadvantage.



ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is pushed back 10 feet if it is medium or smaller.. A creature hit by this attack must succeed at a DC 15 Dexterity saving throw or be knocked prone.

Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

The Dolgarr originally appeared in *Eberron Campaign Guide* (4e).

DOLGARR BERSERKER

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	7 (-2)	15 (+2)	9 (-1)

Skills Athletics +8, Intimidation +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 6 (2,300 xp)

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

Slime Coat. Attempts to grapple the dolgarr have disadvantage.

ACTIONS

Multiattack. The dolgarr makes two attack; one with its slam and one with its club.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is pushed back 10 feet if it is medium or smaller.. A creature hit by this attack must succeed at a DC 16 Dexterity saving throw or be knocked prone.

Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

DOLGAUNT

Dolgaunts were bred by daelkyr from hobgoblin stock, and – despite their alien appearance – share much with their forbears.

Battle-Focused. Dolgaunts are often ascetics, training in seclusion for battle. They seek to turn themselves into living weapons for their masters. In turn, they are often put in charge of dolgrims, dolgarrs, and other servants of the daelkyr.

Alien in Form. A dolgaunt might be mistaken for a gaunt hobgoblin at a distance... in poor light. Unlike hobgoblins, dolgaunts are covered in tentacles: tiny cilia cover their bodies, their heads are wreathed in a mane of longer tentacles, and two long, powerful tentacles extend from their shoulders.

Blind and Thirsty. The dolgaunt's cilia are sensitive and allow it to sense its surroundings despite its blindness. They serve another purpose as well: they can pierce flesh and drain blood and other fluids from the dolgaunt's victims.

DOLGAUNT

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 22 (4d8 +4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	11 (+0)

Skills Acrobatics +5, Athletics +3, Stealth +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses blindsight 360 ft. (blind beyond this radius), passive Perception 11

Languages Common, Undercommon

Challenge 1 (200 xp)

Silent Speech. The dolgaunt can communicate silently with other dolgaunts within 60 ft.

Vitality Drain. At the start of each of its turns, the dolgaunt deals 3 (1d6) necrotic damage to any creature it is grappling. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dolgaunt regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTIONS

Multiattack. The dolgaunt makes two melee attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target is grappled (escape DC 12). Until the grapple ends,

the target is restrained. The dolgaunt cannot use its tentacle attack if it has two creatures grappled.

DOLGAUNT CENOBITE

Medium aberration, lawful evil

Armor Class 16 (unarmored defense)

Hit Points 44 (8d8 +8)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +5 Wis +5

Skills Acrobatics +5, Athletics +3, Perception +5, Stealth +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses blindsight 360 ft. (blind beyond this radius), passive Perception 15

Languages Common, Undercommon

Challenge 4 (1,100 xp)

Focused Strike. Once per turn when the dolgaunt hits a creature with an unarmed strike, it may choose one of the following:

- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the dolgaunt's next turn.

Silent Speech. The dolgaunt can communicate silently with other dolgaunts within 60 ft.

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

Vitality Drain. At the start of each of its turns, the dolgaunt deals 3 (1d6) necrotic damage to any creature it is grappling. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dolgaunt regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTIONS

Multiattack. The dolgaunt makes two melee attacks with its tentacles, or one melee attack with a tentacle and two with its unarmed strike.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained. The dolgaunt cannot use its tentacle attack if it has two creatures grappled.

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

The Dolgaunt originally appeared in *Eberron Campaign Setting*.

DOLGHAST

The dolghast is one of the daelkyr's stranger creations – a humanoid that appears to be split down the center from left to right: one half living and the other half animated dead flesh. Where the living and dead halves meet, there is churning, semi-liquid flesh.

Unknown Origins. Unlike many of the daelkyr's creations, the dolghasts came to Eberron from Xoriat and appear to have been created from extraplanar humanoids rather than creatures from Eberron.

Half-Living. Despite their name (and their stench), dolghasts are not actually related to ghastrs. Whatever it is that sustains the dead half of a dolghast, it is neither the power of Mabarr nor Irian. Despite their appearance, they are neither undead nor deathless – they are living beings with functional half-dead bodies.

Eternal Pain. Dolghasts survive in constant agony due to their churning flesh and half-dead body. They cannot be reasoned with; their rage can only be directed. On the rare occasion that they are sent on a mission that does not focus on wholesale slaughter, they are put under the command of a powerful being such as a mind flayer that is able to control them.

DOLGHAST

Medium aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	14 (+2)

Skills Perception +2

Damage Resistances poison

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 12

Languages Common, Undercommon

Challenge 3 (700 xp)

Dissolution. If the dolghast hits a creature with both of its claw attacks on its turn, the target must make a DC 12 Constitution saving throw. If the target fails, it takes 10 (3d6) necrotic damage and is stunned until the end of the dolghast's next turn. If the target succeeds, it takes half damage and is not stunned.

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

Stench. Any creature that starts its turn within 10 feet of the dolghast must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. On a successful saving throw, the creature is immune to the stench of that dolghast for 24 hours.

ACTIONS

Multiattack. The dolghast makes two melee attacks with its claws.

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

The Dolghast originally appeared in *Magic of Eberron*.

DOLGRIM

The dolgrim are strange, four-armed creatures created by the daelkyr by fusing two goblins together. Somehow, they breed true... and they do so prolifically.

Of Two Minds. Dolgrim have two minds in one body. This allows them to engage in multiple activities – and use all four of their arms – at once. It also allows them to have one mind asleep while the other keeps watch.

Simple Minds. While they may have two minds, most dolgrim are not particularly smart. In combat, they are straightforward and unsubtle opponents. Outside of combat, they can often be observed arguing with themselves.

DOLGRIM

Small aberration, chaotic evil

Armor Class 15 (leather armor, shield)

Hit Points 10 (3d6)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	7 (-2)

Skills Athletics +3, Stealth +4

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses darkvision 60 ft., passive Perception 9

Languages Undercommon

Challenge 1/2 (100 xp)

Dual Consciousness. The dolgrim has advantage on Wisdom and Intelligence saving throws.

ACTIONS

Multiattack. The dolgrim makes two attacks: one with its morningstar and one with its crossbow or javelin.

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

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage in melee or 4 (1d6 + 1) piercing damage at range.

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

The Dolgrim originally appeared in *Eberron Campaign Setting*.

DOLGRIM WARRIOR

Small aberration, chaotic evil

Armor Class 16 (studded leather armor, shield)

Hit Points 27 (6d6 + 6)

Speed 25 ft

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

Skills Athletics +4, Stealth +4

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses darkvision 60 ft., passive Perception 9

Languages Undercommon

Challenge 1 (200 xp)

Dual Consciousness. The dolgrim has advantage on Wisdom and Intelligence saving throws.

ACTIONS

Multiattack. The dolgrim makes two attacks: one with its morningstar and one with its crossbow or longsword.

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

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

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

DRAGONHAWK

The national symbol of Aundair, the dragonhawk is an enormous bird of prey native to Aundair and the Eldeen Reaches.

Majestic Hunters. Dragonhawks can easily take livestock and even humanoids as prey, and farmers are wary of attacks when these fearless predators come down from their mountain aeries. Unlike most birds, dragonhawks function well at night due to their excellent hearing and a vibration-sensitive feather at the base of its beak.

The Hero's Mount. Dragonhawks are famous for their use as mounts by heros of Aundair. During the Last War, dragonhawk-mounted air support was feared by the other nations. In more recent years, there is concern that awakened dragonhawks from the Eldeen Reaches are working to turn their domesticated cousins against their Aundairan masters.

DRAGONHAWK

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 10 ft, fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +4

Senses blindsight 60 ft, passive Perception 14

Languages –

Challenge 5 (1,800xp)

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

ACTIONS

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

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and the target is grappled (escape DC 16).

The Dragonhawk originally appeared in Five Nations.

AWAKENED DRAGONHAWK FREEDOM FIGHTER

Huge beast, chaotic good

Armor Class 14 (natural armor; 16 with *barkskin*)

Hit Points 150 (12d12 + 72)

Speed 10 ft, fly 100 ft.

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

Saving Throws Int +5, Wis +6

Skills Insight +6, Nature +5, Perception +6

Senses blindsight 60 ft, passive Perception 14

Languages Common, Druidic

Challenge 9 (5,000xp)

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

Spellcasting. The dragonhawk is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *gust*, *mold earth*

1st level (4 slots): *charm person*, *fog cloud*, *speak with animals*, *thunderwave*

2nd level (3 slots): *barkskin*, *earthbind*, *heat metal*

ACTIONS

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

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the dragonhawk can't use its talons on another target.

DREAM SERPENT

Revered by many of the natives of Xen'dric, the dream serpents are beautiful creatures with deep, silver eyes and shimmering scales. These large, heavy-bodied snakes can weigh up to 200 lbs and reach over 15 feet in length.

Serpentine Dreams. The dream serpents have a hallucinogenic venom that is prized by the drow. Those who take damage from a dream serpent's poison will find their dreams plagued by swarms of snakes. This effect is particularly strong if they were lulled into sleep by the dream serpent's gaze.

A Source of Bounty. Dream serpent hides are sought after for their beauty and toughness, and they can fetch over 100 gp each in Sharn. The drow hunt the dream serpents and use every part of them: flesh for food, scales for armor, and fangs for weapons. They use the dream serpent venom both as a poison and, diluted, as a hallucinogen. Other parts of the creatures, such as eyes and bones, are used in their religious and magical rituals.



Well Guarded. Both drow and yuan-ti respect the dream serpent and will hunt down those who kill them. Dream serpents are usually solitary, and a single serpent is smart enough not to take on a group of opponents unless it can make effective use of its sleep gaze. They do, however, come together in groups to mate and raise their young. A nesting ground can be home to over a dozen adults.

DREAM SERPENT

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 53 (7d10 + 14)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	4 (-3)	11 (+0)	14 (+2)

Skills Perception +2

Senses blindsight 10 ft, passive Perception 14

Languages –

Challenge 4 (1,100xp)

Swift Retreat. The Dream Serpent can take the Disengage action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing and 4 (1d8) poison damage.

Sleep Gaze. If a creature starts its turn within 30 feet of the dream serpent and the two of them can see each other, the dream serpent can force the creature to make a DC 12 Constitution saving throw if the dream serpent isn't incapacitated. On a failed save, the creature falls unconscious until one hour has passed, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

The Dream Serpent originally appeared in *Secrets of Xen'drik*.

FERAL SPIRIT

These nightmarish entities are unnatural swarms of rat corpses animated by a single malevolent spirit.

Remnants of the Plague. According to legend, the feral spirits originated with the War of the Mark and are the souls of Lord Tarkanan's warriors, bound to vermin by the Lady of the Plague's death curse. This may be, but these creatures have been seen near Mabaran manifest zones well away from Sharn.

Undead Nature. Feral spirits do not require air, food, drink, or sleep.



FERAL SPIRIT

Large swarm of tiny undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	6 (-2)

Skills Stealth +6, Perception +4

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages it knew in life but does not speak

Challenge 5 (1,800 xp)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat.

Resurgence (Recharge 5–6). If the swarm has fewer than half its hit points remaining, the feral spirit can use its bonus action to heal 10 hit points, reanimating some of the corpses that make up the swarm.

ACTIONS

Swarm of Teeth. The feral spirit makes a bite attack against up to four targets that share its space.

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Wisdom saving throw or contract a spiritually corrupting disease. The diseased target loses 1d4 points of Wisdom. Each time the target completes a long rest, it must succeed at another DC 12 Wisdom saving throw or lose another 1d4 points of Wisdom. If this reduces the target's Wisdom to 0, it becomes a zombie. The disease lasts until it is removed by a *lesser restoration* or *remove curse* spell or more powerful curative magic.

The Feral Spirit originally appeared in *Sharn: City of Towers*.

FORGEWRAITH

Forgewraiths are powerful incorporeal undead that have their origins in the lava furnaces below Sharn.

A Fusion of Souls. While some forgewraiths appear to be the spirits of powerful individuals, others are composed of several souls melted together. While no forgewraith is sane, these conglomerations of souls are particularly mad.

Undead Nature. Forgewraiths do not require air, food, drink, or sleep.

the target repeats this saving throw, ending the incapacitation on a success. On a failed save, the target takes 13 (3d8) fire damage and remains incapacitated, while the forgewraith gains 5 temporary hit points.

Create Spawn. The forgewraith targets one creature within 5 feet that died to its burning touch attack. At the end of the forgewraith's next turn, the target's spirit rises as a forgewraith in the space of its corpse or in the nearest unoccupied space. The spawn is under the forewraith's control. The forgewraith can have no more than four spawn under its control at one time.

The Forgewraith originally appeared in *Sharn: City of Towers*.

FORGEWRAITH

Medium undead, chaotic evil

Armor Class 16

Hit Points 90 (12d8 + 36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	17 (+3)	7 (-2)	14 (+2)	19 (+4)

Damage Vulnerabilities cold

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

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 9 (5,000 xp)

Incorporeal Movement. The forgewraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

At will: *control flames*, *fire bolt* (11th-level)

1/day each: *enervation*, *fireball*, *wall of fire*

Untouchable. The forgewraith may take the Disengage or Dodge action as a bonus action on each of its turns.

ACTIONS

Burning Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8 + 6) fire damage. The target must succeed on a DC 16 Constitution saving throw or be incapacitated. At the end of each of its turns,

GIANT

Descendents of the great giants of Xen'drik, jungle giants are a peaceful race that strives to live in harmony with nature.

Large but Stealthy. Jungle giants typically stand 10 to 12 feet tall, but their lean builds and barklike skin, help them to blend with their surroundings. When they wish to be hidden, their magically-enhanced woodcraft skills enable them to effectively vanish.

Living off the Land. Jungle giants live simply, but comfortably. They have an ability similar to the *fabricate* spell that allows them to shape wood and animal remains into tools, weapons, clothing, and food. This allows them to survive off of what the land provides without needing to kill plants or animals in most circumstances. They often spend their spare time patiently improving or decorating their creations.

JUNGLE GIANT

Large giant, neutral

Armor Class 17 (leather armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	12 (+1)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +7, Survival +7

Senses passive Perception 14

Languages Giant

Challenge 5 (1,800 xp)

Innate Spellcasting. The jungle giant's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*, *message*

3/day each: *locate animals or plants*, *longstrider*, *pass without trace*, *purify food and drink*

1/day each: *entangle*, *faerie fire*, *snare*

Jungle Runner. Moving through nonmagical difficult terrain costs jungle giants no extra movement. Jungle giants can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The jungle giant makes two attacks with its longspears or javelin.

Longspear. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 50/150 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

The Jungle Giant originally appeared in *Secrets of Xen'drik*.

HAG, DUSK

Dusk hags appear much like elderly female humans, except for their claws and their orange-gray parchmentlike skin.

Daughters of the Night. Dusk hags are rumored to be the offspring of Night Hags. Their ability to instill nightmares and communicate via dreams lends some plausibility to this.

Cursed Visions. A dusk hag has oracular dreams in which she gains insight into future events. These dreams also sometimes give flashes of the present and past. They are not under the hag's control and are not easily interpreted, leading the hags to consider them a burden rather than a gift.

DUSK HAG

Medium fey (hag), neutral

Armor Class 16 (natural armor)

Hit Points 65 (10d8 +20)

Speed 30 ft

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

Skills Arcana +4, Insight +7, Perception +5, Stealth +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Sylvan

Challenge 2 (350 xp)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *fog cloud*

2/day each: *augury*, *dream*, *sleep*, *zone of truth*

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

ACTIONS

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

Nightmare Touch: *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) psychic damage and the target must succeed at a DC 14 Wisdom saving throw or be plagued with nightmares the next time it sleeps. If a creature is plagued with nightmares, it cannot regain spells by resting for 24 hours and at the end of its next long rest it takes 5(1d10) psychic damage and increases its exhaustion level by one.

The Dusk Hag originally appeared in *Eberron Campaign Setting*.

HOMUNCULUS

A homunculus is a construct that is typically created by a wizard or artificer to serve it in a capacity similar to a familiar. They act as an extension and helper to their masters, sharing a telepathic link. Many homunculi are created to serve specific purposes.

Constructed Nature. Homunculi don't require air, food, drink, or sleep.

ARBALESTER

An arbalester is a homunculus that is permanently bonded to the stock of a light crossbow. The arbalester can load and fire the crossbow, providing its master with ranged weapon support and it includes a quiver of 20 bolts. Some arbalesters are built around magical crossbows.

DEDICATED WRIGHT

Artificers tend to be fond of dedicated wrights, and for good reason. These useful homunculi look like stocky and misshapen tiny humanoids. They are proficient with a set of artisan's tools and, with a small amount of instruction, can perform the daily tasks needed for item creation. While an item worked on by a dedicated wright still requires the same amount of time to create, that time is largely put in by the homunculus. Provided that the homunculus is within one mile of its master, it can complete all the needed work. Otherwise, its master must provide one hour of direction per week of construction.

EXPEDITIOUS MESSENGER

An expeditious messenger looks like a small winged lemur with a stinger on the end of its tail. Unlike other homunculi, it is capable of speech and is typically used by its master for

communication. Through its telepathic link, it can convey its master's voice and enable its master to see and hear through its senses.

FURTIVE FILCHER

Furtive filchers are vaguely humanoid in shape and appear to be made of animate shadows. They are used as scouts and thieves.

IRON DEFENDER

Iron defenders are canine in shape and covered in plates of metal. They are designed as warriors and guardians.

PACKMATE

A packmate appears to be a wood and metal chest filled with multiple compartments. It has four legs and two arms that end in pincers that can easily reach any of its compartments. The packmate is designed to carry equipment so that its master always has it at hand. It is not designed for combat, but it is capable of throwing items that it stores, so many packmates are equipped with acid vials and similar volatile components.

PERSISTENT HARRIER

Persistent harriers quick-moving constructs that are vaguely humanoid in shape and covered in spikes. They are designed to distract foes in combat and are a favorite of more swashbuckling masters.

ARBALESTER

Tiny construct (homunculus), unaligned

Armor Class 14

Hit Points 7 (3d4)

Speed 10 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	12 (+1)	10 (+0)	7 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages understands the languages of its creator but cannot speak

Challenge 1/2 (100xp)

Point Blank Shot. Being within 5 feet of a hostile creature doesn't impose disadvantage on the homunculus's ranged attack rolls with its crossbow.

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80 ft./320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

The Arbalester originally appeared in *Magic of Eberron*.

DEDICATED WRIGHT

Tiny construct (homunculus), unaligned

Armor Class 10

Hit Points 11 (3d4 + 3)

Speed 10 ft

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses Darkvision 60 ft, passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 0 (10xp)

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

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

The Dedicated Wright originally appeared in *Eberron Campaign Setting*.

EXPEDITIOUS MESSENGER

Tiny construct (homunculus), unaligned

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 20 ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages the languages of its creator

Challenge 0 (10xp)

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

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

The Expeditious Messenger originally appeared in *Eberron Campaign Setting*.

FURTIVE FILCHER

Tiny construct (homunculus), unaligned

Armor Class 14

Hit Points 7 (3d4)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)	7 (-2)

Skills Sleight of Hand +6, Stealth +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 0 (10xp)

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

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

The Furtive Filcher originally appeared in *Eberron Campaign Setting*.

IRON DEFENDER

Small construct (homunculus), unaligned

Armor Class 16 (natural armor)

Hit Points 16 (3d6 +6)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	8 (-1)	11 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Skills Perception +2, Stealth +4

Senses darkvision 60 ft, passive Perception 12

Languages understands the languages of its creator but cannot speak

Challenge 1/2 (100xp)

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

The Iron Defender originally appeared in *Eberron Campaign Setting*.



PACKMATE

Small construct (homunculus), unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d6 +8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge 1/4 (50xp)

Storage. The packmate contains many small compartments that it uses to carry items for its master. Each of these is treated as being sealed with an *arcane lock* keyed to the packmate and its master.

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Hand-off. The packmate can use its action to hand an item to its master. Due to their telepathic link, the packmate knows what its master needs and, provided they are within 5 feet of each other, its master can use its reaction to receive the item.

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

The Packmate originally appeared in *Magic of Eberron*.

PERSISTENT HARRIER

Small construct (homunculus), unaligned

Armor Class 15 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	7 (-2)

Skills Acrobatics +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge 1 (200xp)

Sneak Attack (1/Turn). The persistent harrier deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the persistent harrier that isn't incapacitated and the persistent harrier doesn't have disadvantage on the attack roll.

Telepathic Bond. While the homunculus is within one mile of its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

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

The Persistent Harrier originally appeared in *Magic of Eberron*.

HORRID ANIMAL

Horrid animals were first created nearly ten thousand years ago by the Gatekeeper druids to aid in the war against the daelkyr and other invaders from the plane of Xoriat. Today, wild horrid animals can still be found across much of western Khorvaire.

Built for War. Horrid animals are typically much larger and stronger than others of their kind. They are usually covered in bony plates or spikes and have an acid-based attack.

Ill-tempered. Horrid animals are naturally aggressive. They can be trained, but doing so is difficult. Any Animal Handling checks that are made in an attempt to train them or get them to do anything other than attack are made at disadvantage. Druids and others will sometimes keep them as warbeasts or guardians, but this often requires magical ability on the part of the keeper.

HORRID APE

Large beast (horrid), unaligned

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4

Damage Immunities acid

Senses passive Perception 14

Languages –

Challenge 5 (1,800xp)

ACTIONS

Multiattack. The ape makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage and 7 (2d6) acid damage.

The Horrid Ape originally appeared in *Eberron Campaign Setting*.

HORRID RAT

Small beast (horrid), unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities acid

Senses darkvision 60 ft, passive Perception 10

Challenge 1/2 (100xp)

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

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

ACTIONS

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

The Horrid Rat originally appeared in *Eberron Campaign Setting*.



HORRID WOLF

Large beast (horrid), unaligned

Armor Class 16 (natural armor)

Hit Points 86 (9d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Damage Immunities acid

Senses passive Perception 13

Languages –

Challenge 3 (700xp)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HORSE, VALENAR RIDING

The Valenar elves breed the fastest horses in Khorvaire. The typical Valenar horse stands taller than most horses and has a white belly and a brown coat that is lighter along the back. Some believe that the success in breeding these horses is due to the prevalence of Irian manifest zones in Aerenal.

VALENAR RIDING HORSE

Large beast, unaligned

Armor Class 11

Hit Points 13 (2d10 + 2)

Speed 80 ft

STR	DEX	CON	INT	WIS	CHA
16 (+4)	13 (+1)	12 (+2)	2 (-4)	13 (+1)	10 (+0)

Senses passive Perception 11

Languages –

Challenge 1/4 (50 xp)

ACTIONS

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

The Valenar Riding Horse originally appeared in *Eberron Campaign Setting*.



TSAI 103104

INSPIRED

The inspired are Riedrans who have willingly become possessed by quori spirits.

A Pathway to Eberron. Since the end of the war between the quori and the giants of Xen'drik 40,000 years ago, the paths between Eberron and the dream realm of Dal Quor have been closed. Over a thousand years ago, though, the quori, fiendish inhabitants of Dal Quor, found that they could possess specially bred, willing humans.

Bred to Perfection. Manipulating mortals through their dreams, the quori began a breeding project, infusing Riedran humans with elvish and fiendish blood. The resulting line became perfect vessels to hold quori consciousnesses.

Beautiful and Cruel. The inspired are unnaturally beautiful and have a grace and charm about them that is otherworldly. They have pale skin and straight, dark hair that is often tinted blue or green and worn long. Unpossessed inspired,

referred to as empty vessels, engage in grueling training to prepare for possession. The process, as well as their fiendish blood and knowledge of their own superiority, tends to make them cruel and selfish.



The Tsuchora Quori Inspired originally appeared in *Eberron Campaign Setting*.

INSPIRED, TSUCORA QUORI

Medium humanoid (human), lawful evil

Armor Class 11 (14 with *mage armor*)

Hit Points 36 (6d8 + 12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	17 (+3)	18 (+4)	20 (+5)

Saving Throws WIS +6, Cha +7

Skills Arcana +5, Deception +7, History +5, Insight +7, Intimidation +7, Investigation +5, Perception +6, Persuasion +7, Stealth +3

Damage Resistances psychic

Senses passive Perception 16

Languages Common, Quori, Riedran

Challenge 3 (700 xp)

Innate Spellcasting (Psionics). The inspired's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *friends*, *mage hand*

3/day each: *false life*, *dissonant whispers*, *levitate*, *locate creature*, *shield*

1/day each: *charm monster*, *confusion*

Psychic Defenses. The inspired has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

Spellcasting (Psionics). The inspired is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared and can cast them without requiring components:

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

1st level (4 slots): *cause fear*, *charm person*, *mage armor*, *sleep*

2nd level (3 slots): *detect thoughts*, *invisibility*, *mind spike*

ACTIONS

Crysteel Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

KARNNATHI SKELETON

Karnnathi skeletons look like animated human skeletons, though they are typically well-armed and armored as part of the Karnnathi military.

Created for War. Karnnathi skeletons are the animated remains of elite Karnnathi warriors and they have skills similar to those their bodies had in life. In the Last War, there were entire divisions composed of Karnnathi skeletons and zombies.

A Malign Intelligence. What sets Karnnathi skeletons apart from their lesser brethren is that, while they seem to lack memories of life, they are imbued with both a cruel intelligence and a fervent loyalty to Karnnath. They are wily and experience combatants, which can be surprising to those who expect to be facing near-mindless undead. Karnnathi skeletons are able to speak softly in a disturbing whisper.

Undead Nature. Karnnathi skeletons do not require air, food, drink, or sleep.

KARNNATHI SKELETON

Medium undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 45 (6d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	11 (+0)	10 (+0)	6 (-2)

Skills Athletics +5, Perception +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 xp)

ACTIONS

Multiattack. The skeleton makes two melee attacks with its scimitars.

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

REACTIONS

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

The Karnnathi Skeleton originally appeared in *Eberron Campaign Setting*.

KARNNATHI SKELETON BLADE~MASTER

Medium undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	6 (-2)

Skills Athletics +5, Perception +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 xp)

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

ACTIONS

Multiattack. The skeleton makes three melee attacks with its scimitars.

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

REACTIONS

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

KARNNATHI ZOMBIE

Karnnathi zombies appear as well-preserved zombies, typically dressed in half plate armor. Like Karnnathi skeletons, they have a malign intelligence and a loyalty to Karnnath. They can speak in a deep, guttural voice.

Undead Nature. Karnnathi zombies do not require air, food, drink, or sleep.

KARRNATHI ZOMBIE

Medium undead, lawful evil

Armor Class 17 (half plate armor and shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	11 (+0)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 xp)

Brute. A melee weapon deals one extra die of its damage when the zombie hits with it (included in the attack).

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

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

The Karrnathi Zombie originally appeared in *Eberron Campaign Setting*.

KARRNATHI ZOMBIE CHAMPION

Medium undead, lawful evil

Armor Class 18 (plate armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	11 (+0)	10 (+0)	6 (-2)

Skills Perception +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 xp)

Brute. A melee weapon deals one extra die of its damage when the zombie hits with it (included in the attack).

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

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

ACTIONS

Multiattack. The zombie makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

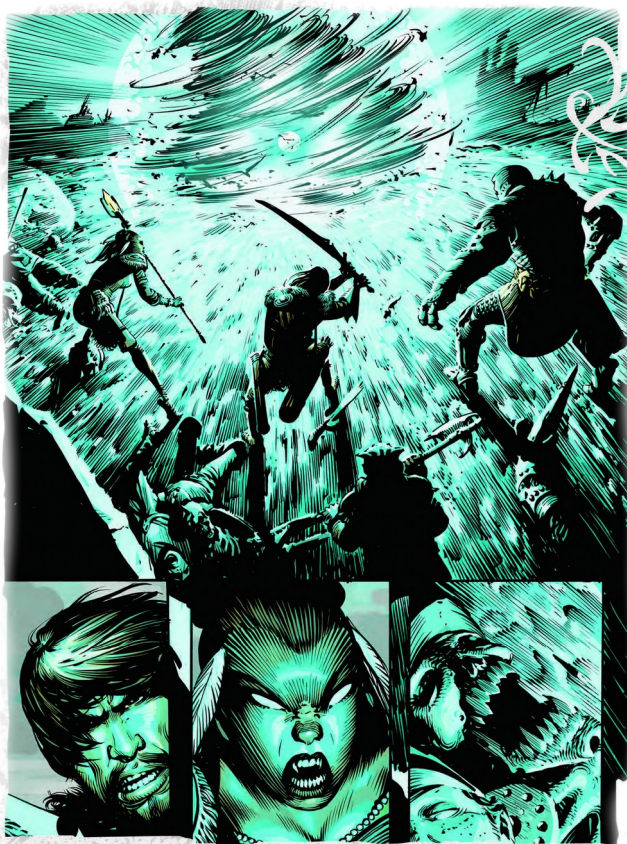


LIVING SPELLS

Living spells are lingering spell effects that have taken on a form of mindless independence.

Visually, they appear much like the spell effect that they once were, though they writhe and move with a vague purpose. Unfortunately, that purpose typically appears to be destruction. Living spells are most commonly found in the Mournland, but they can also be found in other areas that have been severely damaged by arcane forces. During the Last War, there were many such locations.

Living Spells originally appeared in *Eberron Campaign Setting*.



LIVING ACID SPLASH

Medium ooze, unaligned

Armor Class 9 (natural armor)

Hit Points 27 (6d8)

Speed 40 ft

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

Damage Vulnerabilities thunder

Damage Immunities acid, poison, psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1 (200 xp)

Acid Body. A creature that touches the living spell or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Living Spell. A living spell targeted by a *dispel magic* effect must succeed at a Constitution saving throw against the caster's spell save DC or be *stunned*. It may repeat this saving throw at the end of each of its turns. A success ends the effect. A living spell in the area of an *antimagic field* disappears until the field moves or the spell ends, at which time the living spell reappears.

ACTIONS

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

Engulf. Whenever the spell enters a creature's space, the creature must make a DC 10 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet away from the living spell. Otherwise, it suffers the consequences of a failed saving throw.

On a failed save, the creature is engulfed; it takes 3 (1d6) acid damage, can't breathe, is restrained, and takes 3 (1d6) acid damage at the start of each of the spell's turns. When the spell moves, a medium or smaller engulfed creature moves with it.

An engulfed creature can use an action to make a DC 10 Strength check, escaping and entering a space of its choice within 5 feet of the living spell on a success.

LIVING BURNING HANDS

Medium ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 36 (8d8)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	11 (+0)	1 (-5)	8 (-1)	11 (+0)

Damage Vulnerabilities Cold

Damage Immunities fire, poison, psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages --

Challenge 1 (200 xp)

Burning Hands. A creature that touches the living spell takes 10 (3d6) fire damage. The spell ignites flammable objects it touches that aren't being worn or carried.

Living Spell. A living spell targeted by a *dispel magic* effect must succeed at a Constitution saving throw against the caster's spell save DC or be *stunned*. It may repeat this saving throw at the end of each of its turns. A success ends the effect. A living spell in the area of an *antimagic field* disappears until the field moves or the spell ends, at which time the living spell reappears.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 10 (3d6) fire damage.

Engulf. Whenever the spell enters a creature's space, the creature must make a DC 10 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet away from the living spell. Otherwise, it suffers the consequences of a failed saving throw.

On a failed save the creature is engulfed; it takes 11 (3d6 + 1) fire damage, can't breathe, is restrained, and takes 10 (3d6) fire damage at the start of each of the spell's turns. When the spell moves, an engulfed creature of medium size or smaller moves with it.

An engulfed creature can use an action to make a DC 10 Strength check, escaping and entering a space of its choice within 5 feet of the living spell on a success.

LIVING COLOR SPRAY

Medium ooze, unaligned

Armor Class 11 (natural armor)

Hit Points 50 (9d8 + 9)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	1 (-5)	9 (-1)	12 (+1)

Damage Immunities poison, psychic

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages --

Challenge 2 (450 xp)

Bright. The living spell sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

Living Spell. A living spell targeted by a *dispel magic* effect must succeed at a Constitution saving throw against the caster's spell save DC or be *stunned*. It may repeat this saving throw at the end of each of its turns. A success ends the effect. A living spell in the area of an *antimagic field* disappears until the field moves or the spell ends, at which time the living spell reappears.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and creatures with fewer than 33 (6d10) hit points are *blinded* until the end of the living spell's next turn.

Engulf. Whenever the spell enters a creature's space, the creature must make a DC 11 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet away from the living spell. Otherwise, it suffers the consequences of a failed saving throw.

On a failed save the creature is engulfed; it can't breathe, is restrained, and takes 4 (1d6 + 1) bludgeoning damage at the start of each of the living spell's turns. If the engulfed creature has fewer than 33 (6d10) hit points, it is *blinded* until the end of the living spell's next turn. When the spell moves, an engulfed creature of medium size or smaller moves with it.

An engulfed creature can use an action to make a DC 11 Strength check, escaping and entering a space of its choice within 5 feet of the living spell on a success.

LIVING FLAMING SPHERE

Medium ooze, unaligned

Armor Class 11 (natural armor)

Hit Points 50 (9d8 + 9)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	1 (-5)	9 (-1)	12 (+1)

Damage Vulnerabilities Cold

Damage Immunities fire, poison, psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages --

Challenge 2 (450 xp)

Flaming Sphere. The living spell ignites flammable objects it comes into contact with which are not being worn or carried. It sheds light as a torch. A creature that touches the living spell or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Living Spell. A living spell targeted by a *dispel magic* effect must succeed at a Constitution saving throw against the caster's spell save DC or be *stunned*. It may repeat this saving throw at the end of each of its turns. A success ends the effect. A living spell in the area of an *antimagic field* disappears until the field moves or the spell ends, at which time the living spell reappears.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 7 (2d6) fire damage.

Engulf. Whenever the spell enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet away from the living spell. Otherwise, it suffers the consequences of a failed saving throw.

On a failed save the creature is engulfed; it takes 8 (2d6 + 1) fire damage, can't breathe, is restrained, and takes 7 (2d6) fire damage at the start of each of the spell's turns. When the spell moves, a medium or smaller size engulfed creature moves with it.

An engulfed creature can use an action to make a DC 11 Strength check, escaping and entering a space of its choice within 5 feet of the living spell on a success.

LIVING CLOUDKILL

Large ooze, unaligned

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 60 ft

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

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages --

Challenge 7 (2,900 xp)

Cloudkill. Creatures that come into contact with the spell must make a DC 15 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

Living Spell. A living spell targeted by a *dispel magic* effect must succeed at a Constitution saving throw against the caster's spell save DC or be *stunned*. It may repeat this saving throw at the end of each of its turns. A success ends the effect. A living spell in the area of an *antimagic field* disappears until the field moves or the spell ends, at which time the living spell reappears.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and 7 (2d6) fire damage.

Engulf. Whenever the spell enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet away from the living spell. Otherwise, it suffers the consequences of a failed saving throw.

On a failed save the creature is engulfed; it must make a DC 15 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half damage on a successful one. It can't breathe, is restrained, and must repeat the Constitution saving throw and take poison damage on each of the spell's turns. When the spell moves, a medium size or smaller engulfed creature moves with it.

An engulfed creature can use an action to make a DC 12 Strength check, escaping and entering a space of its choice within 5 feet of the living spell on a success.

MADBORN

The madborn appear much like the normal creatures that they once were, though their eyes glow with a midnight-blue light and they often appear to be confused.

Children of the Madstone. The Madstone, a large, powerful dragonshard in the Icewood of Karnath that glows with a midnight-blue light like the eyes of the madborn, has long been avoided due to the rumors that it swallows up people whole. Four years ago, it began releasing those it had once consumed in order for them to bring back more bodies for it.

It's All Connected. The Madborn have a mental link to through the madborn and can communicate through it. What one of the madborn knows, they all know. A madborn is encountered in a group, it cannot be surprised unless all of them are.

MADBORN COMMONER

Medium humanoid (human), neutral

Armor Class 10

Hit Points 6 (1d8 + 2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	7 (-2)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 xp)

Innate Spellcasting (Psionics). The madborn's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *cause fear*, *expeditious retreat*

3/day each: *hold person*

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

ACTIONS

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

The Madborn originally appeared in *Five Nations*.

MADBORN TROLL

Large giant (troll), neutral

Armor Class 14 (natural armor)

Hit Points 792 (8d10 + 48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	5 (-3)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 10

Languages Giant

Challenge 5 (1,800 xp)

Innate Spellcasting (Psionics). The madborn's innate spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *cause fear*, *expeditious retreat*

3/day each: *hold person*

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

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

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

MADBORN VETERAN

Medium humanoid (human), neutral

Armor Class 17 (splint)

Hit Points 74 (9d8 + 36)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-2)	11 (+0)	10 (+0)

Skills Athletics +6, Perception +2

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 xp)

Innate Spellcasting (Psionics). The madborn's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *cause fear*, *expeditious retreat*

3/day each: *hold person*

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

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



MAGEBRED ANIMALS

Magebred animals look like particularly healthy and attractive normal animals of their kind.

Refined Breeding. Magebred animals are produced through a combination of traditional breeding practices and magic. Most magebreeding occurs under the auspices of House Vadalis, though similar techniques predate the appearance of dragonmarks.

Unique Capabilities. Different animals are bred for different traits, such as enhanced strength, speed, or senses. One capability shared by almost all magebred animals is an increased capacity for training. Thus, typically wild animals can be treated as if they were domesticated, allowing for such things as Breland's cavalry of magebred bears.

MAGEBRED BROWN BEAR

Large beast (magebred), unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 3 (700 xp)

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

The Magebred Brown Bear originally appeared in *Five Nations*.

MAGEBRED GHOST TIGER

Large beast (magebred), unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 xp)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

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

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

The Magebred Ghost Tiger originally appeared in *Five Nations*.

MAGEBRED RIDING HORSE

Large beast (magebred), unaligned

Armor Class 12 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 70 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages –

Challenge 1 (200 xp)

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

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

The Magebred Riding Horse originally appeared in *Eberron Campaign Setting*.

MAGEBRED WARHORSE

Large beast (magebred), unaligned

Armor Class 13 (natural armor)

Hit Points 60 (7d10 + 21)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages –

Challenge 2 (450 xp)

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

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

ACTIONS

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.



MOURNER

Mourners appear to be made from the same dead gray mist that encircles the Mournland. Faces twisted in despair and clawed arms extend out from the mist.

Trapped by the Mist. Mourners cannot enter the dead gray mist that surrounds the Mournland, and they cannot fly more than 30 feet above the ground.

An Origin of Betrayal. Mourners are the souls of 300 soldiers from Thrane whose commander led them into slaughter at the battle of Arjon Ford for the promise of riches in Karrnath. They were buried in Cyre three days before the Day of Mourning.

Undead Nature. Mourners do not require air, food, drink, or sleep.

MOURNER

Medium undead, neutral

Armor Class 14 (natural)

Hit Points 45 (6d8 + 18)

Speed fly 50 ft

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

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 xp)

Aura of Doom. Each non-undead creature within 10 feet of the mourner must succeed on a DC 12 Wisdom saving throw or make all saving throws and ability checks with disadvantage until it leaves the aura's 10 foot radius. A creature that succeeds on this saving throw is immune to the effects of the aura for 24 hours.

ACTIONS

Multiattack. The mourner makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing and 4 (1d8) necrotic damage.

Wail of Anguish (Recharge 5–6). The mourner releases a wail of pain and despair. This wail has no effect on constructs and undead. All other creatures within 60 feet of the mourner that can hear it must make a DC 12 Charisma saving throw. On a failure, a creature takes 14 (4d6) psychic damage and is frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the mourner is within line of sight, ending the effect on itself on a success. A creature that succeeds on its saving throw takes half damage and is not frightened.

The Mourner originally appeared in *Five Nations*.



QUORI

The quori are the fiendish masters of Dal Quor, the realm of dreams. These nightmarish creatures typically resemble bizarre deep sea creatures, with headless bodies, arms that end in pincers or blades, and a serpentine tail.

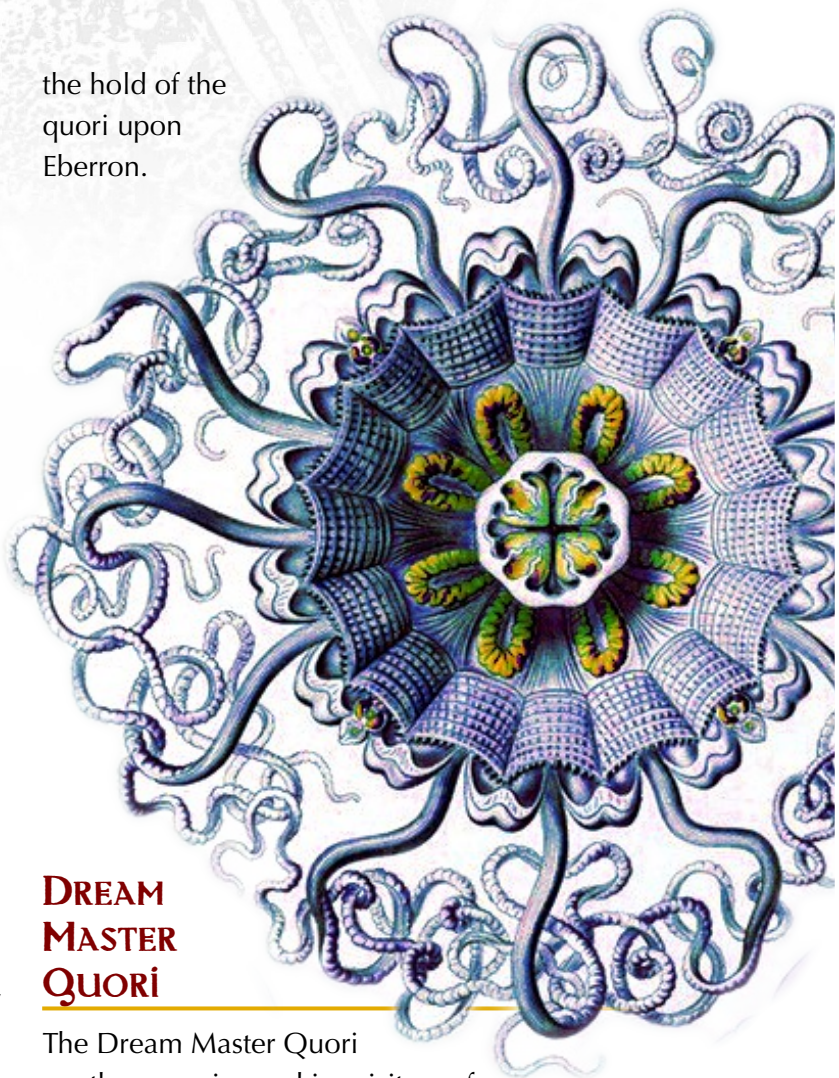
Dream Masters. Within the realm of dreams, quori are both most powerful and most vulnerable. On the plane of Dal Quor, quori can teleport themselves at will. Powerful quori (challenge rating 7 and above) in Dal Quor can cast *dream* once per day, targeting a creature on another plane. On Dal Quor, though, the quori can be caught – and potentially killed – in their physical form.

Trapped in Dal Quor. 40,000 years ago, the quori invaded Xen'drik. The war shattered the giant civilization, but the portals between Dal Quor and Eberron were sealed. Now, the quori cannot physically escape the realm of dreams.

Cultivated Vessels. While the quori must physically remain in Dal Quor, they can project their spirits and travel ethereally. As an action, a quori spirit can possess an adjacent human host provided that it is willing and has a Charisma score higher than the quori's. The quori takes full control of the human body and uses whomever's skills or mental ability scores are higher. It retains all of its psionic abilities. If the human body is killed, the quori spirit returns to the ethereal plane, unharmed. The quori have bred the inspired to be ideal vessels for them, but they have recently gained the ability to possess any willing human vessel.

A Vast Conspiracy. The Dreaming Dark is a powerful organization dedicated to furthering the goals of the quori that wields power across Eberron, but is particularly strong in Sarlona. It aims to destroy the kalashtar and extend the influence of Riedra, all in an effort to strengthen

the hold of the quori upon Eberron.



DREAM MASTER QUORI

The Dream Master Quori are the assassins and inquisitors of the Dreaming Dark. They travel through the dreams of mortals, searching out and eliminating threats.

TSOREVA QUORI

The quori mind blades are the foot soldiers of the quori. Their bodies are lined with many segmented legs, and their arms end in glowing blue blades of psychic energy.

TSUCORA QUORI

The tsucora are one of the most common forms of quori, making up much of the population of Dal Quor. Many of them occupy themselves with hunting the dreaming spirits of mortals.

DREAM MASTER QUORI

Large fiend (quori), lawful evil

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	22 (+6)	18 (+4)	19 (+4)

Skills Arcana +10, Deception +8, Insight +8, Intimidation +8, Investigation +10, Perception +8, Persuasion +8, Stealth +8

Damage Resistances acid, cold, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Common, Quori, Riedran, Telepathy 100 ft.

Challenge 10 (5,900 xp)

Daze. Once per round when the quori hits a creature with its pincher attack, it can force the target to succeed on a DC 16 Charisma saving throw or be incapacitated until the end of the quori's next turn.

Devil's Sight. Magical darkness doesn't impede the quori's darkvision.

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

At will: *friends*, *dissonant whispers*, *enthrall*

3/day each: *detect thoughts*, *ray of sickness*, *shield*, *shield of faith*

1/day each: *eyebite*, *haste*, *synaptic static*

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

Psychic Defenses. The quori has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

Multiattack. The quori makes four melee attacks with its pinchers.

Pincher. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

The Dream Master Quori originally appeared in *Magic of Eberon*.

TSOREVA QUORI (QUORI MINDBLADE)

Medium fiend (quori), lawful evil

Armor Class 16 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	15 (+2)	17 (+3)	17 (+3)

Skills Arcana +5, Deception +6, Insight +6, Intimidation +6, Perception +6

Damage Resistances acid, cold, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Common, Quori, Riedran, Telepathy 100 ft.

Challenge 5 (1,800 xp)

Devil's Sight. Magical darkness doesn't impede the quori's darkvision.

Innate Spellcasting (Psionics). The quori's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *true strike*

3/day each: *false life*, *misty step*, *shield*, *shield of faith*

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

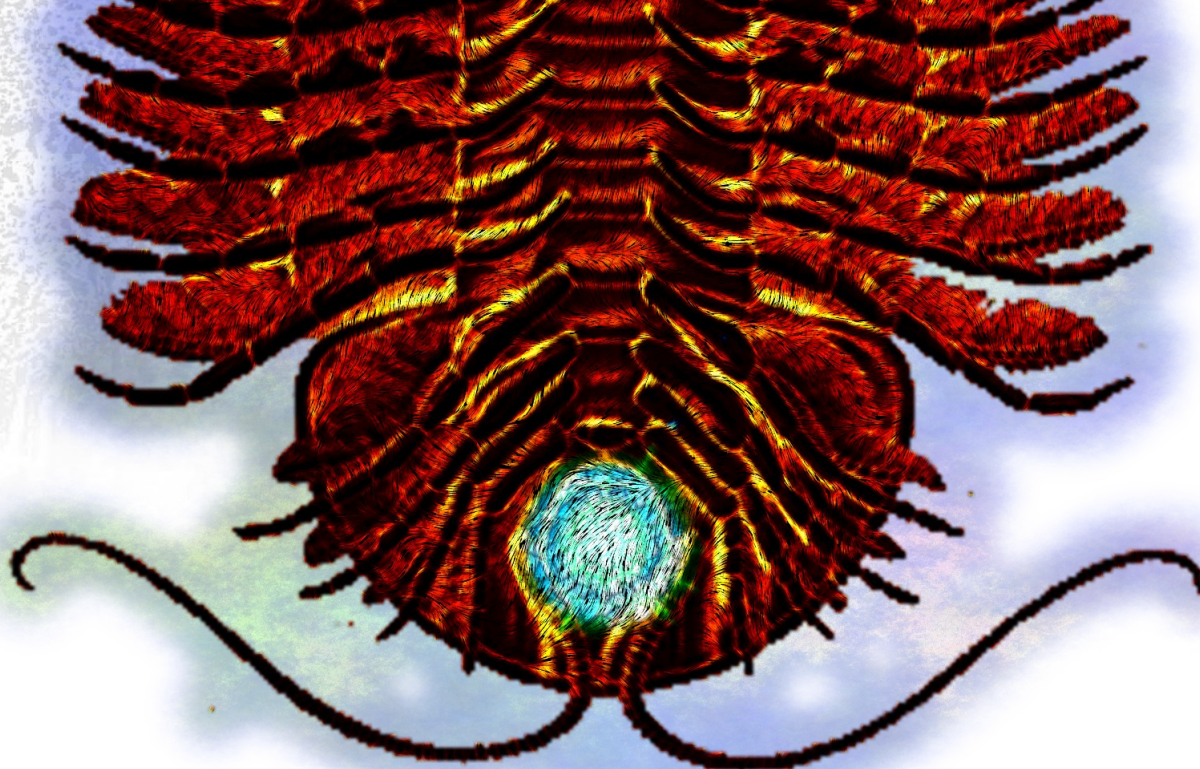
Psychic Defenses. The quori has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

Multiattack. The quori makes two melee attacks with its mind blades

Mind Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. The target must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage and be frightened until the end of the quori's next turn. On a successful saving throw, the target takes no psychic damage, is not frightened, and is immune to the quori's fear effect for 24 hours.

The Tsovera Quori originally appeared in *Magic of Eberon*.



Tsucora Quori

Medium fiend (quori), lawful evil

Armor Class 15 (natural armor)

Hit Points 64 (8d8 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	17 (+3)	18 (+4)	17 (+3)

Skills Arcana +6, Insight +7, Intimidation +9, Perception +7, Persuasion +9, Stealth +5

Damage Resistances acid, cold, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Common, Quori, Riedran, Telepathy 100 ft.

Challenge 5 (1,800 xp)

Devil's Sight. Magical darkness doesn't impede the quori's darkvision.

Innate Spellcasting (Psionics). The quori's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *friends*, *mage hand*

3/day each: *false life*, *dissonant whispers*, *levitate*, *locate creature*, *shield*

1/day each: *charm monster*, *confusion*, *shield of faith*

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

Psychic Defenses. The quori has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

Multiattack. The quori makes three melee attacks, two with its pinchers and one with its sting.

Pincher. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Terrifying Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed at a DC 14 Wisdom saving throw or take 22 (4d10) psychic damage and become frightened for one minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the quori is within line of sight, ending the effect on itself on a success.

REACTIONS

Feed on Fear. When a creature takes psychic damage from the quori's terrifying sting, the quori may use its reaction to regain a number of hit points equal to one half of the psychic damage inflicted.

The Tsucora Quori originally appeared in *Eberron Campaign Setting*.

RADIANT IDOL

Radiant idols appear as beautiful, 9 foot tall humanoids that glow with inner light. Their shoulders are marred with the stumps of their severed wings.

Fallen from Heaven. Radiant idols are angels banished from Syriana for the sin of seeking the worship of mortals. They typically claim to be a god of fire or light, though they may choose another domain. If they do, they will have appropriate spells. While they may possess great pride and greed, they are not all evil.

Flightless in the City of the Sky. Many, if not most, radiant idols have ties to Sharn due to its access to Syriana and the opportunities it brings. The radiant idol cannot, however, benefit from the heightened magic of Sharn's Syriana manifest zone. A radiant idol has been stripped of the power of flight and cannot fly by any means. Spells including fly, jump, feather fall, reverse gravity and similar magical effects fail if their target is within 30 feet of a radiant idol.

Cult Masters. A radiant idol can perform a special ritual to initiate followers into its cult, giving it power over them. This ritual takes 24 hours to prepare. It lasts for a base of two hours plus an additional 10 minutes per initiate. Willing participants are bound into the cult. Unwilling participants must succeed on a DC 18 Wisdom saving throw to resist the initiation.

The radiant idol has power over its cultists as long as they are not on another plane of existence. The radiant idol can scry on each of its cultist's once per day as per the scrying spell. When it does this, it knows the direction and distance from it of the cultists location. The radiant idol may also punish its cultists at will as long as they are on the same plane, affecting any or all of them with the effects of a bestow curse or harm spell (save DC 18).

RADIANT IDOL

Large Celestial, lawful evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	16 (+3)	17 (+3)	22 (+6)

Saving Throws Dex +7, Wis +7, Cha +10

Skills Deception +10, Insight +7, Intimidation +10, Perception +7, Persuasion +10, Religion +7

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold, radiant

Condition Immunities charmed, exhaustion, frightened, petrification

Senses darkvision 60 ft., passive Perception 17

Languages all

Challenge 12 (8,400 xp)

Aura of Divinity. Allies within 30 feet of the radiant idol are under the effects of a *bles* spell, while enemies of a radiant idol must succeed at a DC 18 Wisdom saving throw or be affected as if by a *bane* spell.

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

At will: *alter self*, *command*, *friends*, *light*, *sacred flame* (17th-level)

3/day each: *charm person*, *daylight*, *dimension door*, *dispel magic*, *fireball*, *investiture of flame*, *slow*

1/day each: *dominate person*, *eyebite*, *flame strike*, *hold monster*, *teleport*

Magic Weapons. The radiant idol's weapon attacks are magical.

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

ACTIONS

Multiattack. The radiant idol makes three melee attacks with its flail.

Flail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 13 (3d8) radiant damage.

The Radiant Idol originally appeared in *Sharn: City of Towers*.

RAKSHASA

Like other rakshasa, the zakya appear to be humanoid tigers. Zakya are typically heavily armed and armored.

Lust for Battle. Where most rakshasa avoid direct conflict, preferring to deal with their problems through magic and manipulation, the zakya will gleefully rush into a fight. The magic they use tends to be helpful in combat.



ZAKYA RAKSHASA

Medium fiend (rakshasa), lawful evil

Armor Class 18 (scale mail armor and shield)

Hit Points 136 (13d8 + 78)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	13 (+1)	14 (+2)	12 (+1)

Skills Athletics +9, Deception +5, Intimidation +5

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal, Undercommon

Challenge 9 (5,000 xp)

Brute. A melee weapon deals one extra die of its damage when the rakshasa hits with it (included in the attack).

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

At will: *alter self*, *detect thoughts*, *wrathful smite*

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

Mobile Combatant. The rakshasa can take the Disengage action as a bonus action on each of its turns.

Vampiric Blade. Once per turn, when the rakshasa successfully hits a creature with a sword, the target takes 10 (3d6) necrotic damage, and the rakshasa regains hit points equal to half the amount of necrotic damage dealt.

ACTIONS

Multiattack. The rakshasa makes three attacks: two longsword attacks and a bite attack or three longsword attacks. The rakshasa may substitute one claw attack for two longsword attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

The Zakya Rakshasa originally appeared in *Eberron Campaign Setting*.

RANCID BEETLE SWARM

Rancid beetles are large, roachlike insects that form enormous swarms in the depths of Sharn.

Beetle Rot. Rancid beetles can afflict its victims with what the residents of Sharn have come to call beetle rot. This acts like a horrifying disease, as it can turn a creature into a bizarre beetle-filled zombie. In truth, however, it is the rancid beetle's method of reproduction. The beetles' bites deposit

eggs into the bloodstream where the new swarm hatches, kills the host, and animates its corpse.

RANCID BEETLE SWARM

Large swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (9d10 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances poison; bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., tremorsense 40 ft., passive Perception 9

Languages –

Challenge 5 (1,800 xp)

Create Spawn. A creature that is killed by a rancid beetle swarm becomes a rancid beetle zombie at the end of 1d4 rounds.

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

ACTIONS

Swarming. The swarm makes a bite attack against any number of targets that share its space at the beginning of its turn.

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d10) piercing damage, or 5 (1d10) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for one minute and afflicted with beetle rot. The diseased target can't regain hit points, and for every 24 hours that elapse the target must succeed on a DC 13 Constitution saving throw or its hit point maximum decreases by 4 (1d8). If the disease reduces the target's hit point maximum to 0, the target dies, and it turns into a rancid beetle zombie. The target recovers from the disease if it succeeds in three saving throws to avoid taking damage. Otherwise, the disease can be cured by a *lesser restoration* spell or other magic.

The Rancid Beetle Swarm originally appeared in *Sharn: City of Towers*.

RANCID BEETLE ZOMBIE

Rancid beetle zombies are animated corpses filled with a rancid beetle swarm. The zombie's skin is covered with chitinous plates and the movement of crawling beetles can be seen below its skin.

RANCID BEETLE ZOMBIE

Medium undead, unaligned

Armor Class 17 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 10

Languages –

Challenge 6 (2,300 xp)

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

Animating Swarm. When the zombie is reduced to 0 hit points, it releases a rancid beetle swarm. This swarm is considered a separate creature.

Create Spawn. A creature killed by the zombie becomes a rancid beetle zombie after 1d4 rounds.

ACTIONS

Multiattack. The zombie makes two melee slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be poisoned for one minute and afflicted with beetle rot. The diseased target can't regain hit points, and for every 24 hours that elapse the target must succeed on a DC 14 Constitution saving throw or its hit point maximum decreases by 10 (3d6). If the disease reduces the target's hit point maximum to 0, the target dies, and it turns into a rancid beetle zombie. The target recovers from the disease if it succeeds in three saving throws to avoid taking damage. Otherwise, the disease can be cured by a *lesser restoration* spell or other magic.

The Rancid Beetle Zombie originally appeared in *Sharn: City of Towers*.

ROACH THRALL

Roach thralls are giant, intelligent cockroach-like creatures that wear the flesh of humanoids in order to live among them.

Born in Death. Roach thrall eggs hatch inside humanoid bodies, and the newborn creature quickly consumes its hosts brain, keeping the surrounding flesh alive and blending into society by impersonating its host, though it lacks access to its host's memories. After about a year, a roach thrall will be mature and ready to implant its eggs into another.

Shedding the Skin. Unless it has implanted its eggs, a roach thrall is loathe to shed its humanoid flesh. Once it does so, it cannot return to a host and, thus, cannot reproduce. Sometimes, though, it is necessary for survival as roach thralls are ineffective fighters while in a host. Outside of host bodies, roach thralls can communicate silently by touching antennas. A roach thrall without a host will typically

dedicate itself to assisting other roach thralls.

ROACH THRALL

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft. (40 ft. as insect)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	8 (-1)

Saving Throws Wis +5

Skills Athletics +2, Deception +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages usually the language of its host

Challenge 1 (200 xp)

ACTIONS

Multiattack. If it has shed its host, the roach thrall attacks four times with its claws.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. The roach thrall may only use its claws after having shed its host.

Shed Host. The roach thrall discards its host and heals 10 hit points. Once it does so, it can no longer speak, except to other roach thralls, and can never return to a host body. If the roach thrall takes at least 10 hit points of physical damage while in its host body, the host body becomes useless and the roach thrall will shed it.

The Roach Thrall originally appeared in *Sharn: City of Towers*.



SCORROW

A scorrow looks like one of the drow from the waist up. Below that point, however, it has the long body, segmented legs, and deadly tail of a giant scorpion.

Deadly Hunters. The scorrow are always on the move and survive by hunting. They seek out challenging prey in order to test themselves and each other. They are expert trackers and pursue their prey relentlessly.

Children of the Scorpion. The legends of the scorrow trace their origins to the drow, claiming that they were blessed by the scorpion-god Vulkoor. Vulkoor is said to have sent a giant scorpion to the greatest of drow hunters, stinging them and transforming them into the first scorrow. The scorrow have an affinity for scorpions and are able to communicate basic ideas to them on an empathic level. The drow respect the scorrow and consider them to be favored by Vulkoor, but the two races only rarely work together, as drow who wish to work with the scorrow must prove themselves worthy.

The Clawborn. Some few scorrow are born with scorpion claws instead of hands. They cannot use weapons, but they have deadly claws. They are not treated particularly differently than other scorrow, but they have a tendency to become shamans or clan leaders.

SCORROW

Large monstrosity (scorrow), chaotic evil

Armor Class 19 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +6, Wis +4, Cha +4

Skills Perception +4, Stealth +9, Survival +7

Damage Resistances poison

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Elvish, Giant

Challenge 7 (2,900 xp)

Ambusher. The scorrow has advantage on attack rolls against any creature it has surprised.

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

Surprise Attack. If the scorrow surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage.

ACTIONS

Multiattack. The scorrow makes two attacks with its shortwords and one attack with its sting.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Xen'drik boomerang. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the attack misses, the scorrow can use its reaction to catch it with a DC 10 Dexterity check. On a failure, the boomerang lands 10 feet away in a random direction.

The Scorrow originally appeared in *Secrets of Xen'drik*.



CLAWBORN SHAMAN

Large monstrosity (scorrow), chaotic evil

Armor Class 19 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +6, Int +4, Wis +5, Cha +5

Skills Perception +5, Stealth +9, Survival +8

Damage Resistances poison

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages Elvish, Druidic, Giant

Challenge 8 (3,900 xp)

Ambusher. The scorrow has advantage on attack rolls against any creature it has surprised.

Held Fast. The scorrow has advantage on attack rolls with its sting against any creature it has grappled.

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

Spellcasting. The scorrow is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *produce flame*, *thorn whip*

1st level (4 slots): *entangle*, *faerie fire*, *longstrider*

2nd level (3 slots): *animal messenger*, *enhance ability*, *pass without trace*, *spider climb*

3rd level (2 slots): *call lightning*, *plant growth*

Surprise Attack. If the scorrow surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage.

ACTIONS

Multiattack. The scorrow makes two attacks with its claws and one attack with its sting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The scorrow has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.



SILVEREYE MARAUDER

The silvereye marauders look vaguely feline, standing three feet at the shoulder and are built from a silvery steel. They appear to be hollow inside, except for a bright silver light that pours forth from their eyes and maw.

A Weapon of War. The silvereye marauders were developed late in the war by Silver Flame worshippers and House Cannith magewrights in Thrane. While they were used to devastating effect, only a few packs of silvereye marauders are believed to have survived the war.

Forged with Flame. The silvereye marauders were created to be obedient and loyal to Thrane, but still sentient and capable of interpreting orders. Many of the techniques that were used to grant free will to the warforged went into their making. The light that fills the hollow bodies of the silvereye marauders comes from the Silver Flame itself.

Constructed Nature. A silvereye marauder doesn't require air, food, drink, or sleep.



SILVEREYE MARAUDER

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 70 (10d8 + 30)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	3 (-4)	11 (+0)	11 (+0)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft, passive Perception 13

Languages understands Common but cannot speak

Challenge 7 (2,900xp)

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

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

Pounce. If the silvereye marauder moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the silvereye marauder can make one bite attack against it as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing and 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Breath of Silver Flame (Recharge 5–6). The silvereye marauder exhales silver flame in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

The Silvereye Marauder originally appeared in *Five Nations*.



SPIRETOP DRAGON

Spiretop dragons – as they are called in Sharn – resemble their cousins, the pseudodragons, though they lack the stinger at the end of their tail. They are a pearly white color and stretch about three feet long, half of which is tail.

Lucky Scavengers. Spiretop dragons like to follow ships and feed on the fish that are disturbed by their passage. They are often seen as symbols of good luck by sailors, who sometimes call them crow's nest dragons.

Fearsome Fog. Spiretop dragons are not aggressive and will avoid combat. If severely threatened, however, they can gather in large flocks. While they are not individually very dangerous, dozens of them can take down much larger foes by using their blindsight and fog breath together.

SPIRETOP DRAGON

Tiny dragon, chaotic good

Armor Class 15 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 15 ft., climb 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +3

Senses blindsight 40 ft., darkvision 60 ft., passive Perception 13

Languages understands Common or Draconic but cannot speak

Challenge 1/4 (50xp)

ACTIONS

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

Fog Breath (Recharge 5–6). The dragon exhales a cloud of fog with a 20 foot radius, equivalent to a *fog cloud* spell.

The Spiretop Dragon originally appeared in *Sharn: City of Towers*.

STEEL KRAKEN

The steel krakens are huge constructs that look like giant steel squids.

Of a Lost Nation. Cyre deployed the steel krakens to patrol its southern shore during the Last War. The steel krakens can now be found anywhere off of the southern coast of Khorvair. While they are still under orders not to attack ships flying Cyre's colors, but they have not been reliably following those orders since the Day of Mourning.

Adaptable. The steel kraken were made by House Cannith in the creation forges of Cyre using techniques that were early experiments in what lead to the warforged. As a result, the steel krakens are possessed of a degree of free will and an adaptability that makes them clever opponents.

Constructed Nature. A steel kraken doesn't require air, food, drink, or sleep.

STEEL KRAKEN

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	3 (-4)	11 (+0)	6 (-2)

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 13

Languages understands Common but cannot speak

Challenge 8 (3,900xp)

Constrict. At the beginning of its turn, the steel kraken deals 16 (2d8 + 7) bludgeoning damage to any creature that it has grappled.

Jet (Recharge 5–6). The steel kraken swims 100 ft. in a straight line without provoking opportunity attacks as a bonus action.

Powerful Charge. If the steel kraken swims at least 50 feet straight toward a creature and then hits it with a melee attack on the same turn, it deal an extra 14 (4d6) damage with that attack.

ACTIONS

Multiattack. The steel kraken makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 25 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. The steel kraken cannot use its tentacle attack if it has two creatures grappled.

The Steel Kraken originally appeared in *Five Nations*.

SYMBIONT

Symbionts are creations of the daelkyr. While they can survive independently, they are designed to be bonded with another living creature, typically with at least a vaguely humanoid shape. Symbionts are commonly used by servants of daelkyr and are far more common in Khyber than elsewhere. Most humanoids find symbionts to be extremely disturbing, at best.

A Bond Unbroken. When a symbiont is bonded to a host, it is typically treated like an object worn or carried. Attacks against the host do not affect the symbiont and if the symbiont is targeted it is treated like a worn object.

All as One. If a bonded symbiont has any actions, it takes them on its host's turn. When a symbiont's host casts a spell with a range of self, the host can choose to affect either itself, the symbiont, or both. Similarly, if the symbiont uses an ability that would normally affect itself, it can choose to have it affect the host instead. Provided the symbiont's host has a language, the symbiont can communicate with it telepathically. While bound to a host, the symbiont is considered to be an object held by the host for the purposes of attacks and spell effects.

Wresting Control. Symbionts have personalities and goal, and these might conflict with those of their hosts. All symbionts have the ability to take over control of their host's bodies, though they can typically do so only for short periods of time. Most symbionts will do so rarely so as to avoid retaliation from their hosts. Sometimes, the mere threat of domination is enough to influence the host's actions towards things the symbiont desires.

Once per week as an action, a symbiont can attempt to dominate its host. The host must succeed at a DC 10 Charisma saving throw or the symbiont can take total and precise control of the host telepathically. The symbiont cannot take

actions or reactions on its own in a round while it is controlling its host. When the host takes damage or completes a short or long rest, it can repeat the saving throw. Success ends the effect.

BREED LEECH

A breed leech looks like a strange, black slug with a tri-mandibled mouth. It seeks to bond to a female host and corrupt a pregnancy, transforming a child into a daelkyr half-breed. Breed leeches are most often passed along to willing members of cults of the dragon below.

CRAWLING GAUNTLET

Crawling gauntlets look like clawed, scabrous disembodied hands. When not attached to a host, they scuttle about spider-like.

LIVING BREASTPLATE

Hard chitinous plates sit above a wet mass of pulsing veins and stringy sinew in the shape of a humanoid torso. Living breastplates are the traditional armor of the daelkyr and are among the most powerful of the symbionts.

SHADOW SIBLING

When unbonded, a shadow sibling can be easily mistaken for an undead creature due to its faceless, vaguely humanoid, incorporeal nature. Bound to a host, it melds itself into the host's flesh, making the host look like it is standing in dappled shadows even when it is in bright light.

SPELLWORM

A spellworm looks like a thick, segmented worm that is about the size of a human arm. At its end is a humanlike mouth that is surrounded by five tendril-like tentacles.

STORMSTALK

A stormstalk appears as a heavily-veined snakelike creature that, in place of a head, has only a large, white, lidless eye. Sparks occasionally travel across its surface.

TENTACLE WHIP

A tentacle whip looks like a long, fleshless strand of muscle, tipped with a bonelike stinger.

THROWING SCARAB

Throwing scarabs, among all the symbionts, can be strangely beautiful. They look like stylized beetles that have an opalescent sheen, and they can be easily mistaken for jewelry. The process by which it creates throwing weapons, however, is less attractive as it involves an acrid-smelling excretion that swiftly hardens into a sharp, crystalline shard.

TONGUEWORM

A tongueworm looks like a human tongue at the end of a long strand of muscle. A sharp barb is hidden on the underside of the tongue. Tongueworms are commonly employed by beholders, mindflayers, dolgaunts, and other servants of the daelkyr.

WINTER CYST

A winter cyst is a slime-coated, sluglike creature. In place of a head, it has a single large eye that appears perpetually bloodshot.

BREED LEECH

Tiny aberration (symbiont), lawful evil

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft.

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

Skills Stealth +4

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 0 (0xp)

Bolster Body. The breed leech grants a bound host 5 (2d4) temporary hit points at the end of each of the host's long rests. In addition, the host gains advantage on Constitution saving throws to avoid exhaustion.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Bond to Host. The symbiont bonds itself to a willing or incapacitated host, typically attaching in a place covered by clothing. When attaching or removing a breed leech, the host must make a DC 10 Constitution saving throw, taking 9 (2d8) points of piercing damage on a failure and half of that amount on a success. The host's maximum hit points decrease by an amount equal to the damage taken until it completes a long rest.

The Breed Leech originally appeared in *Magic of Eberron*.



CRAWLING GAUNTLET

Tiny aberration (symbiont), lawful evil

Armor Class 16 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	11 (+0)	5 (-3)	8 (-1)	10 (+0)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 1/2 (100xp)

Claw. The crawling gauntlet grants a bonded host a claw attack that deals 1d6 slashing damage.

ACTIONS

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

Bond to Host. The symbiont bonds itself to a willing or incapacitated host's hand. Attaching or removing a clawed gauntlet requires the host to make a DC 10 Constitution saving throw, taking 10 (3d6) points of piercing damage on a failure and half of that amount on a success. Until the host completes a long rest, its hit point maximum decreases by an amount equal to the damage taken.

The Crawling Gauntlet originally appeared in *Magic of Eberron*.

LIVING BREASTPLATE

Tiny aberration (symbiont), lawful evil

Armor Class 11 (natural)

Hit Points 21 (6d4 + 6)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	1 (-5)	12 (+1)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +4

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 14

Languages understands Undercommon, telepathy (host only)

Challenge 0 (0xp)

Armor. While bound to a host, the living breastplate acts as a +2 *breastplate*. In addition, the host gains the symbiont's damage resistances, its vulnerabilities, and advantage on Constitution ability checks.

ACTIONS

Bond to Host. The symbiont bonds to a willing host that dons it as armor. The host must make a DC 11 Constitution saving throw. If the host fails, it takes 10 (3d6) points of piercing damage and its level of exhaustion increases by two. If the host succeeds, it takes half damage and one level of exhaustion.

REACTIONS

Stabilize Host. As a reaction when its host is reduced to 0 hit points, the living breastplate can stabilize its host. If the symbiont uses this ability, its host has disadvantage on saving throws to resist domination by the symbiont for one month.

The Living Breastplate originally appeared in *Eberron Campaign Setting*.

SHADOW SIBLING

Medium aberration (symbiont), lawful evil

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	12 (+1)	5 (-3)	12 (+1)	10 (+0)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 11

Languages understands Undercommon, telepathy (host only)

Challenge 1/4 (50xp)

Second Skin. The shadow sibling covers its host with a shadowy second skin. As a reaction, its host can impose disadvantage on one attack against it. Once the host has used this ability, it cannot be used again until the host completes a short or long rest. In addition, the host can hide as a bonus action as long as it is not in bright light.

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Bond to Host. The symbiont bonds to a willing or incapacitated host, melding with its flesh. Attaching or removing a shadow sibling requires the host to make a DC 10 Constitution saving throw. On a failed saving throw, the host takes 13 (3d8) necrotic damage and the host's level of exhaustion increases by one. On a successful save, the host still takes a level of exhaustion but avoids taking damage.

The symbiont cannot use its corrupting touch while bound to a host.

The Shadow Sibling originally appeared in *Magic of Eberron*.

SPELLWURM

Tiny aberration (symbiont), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 10 (4d4)

Speed 10 ft.

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

Skills Stealth +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 1/4 (50xp)

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

At will: *dancing lights*, *mage hand*, *ray of frost* (1st-level)

3/day: *mage armor*, *ray of sickness*, *sleep*

1/day: *blur*, *enhance ability*

The spellwurm cannot cast spells while bound to a host.

Spell Aide. While bound to a host, the spellwurm enhances its host's spellcasting ability. If the spellwurm's host is an arcane spellcaster, the list of spells under the spellwurm's innate spellcasting ability are considered to be on the host's class spell list. If the spellwurm's host has spell slots, it may use its own spell slots to cast one of the spellwurm's innate spells as if it were a spell known or prepared. Once it has done so, it cannot do so again until it has completed a short or long rest.

Strong-Willed. The DC for a host to resist domination by a spellwurm is 13.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Bond to Host. The symbiont bonds to a willing or incapacitated host's shoulder, providing a tentacle-like appendage that is only useful for spellcasting. A host that attaches or removes a spellwurm has disadvantage on Wisdom saving throws until it completes a long rest. In addition, the host must succeed on a DC 10 Constitution saving throw or take 9 (2d8) necrotic damage.

The Spellwurm originally appeared in *Magic of Eberron*.

STORMSTALK

Tiny aberration (symbiont), lawful evil

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	5 (-3)	8 (-1)	10 (+0)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 1/2 (100xp)

Storm Stalk. While bound to a host, the storm stalk gives the host a ranged weapon attack in the form of a ray of electricity that emits from the eyestalk. This uses the host's dexterity to attack, has a range of 30 feet, and, on a hit, deals 2d4 lightning damage and prevents the target from taking reactions until the start of its next turn.

ACTIONS

Eye Beam. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 7 (2d6) lightning damage and the target cannot take reactions until the start of its next turn.

Bond to Host. The symbiont bonds to a willing or incapacitated host's skull, providing it with a beholder-like eyestalk. Upon attaching or removing a stormstalk, the host takes 3 (1d6) piercing damage and has disadvantage on Intelligence ability checks until it completes a long rest.

The Stormstalk originally appeared in *Magic of Eberron*.

TENTACLE WHIP

Tiny aberration (symbiont), lawful evil

Armor Class 14 (natural)

Hit Points 14 (4d4 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	6 (-2)	8 (-1)	10 (+0)

Skills Stealth +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 0 (10xp)

Whip. While bound to a host, the tentacle whip acts as a magic weapon with the light and finesse properties and a 10 ft. reach. It deals 1d4 piercing and 1d10 poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the poisoned effect on itself on a success. A successful hit with the whip can be used by a host to deliver a melee spell attack.

ACTIONS

Tentacle Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (1d10) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be *poisoned* for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the poisoned effect on itself on a success.

Bond to Host. The symbiont bonds itself to a willing or incapacitated host's forearm. The host must make a DC 10 Constitution saving throw. If the host fails, it takes 10 (3d6) points of piercing damage and its level of exhaustion increases by two. If the host succeeds, it takes half damage and one level of exhaustion.

At the end of each long rest taken by its host, the host must succeed at a DC 10 Constitution saving throw, if the host fails this saving throw, the host's long rest does not reduce its level of exhaustion (if any).

A host cannot wield a weapon or shield in the hand that the tentacle whip is bonded to.

The Tentacle Whip originally appeared in *Eberron Campaign Setting*.

THROWING SCARAB

Tiny aberration (symbiont), lawful evil

Armor Class 11

Hit Points 5 (2d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	5 (-3)	12 (+1)	6 (-2)

Skills Stealth +3

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 11

Languages understands Undercommon, telepathy (host only)

Challenge 0 (0xp)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage.

Bond to Host. The symbiont bonds itself to a willing or incapacitated host, typically on the back of its hand. Upon attaching or removing a throwing scarab, the host has disadvantage on Wisdom saving throws until it completes a long rest.

Produce Shard. As an action at the beginning of its host's turn, a bonded throwing scarab can produce a shard of hard crystalline carapace that its host can use as a throwing weapon. The host can use its reaction to grasp the shard. The shard is considered a magic weapon, has a range of 20/60 feet, and deals 1d6 slashing damage and 1d6 acid damage. An unused shard dissolves at the beginning of the host's next turn.

The Throwing Scarab originally appeared in *Magic of Eberron*.

TONGUEWORM

Tiny aberration (symbiont), lawful evil

Armor Class 15 (natural)

Hit Points 10 (4d4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+2)	11 (+0)	5 (-3)	8 (-1)	10 (+0)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Damage Immunities poisoned

Condition Immunities poisoned

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 0 (10xp)

Tongue Sting. While bound to a host, the tongueworm provides its host with a sting attack that replaces the host's bite attack if it has one. Otherwise, it acts as a magic weapon with the light and finesse properties and a 5 ft. reach. The sting deals 1d4 piercing damage and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (1d10) poison damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Bond to Host. The symbiont bonds itself to a willing or incapacitated host's tongue. The host must make a DC 12 Constitution saving throw. If the host fails, it takes 14 (4d6) points of piercing damage and its level of exhaustion increases by two. If the host succeeds, it takes half damage and one level of exhaustion.

The tongueworm provides its host with immunity to poison damage and the poisoned condition.

The Tongueworm originally appeared in *Eberron Campaign Setting*.

WINTER CYST

Tiny aberration (symbiont), lawful evil

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	12 (+1)	5 (-3)	8 (-1)	10 (+0)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing, and slashing from attacks made with byeshk weapons

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with byeshk weapons

Senses passive Perception 9

Languages understands Undercommon, telepathy (host only)

Challenge 1/2 (100xp)

Eyestalk. While bonded to a host, the winter cyst gives the host a ranged weapon attack in the form of a ray of frost that emits from the eyestalk. This uses the host's dexterity to attack and has a range of 30 feet. On a hit, the target takes 1d8 cold damage and deals only half damage with weapon attacks that use Strength until the start of its next turn.

Telepathic Bond. The symbiont can communicate telepathically with its host, if its host has a language.

ACTIONS

Eye Beam. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 4 (1d8) cold damage and the target deals only half damage with weapon attacks that use Strength until the start of its next turn. The winter cyst cannot use this ability while bonded to a host.

Bond to Host. The symbiont bonds itself to a willing or incapacitated host's skull, providing it with a stubby, beholder-like eyestalk. Upon attaching or removing a winter cyst, the host takes 3 (1d6) piercing damage and has disadvantage on Intelligence ability checks until it completes a long rest.

The Winter Cyst originally appeared in *Magic of Eberron*.

TENTACLE SPIDER

This spider-like aberration has six segmented legs along a long, chitinous body. It has eight red eyes and four long, pink tentacles that drip a thick slime surrounding its mouth.

Webslingers. Early explorers of Xen'drik named these creatures after spiders as much for the webs they throw as for their appearance. The tentacle spiders create their webs by solidifying the slime from their tentacles, making it look like they use their tentacles to weave the webs out of nothing.

TENTACLE SPIDER

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Stealth +5

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages –

Challenge 1 (200 xp)

ACTIONS

Multiattack. The tentacle spider makes four attacks with its tentacles or two attacks with its tentacles and one attack with its bite.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 poison damage and the target must succeed at a DC 12 Constitution saving throw or be *Poisoned* until the end of the tentacle spider's next turn.

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

Writhing Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 20/50 ft., one creature size large or smaller. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The webbing writhes as if alive for 1d4 rounds, imposing disadvantage on the Strength check to escape it during that time.

The Tentacle Spider originally appeared in *Secrets of Xen'drik*.

URDARK

Urdarks appear as incorporeal, child-like forms. Unsettling giggling follows them wherever they go. Urdarks get their name from the first of their kind – the spirit of the halfling sociopath, Arven Urdark.

The Child Within. Urdarks are the spirits of the insane – and those driven to insanity – who have regressed to a malevolent child-like state in undeath. Their primary goal seems to be to make more of their kind.

Undead Nature. Urdarks do not require air, food, drink, or sleep.

URDARK

Small undead, chaotic evil

Armor Class 14

Hit Points 39 (7d6 + 14)

Speed 0 ft., fly 40 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	14 (+2)	12 (+1)	6 (-2)	14 (+2)

Skills Stealth +6

Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 4 (1,100 xp)

Incorporeal Movement. The urdark can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Create Spawn. A creature that dies as a result of the urdark's mind-numbing touch becomes an urdark at the end of the next round. This spawn is not under the control of the urdark that created it.

Hide and Seek. The urdark may take the Hide action as a bonus action on each of its turns. If the urdark finds a hidden opponent, it may make an attack on that opponent as a bonus action.

Unsettling Aura. Each non-undead creature within 30 feet of the urdark must succeed on a DC 12 Wisdom

saving throw or become frightened for 1 minute. At the end of each of its turns in which it is hidden, a frightened creature may repeat this saving throw, ending the effect on a success. A creature that succeeds on this saving throw is immune to the effects of the urdark's aura for 24 hours.

ACTIONS

Mind-Numbing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) psychic damage and the urdark gains a number of temporary hit points equal to the damage inflicted. The target must succeed on a DC 12 Charisma 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. If the target's hit point maximum is reduced to below half of its normal maximum, the target has disadvantage on Wisdom ability checks and saving throws until it completes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The Urdark originally appeared in *Magic of Eberon*.

VOUR

The vour are twisted and disturbing undead that float above the ground. Its limbs appear to have been torn off. At the ragged stub of each arm and leg, a fleshy tentacle has sprouted. Most unsettling, though, is its face – or lack thereof. It looks like it has had the skin of its face peeled off, and the raw, torn-up flesh below still oozes. A vour's jaw is distended, giving it an enormous maw which has been filled with multiple rows of teeth.

Face Eaters. Vours have, in fact, had their faces removed. A new vour's first act is usually to remove its own face, which it then eats. Vours have a taste for faces, and they will run off with their victims' bodies so that they can remove their faces and enjoy their feast in peace.

Undead Nature. Vours do not require air, food, drink, or sleep.

VOUR

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	15 (+2)

Skills Stealth +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 6 (2,300 xp)

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

ACTIONS

Multiattack. The vour makes four melee attacks with its tentacles or two melee attacks with its tentacles and one melee attack with its bite.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained. Grappling a creature occupies two of the vour's four tentacles, and the vour can only have one creature grappled at a time.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by the vour. *Hit:* 13 (2d8 + 4) piercing and 13 (2d8 + 4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vour regains hit points equal to that amount. The 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 in this way becomes a vour spawn the following night. Spawn are under the command of the vour that created them and remain enslaved until its death.

The Vour originally appeared in *Magic of Eberron*.

WARFORGED SCORPION

Warforged scorpions appear to be giant scorpions that have been pieced together out of steel segments.

Forged in Rebellion. As the giant civilization was falling, the drow learned how to use the creation forges and created warforged scorpions which were used in battle against both elves and giants. Today, a few drow still hold the secrets to using the creation forges.

Renegade Constructs. The warforged scorpions are intelligent and capable of independent thought. Some of the ancient warforged scorpions still roam Xen'drik. Whether they are still attempting to follow their original programming or they have cast it off is unclear.

Constructed Nature. A warforged scorpion doesn't require air, food, drink, or sleep.



WARFORGED SCORPION

Large construct, neutral evil

Armor Class 18 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	4 (-3)	14 (+2)	4 (-3)

Damage Resistances acid, cold, fire, lightning, thunder; and bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities necrotic, poison, psychic

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

Senses Darkvision 60 ft, passive Perception 10

Languages understands Drow and Giant but cannot speak

Challenge 6 (2,300xp)

ACTIONS

Multiattack. The warforged scorpion makes three melee attacks, two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The warforged scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing and 4 (1d8) acid damage.

Acid Spray (Recharge 6). The warforged scorpion sprays acid in a 30-foot cone from the end of its tail. Each creature in that area must make a DC 14 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one. Once the warforged scorpion uses its acid spray, it cannot deal acid damage with its sting until its acid spray has recharged.

The Warforged Scorpion originally appeared in *Secrets of Xen'drik*.

WARFORGED TITAN

The warforged titan appears to be an enormous golem built for war. They look much like oversized warforged with heavy armor plates, a giant maul at the end of one arm, and an axe on the other.

An Early Design. Warforged titans were one of the first constructs created by House Cannith that could act independently and interpret orders. Unfortunately, they were barely smart enough to do so and often made poor choices. Still, they were a step in the direction that would lead to fully sentient warforged.

Brawn Over Brains. Despite their lack of judgment, warforged titans were still quite effective during the Last War. Military leaders quickly learned to keep their orders simple, but most of their effectiveness was simply due to their extraordinary size and strength.

Constructed Nature. A warforged titan doesn't require air, food, drink, or sleep.



WARFORGED TITAN

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 105 (10d12 + 50)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	20 (+5)	4 (-3)	11 (+0)	6 (-2)

Damage Resistances acid, cold, fire, lightning, thunder; and bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft, passive Perception 10

Languages understands Common but cannot speak

Challenge 8 (3,900xp)

Charge. If the warforged titan moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Magic Weapons. The warforged titan's weapon attacks are magical.

ACTIONS

Multiattack. The warforged titan makes two melee attacks, one with its axe and one with its maul.

Axe. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 22 (2d12 + 9) slashing damage.

Maul. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 19 (3d6 + 9) bludgeoning damage.

The Warforged Titan originally appeared in *Eberron Campaign Setting*.

WINGWYRD

Wingwyrds look much like the gargoyles they are related to, though their hides have a hint of silver.

Touched by the Flame. Wingwyrds are gargoyles that are dedicated to the defense of temples of the Silver Flame. The flame, in turn, has blessed them with a spark of itself.

Tireless Messengers. Temples of the Silver Flame often use wingwyrds as messengers, as they are

trustworthy, tireless flyers who can defend themselves. They have, however, developed a reputation as gossips, as they are often eager for conversation.

Elemental Nature. A wingwyrd doesn't require air, food, drink, or sleep.



WINGWYRD

Medium elemental, lawful good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft.

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

Skills Perception +3, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Terran

Challenge 3 (700 xp)

Death Burst. When the gargoyle dies, it explodes in a burst of silver flame. Each evil creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Radiant Smite. Once per turn, the gargoyle can deal an extra 7 (2d6) radiant damage to a creature it hits with a weapon attack.

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

Magic Weapons. The gargoyle's weapon attacks are magical

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its gore and one with its claws.

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

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

The Wingwyrd originally appeared in *Five Nations*.

YUAN-TI

Yuan-ti wretchlings are humanoids that have been imperfectly transformed to have snakelike features, including patches of scales on their skin, slitted yellow eyes, and a fanged jaw.

Created for Conquest. The yuan-ti of Xen'drik seek to conquer Eberron, but to attempt this, they need numbers. Their answer is to transform members of other races into expendable shock troops: the wretchlings.

Dull and Vicious. The wretchlings were created to kill at the orders of their masters, and, with their limited intelligence, they are effective at little else. On occasion, the process of transformation does not destroy the mind of the humanoid that would become a wretchling. These poor individuals are typically torn apart by the others.

YUAN-TI WRETCHLING

Medium humanoid (yuan-ti), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	4 (-3)	11 (+0)	10 (+0)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Draconic

Challenge 1/4 (50 xp)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing and 3 (1d6) poison damage.

The Yuan-ti Wretchling originally appeared in *Secrets of Xen'drik*.

CREATURES BY TYPE

ABERRATION

Choker
Dolgarr
Dolgarr Berserker
Dolgaunt
Dolgaunt Cenobite
Dolghast
Dolgrim
Dolgrim Warrior
Breed Leech
Crawling Gauntlet
Living Breastplate
Shadow Sibling
Spellwurm
Stormstalk
Tentacle Whip
Throwing Scarab
Tongueworm
Winter Cyst
Tentacle Spider

BEAST

Battletitan
Clawfoot
Fastieth
Dragonhawk
Awakened Dragonhawk Freedom Fighter
Horrid Ape
Horrid Rat
Horrid Wolf

Valenar Riding Horse
Magebred Brown Bear
Magebred Ghost Tiger
Magebred Riding Horse
Magebred Warhorse
Rancid Beetle Swarm

CELESTIAL

Radiant Idol

CONSTRUCT

Alchemy Beetle
Arbalester
Dedicated Wright
Expeditious Messenger
Furtive Filcher
Iron Defender
Packmate
Persistent Harrier
Silvereye Marauder
Steel Kraken
Warforged Scorpion
Warforged Titan

DRAGON

Spiretop Dragon

ELEMENTAL

Wingwyrd

FEY

Dusk Hag

FIEND

Daelkyr
Dream Master Quori
Tsoreva Quori (Quori MindBlade)
Tsucora Quori
Zakya Rakshasa

GIANT

Jungle Giant
Madborn Troll

HUMANOID

Inspired, Tsucora Quori
Madborn Commoner
Madborn Veteran
Yuan-ti Wretchling

MONSTROSITY

Karnathi Bullette
Carcass Crab
Young Carcass Crab
Dream Serpent
Roach Thrall
Scorrow
Clawborn Scorrow Shaman

OOZE

Living Acid Splash
Living Burning Hands
Living Color Spray
Living Flaming Sphere
Living Cloudkill

UNDEAD

Ascendant Councilor
Undying Councilor
Undying Soldier
Feral Spirit
Forgewraith
Karnathi Skeleton
Karnathi Skeleton Blademaster
Karnathi Zombie
Karnathi Zombie Champion
Mourner
Rancid Beetle Zombie
Urdark
Vour

CREATURES BY CHALLENGE RATING

0

Breed Leech
Living Breastplate
Tentacle Whip
Throwing Scarab
Tongueworm
Dedicated Wright
Expeditious Messenger
Furtive Filcher

1/8

Fastieth
Madborn Commoner

1/4

Shadow Sibling
Spellwurm
Clawfoot
Valenar Riding Horse
Packmate
Spiretop Dragon
Yuan-ti Wretchling

1/2

Choker
Dolgrim
Crawling Gauntlet
Stormstalk
Winter Cyst
Horrid Rat
Alchemy Beetle
Arbalester
Iron Defender

1

Dolgaunt
Dolgrim Warrior
Tentacle Spider
Magebred Riding Horse
Persistent Harrier
Roach Thrall
Living Acid Splash
Living Burning Hands

2

Magebred Warhorse
Dusk Hag
Living Color Spray

Living Flaming Sphere
Undying Soldier
Karnathi Skeleton

3

Dolghast
Horrid Wolf
Magebred Brown Bear
Magebred Ghost Tiger
Wingwyrd
Inspired, Tsucora Quori
Karnathi Zombie
Mourner

4

Dolgarr
Dolgaunt Cenobite
Madborn Veteran
Young Carcass Crab
Dream Serpent
Karnathi Skeleton Blademaster
Urdark

5

Dragonhawk
Horrid Ape
Rancid Beetle Swarm
Tsoreva Quori (Quori MindBlade)
Tsucora Quori
Jungle Giant
Madborn Troll
Karnathi Bullette
Feral Spirit

6

Dolgarr Berserker
Warforged Scorpion
Karnathi Zombie Champion
Rancid Beetle Zombie
Vour

7

Silvereye Marauder
Carcass Crab
Scorrow
Living Cloudkill

8

Steel Kraken
Warforged Titan
Clawborn Scorrow Shaman

9

Awakened Dragonhawk Freedom Fighter
Zakya Rakshasa
Undying Councilor
Forgewraith

10

Dream Master Quori

11

Battletitan

12

Radiant Idol

19

Daelkyr

Ascendant Councilor

CREATURES BY LOCATION

AERENAL

Ascendant Councilor
Undying Councilor
Undying Soldier

ARGONESSAN

Battletitan

DAL QUOR

Dream Master Quori
Dusk Hag
Tsoreva Quori (Quori MindBlade)
Tsucora Quori

KHORVAIRE (GENERAL)

Arbalester
Alchemy Beetle
Battletitan
Dedicated Wright
Expeditious Messenger
Furtive Filcher
Iron Defender
Magebred Riding Horse
Magebred Warhorse
Packmate
Persistent Harrier
Spiretop Dragon (Coastal)
Steel Kraken (Southern Coastal Waters)

Warforged Titan

KHORVAIRE (AUNDAIR)

Dragonhawk

KHORVAIRE (BRELAND)

Feral Spirit (Sharn)

Forgewraith (Sharn)

Magebred Brown Bear

Magebred Ghost Tiger

Radiant Idol (Sharn)

Rancid Beetle Swarm (Sharn)

Rancid Beetle Zombie (Sharn)

Roach Thrall (Sharn)

Spiretop Dragon (Sharn)

KHORVAIRE (DEMON WASTES)

Dusk Hag

Horrid Ape

Horrid Rat

Horrid Wolf

Zakya Rakshasa

KHORVAIRE (DROAM)

Dusk Hag

Horrid Ape

Horrid Rat

Horrid Wolf

KHORVAIRE (ELDEEN REACHES)

Awakened Dragonhawk Freedom Fighter

Dragonhawk

Dusk Hag

Horrid Ape

Horrid Rat

Horrid Wolf

KHORVAIRE (KARNNATH)

Karnnathi Bullette

Karnnathi Skeleton

Karnnathi Skeleton Blademaster

Karnnathi Zombie

Karnnathi Zombie Champion

Madborn Commoner (Icewood)

Madborn Troll (Icewood)

Madborn Veteran (Icewood)

Urdark

Vour

KHORVAIRE (MOURNLAND)

Carcass Crab

Living Acid Splash

Living Burning Hands

Living Color Spray

Living Flaming Sphere

Living Cloudkill

Mourner

Young Carcass Crab

KHORVAIRE (SHADOW MARCHES)

Horrid Ape

Horrid Rat

Horrid Wolf

KHORVAIRE (TALENTA PLAINS)

Clawfoot

Fastieth

KHORVAIRE (THRANE)

Silvereye Marauder

Wingwyrd

KHORVAIRE (VALENAR)

Valenar Riding Horse

KHYBER

Choker

Daelkyr

Dolgarr

Dolgarr Berserker

Dolgaunt

Dolgaunt Cenobite

Dolghast

Dolgrim

Dolgrim Warrior

Breed Leech

Crawling Gauntlet

Living Breastplate

Rancid Beetle Swarm

Rancid Beetle Zombie

Roach Thrall

Shadow Sibling

Spellwurm

Stormstalk

Tentacle Whip

Throwing Scarab

Tongueworm

Winter Cyst

Zakya Rakshasa

SARLONA

Dream Master Quori

Inspired, Tsucora Quori

Tsoreva Quori (Quori MindBlade)

Tsucora Quori

XEN'DRIK

Alchemy Beetle

Jungle Giant

Tentacle Spider

Warforged Scorpion

Yuan-ti Wretchling

Dream Serpent

Scorrow

Clawborn Scorrow Shaman