

DESTINY

BESTIARY OF THE WILDS



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Thank you, to ALL of our playtesters—and thank you again for taking the brunt of it Laz, Bass, Eido, and Eido.

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The logo for Velvet Fang is rendered in a highly stylized, blackletter or gothic font. The word 'VELVET' is positioned above 'FANG'. The 'V' in 'VELVET' is particularly large and ornate, with a decorative flourish that loops around the top. The 'F' in 'FANG' is also large and features a prominent, downward-pointing tail. The overall aesthetic is dark and evocative of fantasy or horror themes.

TABLE OF CONTENTS

MONSTER MECHANICS	1	Minotaur	80
Creature Types	1	Phantasm	81
Classification	2	Rampant Units	82
Ultra Creatures	3	Stygian	83
Summoned Creatures	4	Supplicant	83
Other Mechanics	4	Tyrant	84
D&Destiny Spells	6	Wyvern	85
CHAPTER 1: ELIKSNI	9	CHAPTER 4: CABAL	86
Archon	9	Centurion	87
Baron	11	Colossus	88
Captain	12	Combustor	89
Dreg	13	Engineer	90
Farpiercer	13	Field Scout	91
Jumper	13	Gladiator	92
Kell	15	Headhunter	93
Marauder	16	Hoplite	93
S.A.B.E.R.-2	17	Incendior	93
Sepiks Prime	19	Inhibitor	95
Servitors	21	Legionary	96
Shanks	25	Mind Flayers	97
Shank Master	29	Phalanx	101
Silent Fang	30	Psion	102
Taniks the Scarred	31	Scorpius Turrets	103
Vandal	32	Valus	104
Walker	34	Venatrix	105
Wretch	35	War Beasts	107
CHAPTER 2: HIVE	36	CHAPTER 5: THE TAKEN	109
Acolyte	36	Shadows	109
Adherent	37	Taken Acolyte	111
Alak-Hul	38	Taken Baron	111
Attendant	40	Taken Captain	113
Brood Prince	41	Taken Centurion	114
Brood Queen	43	Taken Cursed Thrall	115
Darkblade	46	Taken Dreg	116
Deathsinger	47	Taken Gladiator	117
Goreseeker	48	Taken Goblin	118
Knight	49	Taken Hallowed Ogre	119
Larva Worm	50	Taken Harpy	120
Mourner	51	Taken Hobgoblin	121
Ogre	52	Taken Human	122
Phogoth, the Abomination	53	Taken Hydra	123
Shrieker	54	Taken Knight	123
Spawn Clutch	55	Taken Minotaur	123
Squire	56	Taken Phalanx	125
The Hated	57	Taken Psion	126
Thralls	57	Taken Thrall	127
Vanquisher	63	Taken Vandal	127
Xol, Will of the Thousands	63	Taken Wizard	128
Wizard	66	CHAPTER 6: THE RISEN	129
CHAPTER 3: VEX	67	MISCELLANEOUS	137
Axis Minds	67		
Cyclops	71		
Fanatic	72		
Gate Lord	73		
Goblin	75		
Gorgon	76		
Harpy	77		
Hobgoblin	78		
Hydra	79		

MONSTER MECHANICS

Dungeons & Destiny ('D&Destiny') builds its content atop the core 5th Edition ('5e') material. In other words, the following mechanics and concepts are additions to the core rules of 5e, rather than a replacement for those rules. If any rule described here contradicts a rule in the core 5e material, the rule here takes precedence.

CREATURE TYPES

The following additional creature types are used in D&Destiny. Types by themselves have no mechanics associated with them, but some creatures interact with one or more creature types in specific ways. For example, Hive and Taken creatures are immune to the poisonous gas produced by the spawn clutch.

Cabal. Both a species and an empire, Cabal is used as a creature type (a member of the species that originated from Torobat!) and as a creature tag (a member of the Cabal empire).

Eliksni. A member of the species that originated on Riis, now destroyed.

Ghost. The tiny constructs that act as conduit between Risen and the Traveler, granting the Risen their paracausal abilities.

Hive. The krill people are a race of creatures native to a planet called Fundament. They did eventually become the Hive creatures we know today, but Hive are not krill. Hive are the result of the krill making a pact with a symbiotic worm. The worm itself is a Hive creature.

Psion. One of the subjugated races of the Cabal empire.

Risen. A creature reborn in the Traveler's Light.

Taken. A creature reshaped in the worm gods' Darkness.

Vex. Colonies of microscopic organisms living inside robot-like bodies.

CREATURE TAGS

A subset of the creature type is the creature tag, which will appear in parentheses after the creature's type in the stat block. Creature tags help further define what the creature is. Just as with creature types, some features or actions of creatures interact with specific tags. For example: the shank master is an Eliksni creature that can control shanks and repair them if they become damaged. Shanks themselves are listed with the construct creature type, with the shank tag in parentheses after.

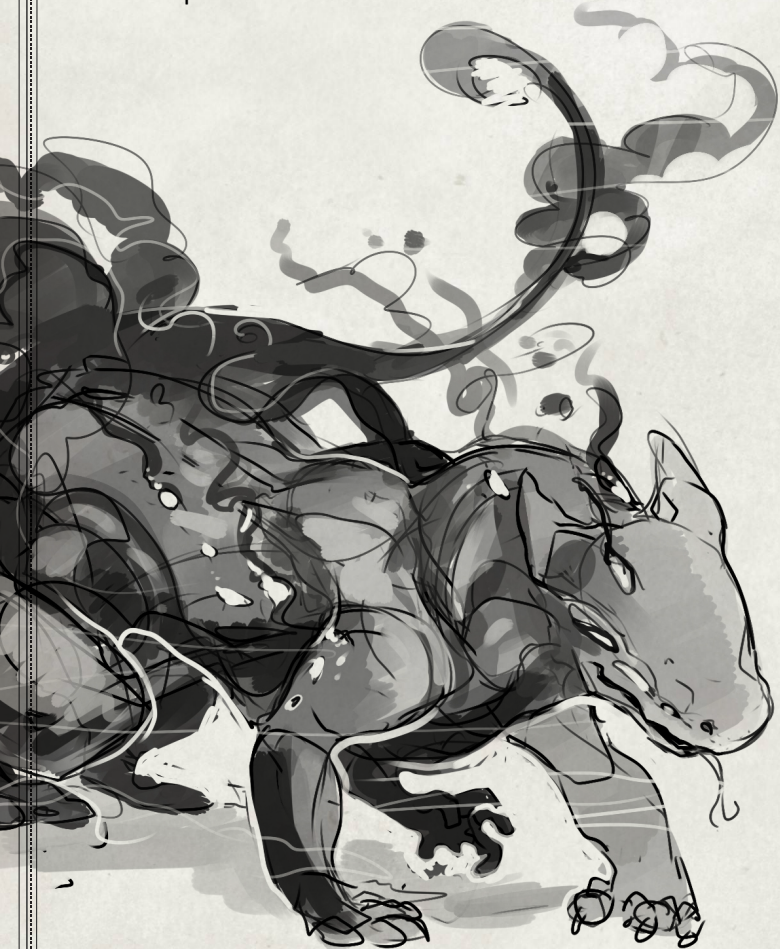
ARTIFICIAL AND VIRTUAL INTELLIGENCES

Some constructs are living machines, creatures with minds and behaviors so complex they are no different from any other sentient creature. These are tagged as artificial intelligences (AI) and should be treated as if they have the living machine feature (see the Exo race). These creatures are unhackable, and are not subject to any effects that only target devices.

A creature tagged as a virtual intelligence (VI) is not so complex. It may have manners or behaviors that resemble a personality, but it is all pre-programmed. A VI cannot be compelled to act in a manner that contradicts or is outside the scope of its design, and it cannot make an ability check using a skill, toolkit, or vehicle it is not proficient with.

It is possible to hack a VI and alter its programming or even change the scope of its design, modding it and expanding its functionality over time. The hack DC is listed in the stat block next to the proficiency bonus.

Creature Tech. All constructs are tagged as a type of tech, such as City tech or Cabal tech. This information is to help make decisions about how characters can interact with them. For example, if a character doesn't know Ulurant, it might be decided they cannot read the code of a scorpius turret, which is tagged as Cabal tech, and thus would be coded in Ulurant.



CLASSIFICATION

Every monster in D&Destiny comes with two challenge ratings (CR): its individual CR, which is a representation of how well the creature works alone; and its classification CR, which is a representation of how strong the creature is when in a group.

You need a thorough understanding of how CR works in 5e, including how to build encounters using creature CR/XP values, in order to fully utilize classification. **If you don't have that understanding, then it is recommended that you ignore classification entirely** and only refer to a monster's individual CR when picking out creatures for your encounters. Your fights will not suffer because of it; the classification system was specifically designed to be optional.

TYPES

There are five different classification types: the **Minion**, the **Soldier**, the **Elite**, the **Major**, and the **Ultra**. The purpose of these types is to help convey how many of each creature should ideally be in an encounter. This is called the ideal group size. This means that, ideally, if you want a Minion-class creature in your encounter, there should be 8 of them in the encounter, as seen in the Classification Group Sizes table.

SLOTS

The classification of a creature also conveys how much space the creature takes up in a 'slot.' A slot is

CLASSIFICATION GROUP SIZES

Classification	Ideal Group Size	Slot Size
Minion	8	1/8th
Soldier	4	1/4th
Elite	2	1/2
Major	1	1
Ultra	1	1



a visual way of representing encounter balance. Under normal 5e doctrine, a single creature of a given CR is a good fight when pitted against a party of four adventurers of the same level as the creature's CR: a CR 5 creature is suitable against four 5th-level characters, and so on.

Under the classification system, the total number of creatures that fill a single slot will be well matched against a fireteam of four Guardians whose level is the same as the **slot CR**. You determine the slot CR by referencing the highest classification CR of all creatures in the slot.

BUILDING SLOTS

There are a few rules you need to keep in mind when adding creatures to a slot.

WITHIN ONE

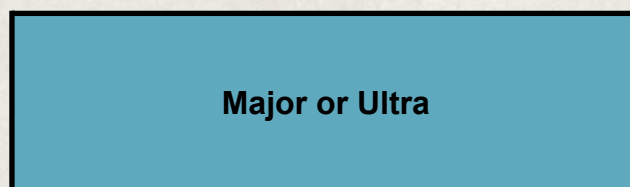
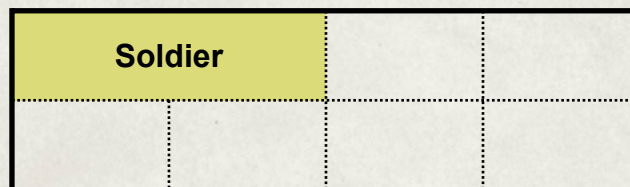
All the creatures in a given slot must be within one classification CR of each other. A classification CR 5 creature cannot be added to a slot that already contains a classification CR 1 creature; they are too far apart. You could add a classification CR 7 and a classification CR 8 creature to a slot, but you couldn't then add a classification CR 9 creature to it: the classification CR 9 creature is too far away from the classification CR 7 creature.

MIX AND MATCH

You can mix and match creatures of different classifications in a slot. A slot can consist of two Soldiers and one Elite, or a slot can consist of one Soldier and six Minions.

FILL YOUR SLOTS

You should do your best to fill a slot completely. D&Destiny is designed to be more fast-paced than regular 5e, and many character features and weapon perks can be invoked when a character kills or reduces a creature to 0 hit points. Even if it may seem ridiculous to 'pad out' a slot with Minions or Soldiers, by doing so you actually help ensure your players get to use the full extent of their features and weapons in combat.



BALANCING WITH SLOTS

Once you have one or more slots filled, you're going to determine the difficulty of the encounter using the slot CR instead of the individual CRs of all creatures in the slot. For example, imagine you've built an encounter that contains a single slot worth of creatures, and the slot contains one classification CR 8 Elite and four classification CR 7 Soldiers. The slot CR in this case is 8, which means the slot as a whole is worth 3,900 XP. Use that XP when determining how difficult the encounter is for the fireteam and for determining how much XP to award the fireteam if they defeat all creatures in the slot, if you're using XP instead of milestones.

Another example: imagine you've built an encounter that has two slots worth of creatures. Slot A has eight classification CR 7 Minions, meaning the slot CR is 7 (2,900 XP); Slot B has one classification CR 9 Elite and one classification CR 10 Elite, meaning the slot CR is 10 (5,900 XP). In this case you would calculate the total XP of the encounter as:

$$(2,900 + 5,900) \times 1.5 = \mathbf{13,200 \text{ XP}}$$

Under normal 5e doctrine, when you have multiple creatures in an encounter, you need to multiply the amount of XP the encounter is worth by a given modifier, which is determined by the number of creatures in the encounter. Under the classification system, you simply treat each slot as a 'creature' for determining what the encounter multiplier is. 1.5 is the encounter multiplier for 2 creatures, so we use it as the multiplier for our two slots.

EXTRA CREATURES

Though it's advised you always use complete slots in an encounter, sometimes it doesn't make narrative sense for there to be exactly one slot's worth of creatures in an encounter. In these cases, whatever creatures don't fit into a slot are treated normally (refer to the creature's individual CR) when determining the encounter's difficulty and how much XP it's worth.

Example: your encounter contains five CR 6 Minions and two CR 7 Soldiers. You can fit two of the soldiers and four of the minions into a single slot, which will have a slot CR of 7. There's one leftover CR 6 Minion. Because the Minion can't fit into a complete slot, you use the XP of the Minion's individual CR instead, meaning you have one CR 7 slot (2,900 XP) and one CR 2 creature (450 XP) in the encounter. The encounter's XP would be calculated as:

$$(2,900 + 450) \times 1.5 = \mathbf{5,025 \text{ XP}}$$

ULTRA CREATURES

An Ultra creature is a particularly powerful entity defined by its multiple pools of health points. They serve as powerful opponents, and sometimes even have special ultra actions or enraged actions that only an ultra creature can perform.

CLASSIFICATION CR

An Ultra creature's classification CR is not a representation of when it's a good fight for a fireteam of four player characters at an equal level. Instead, their classification CR is a measurement of the minimum level player characters should be before fighting the monster. The closer player characters are to the monster's individual CR, the more of a fair fight it'll be.

HEALTH POINT POOLS

The defining characteristic of an Ultra creature is its multiple health point pools. These pools, along with any potential energy shield points, form the creature's total hit points.

Each individual pool is tracked separately. All damage and healing must be completely applied to one pool at a time, starting with the leftmost pool listed on the monster's health point line and going to the right. Once a pool is reduced to 0, that pool cannot receive any healing until the Ultra creature completes a long rest.

If an Ultra creature takes more damage than what it had remaining in its current health point pool, the leftover damage is ignored. Any future damage is applied to the next available health point pool.

ULTRA BREAKTHROUGH

When one of an Ultra creature's health point pools is reduced to 0, all ongoing conditions immediately end for it.

ENERGY SHIELDS

An Ultra may have energy shields in addition to its multiple pools of health. Damage is always applied to the energy shields first, with any leftover damage applied to health as normal. Likewise, Ultra creatures only recover energy shield points when they complete a brief rest, or when a feature, action, or other source specifically allows them to recover energy shield points.

ULTRA ACTIONS

Some Ultra creatures have access to a special type of action called an **ultra action**. If one of the Ultra creature's health point pools is reduced to 0, but the Ultra creature itself is not reduced to 0 hit points, it may immediately use one of its ultra actions, interrupting the current turn to do so. Once the ultra action is complete, the current turn resumes as normal.

ENRAGED ACTIONS

Another type of special action an Ultra creature may have is an **enraged action**. When an Ultra creature is reduced to 0 total hit points, it may drop to 1 health point instead and immediately enact its enraged action, interrupting the current turn in order to do so. After resolving the enraged action, the current turn resumes as normal. Once an enraged action has been used, it cannot be used again until the Ultra creature completes a long rest.

SUMMONED CREATURES

Sometimes, one creature will be able to teleport or transmat one or more other creatures to a location near it, an act referred to as summoning creatures. The creatures teleported or transmatted in this way are called **summoned creatures**.

A summoned creature is always friendly to its summoner, always appears in an unoccupied space within the indicated range, and does not take turns in the initiative order or reactions throughout the round. Instead, it can spend movement at the end of its summoner's turn. At the end of its movement, each summoned creature can choose to automatically deal an amount of damage to another creature, so long as that other creature is within range of an attack the summoned creature has in its stat block. For example, if a summoned creature only had melee attacks in its stat block, it would need to be within 5 feet of a creature in order to deal damage to it.

A creature must have an attack in order to be a summoned creature.

DAMAGE DEALT

The amount of damage a summoned creature deals is determined by its classification CR, as seen in the Damage of Summoned Creatures table below. The type of damage dealt is determined by the attack the creature has.

If the creature has more than one attack, only pick one when determining the range the creature must be in and the type of damage being dealt.

If a creature's attack deals more than one type of damage, evenly split the amount of damage dealt between the different types. For odd splits, such as trying to split 5 damage between two types, the majority of the damage should come from the first type listed in the attack. In this example, the creature would deal 3 damage of the attack's first type and 2 damage of the attack's second type.

DAMAGE OF SUMMONED CREATURES				
Classification CR	Minion Damage	Soldier Damage	Elite Damage	Major Damage
0-4	1	2	4	6
5-10	2	4	6	8
11-16	4	6	8	10
17+	6	8	10	12

FEATURES AND REACTIONS

Many creatures, particularly player characters, have features or reactions they can invoke in response to a creature attacking them. Though summoned creatures don't make attack rolls in order to deal their damage, you should still consider them to be making attacks, and allow features and reactions to be invoked appropriately.

DISADVANTAGE EFFECT

If something were to grant a summoned creature disadvantage on a would-be attack roll, such as the summoned creature being Blinded or a defender invoking Selfless, that summoned creature deals no damage instead.

OTHER MECHANICS

These are assorted additional mechanics that apply in D&Destiny.

PROFICIENCY BONUS

The proficiency bonus a monster gets is determined by its classification CR, not its individual CR. Each monster's proficiency bonus is listed in its stat block.

RECHARGE ROLLS

Whenever an ability calls for a recharge roll, the size of the recharge die will be listed after the word 'Recharge,' and the minimum recharge value will appear in brackets after that. For example, **Feature (recharge d6 [5])** means that, to make a recharge roll for this feature, the creature rolls a d6, and must roll a 5 or higher to regain use of the feature.

Recharge rolls happen at the start of the creature's turn.

A creature cannot roll to recharge a feature, action, or other source if they are already concentrating on it.

ENERGY SHIELDS

Like Risen, creatures can benefit from energy shields, though a creature's energy shield is rarely a result of the Light. Instead most creatures with energy shields use advanced technology or powers from the Darkness.

Shields First, then Health. If a creature with energy shields takes damage, that damage is applied

to its energy shield points first, then any remainder is applied to its health points.

Energy Shield Alignment. All energy shields made from non-Light sources have a particular alignment, which is stated after the energy shield point total. Creatures that have at least 1 point in their energy shields are vulnerable to damage that matches their energy shield alignment, but have a resistance to all other damage types.

If a creature's energy shields have no alignment, that means they are Light-based energy shields, and you treat them the same way you treat the energy shields of Risen: they provide no inherent vulnerabilities or resistances to the creature.

Natural Resistances, Weaknesses, and Vulnerabilities. A creature may have both energy shields and a resistance, vulnerability, or weakness to one or more damage types listed in its stat block. While such a creature has at least 1 point remaining in its energy shields, you ignore its resistances, vulnerabilities, or weaknesses and only consider the effect of the energy shields. When the energy shields are depleted, damage then takes into account the resistances, vulnerabilities, or weaknesses listed in the creature's stat block.

Recovering Energy Shields. Just like with Risen, a creature's energy shield points are fully restored when the creature completes a brief rest. When in initiative, a creature's energy shields are only restored when an action, feature, or other source allows them to be.

Revealing Energy Shield Alignment. When a creature with energy shields takes damage, its energy shields will briefly flare around it, becoming visible for the duration of the damage. The alignment of the energy shields determines the color they appear as when this happens.

Alignment	Color When Visible
Arc	Blue
Kinetic	Grey
Solar	Orange
Void	Purple
Unaligned	None; does not become visible

AUTOMATIC FIRE

If a monster's weapon has the Automatic Fire property, this is represented by appending the dice rolled with 'd1,' which means 'drop 1.' For example, a monster with an auto rifle attack would have the dice formula for its auto rifle listed as 2d6d1: roll two d6s, then drop the lowest.

INHERENT BONUSES

Some monsters have an inherent bonus to hit, a bonus to a DC, or even do an amount of bonus damage with certain weapons. However, rather than list all these features individually, the effect of these features is simply folded into the stats of the

monster.

To know what the properties and perks of a monster's weapon are without these inherent features, refer to the *Architect's Guide*.

EXPLOSIVE DAMAGE

If a creature has a resistance, vulnerability, or weakness to explosive damage, then all sources that deal damage that have the explosive modifier are affected by that resistance, vulnerability, or weakness. For example, if a creature has a resistance to explosive damage, then all sources that deal explosive damage (explosive arc, explosive kinetic, etc.) deal half as much damage to the creature than normal.

Having Vulnerability and Resistance. If a creature is vulnerable to explosive damage, but has a resistance to a damage type that has the explosive modifier, then the creature takes normal damage from that source. For example, if a creature has a resistance to arc damage and a vulnerability to explosive damage, the creature would take damage normally if struck with explosive arc damage; the resistance and the vulnerability cancel each other out.

The inverse (being vulnerable to a given damage type, but having a resistance to explosive damage) also results in the two aspects canceling each other out.

Having Both Vulnerability and Resistance. When it comes to having a vulnerability or resistance to both a damage type and the explosive modifier, the effect does not stack.

HOVER SPEED

Creatures with a hover speed typically levitate up to two feet off the ground and are immune to falling damage while not Incapacitated. They can hover in place. They cannot hover over deep liquids, such as a lake, or if they are Incapacitated. Creatures with a hover speed move normally over shallow liquids such as puddles or brooks.

Unless otherwise stated, assume a creature hovers one and a half feet off the ground. Hovering creatures ignore the effects of difficult terrain if the difficult terrain is not high enough to reach their body.

MOUNTED SPEED

A creature with a mounted speed is fixed in its position. It cannot move on its own and it cannot gain any benefit to its speed(s) or movement. Mounted creatures automatically succeed all Strength saving throws, and automatically fail all Dexterity saving throws.

A mounted creature that can hover can be mounted in the air, such as a shrieker hovering over a door.

D&DESTINY SPELLS

The following spells appear on monsters and are unique to D&Destiny. Other spells can be found in the core 5e materials or the 5e Systems Reference Document (SRD).

BROOD SPIKES

4th level evocation

Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Concentration, up to 10 minutes
Appears On: brood queen

You create a 20-foot square of void spikes 5 feet high centered on a solid surface you can see within range. The spikes create paracausal difficult terrain, and disappear when the duration expires or your concentration ends. When a creature enters the spikes' area for the first time on a turn or starts its turn there, it must make a Charisma saving throw. On a failed save, the creature takes 9 (2d8) void damage and also becomes Poisoned until the start of its next turn. On a successful save, the creature takes half as much damage and is not Poisoned.

For every 5 feet a creature moves in the spikes' area, it takes 4 (1d8) void damage. If your concentration on this spell is broken, any Poisoned creatures are immediately no longer Poisoned.

SHROUD OF DARKNESS

5th level evocation

Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Concentration, up to 10 minutes
Appears On: brood queen, taken wizard, wizard

Magical darkness spreads from a point you choose within range to fill a 15-foot-diameter sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Creatures of your choice within the shroud must succeed on a Constitution saving throw or become Poisoned and Restrained by the shroud for the duration. At the end of each of its turns, a creature can make another Constitution saving throw. On a success, the spell ends on the target. Creatures are affected even if they hold their breath or don't need to breathe.

Creatures Poisoned in this way take 1d6 poison damage at the start of each of their turns.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the diameter of the effect by 10 feet for each slot level above 5th. Targets also take an additional 1d6

poison damage from the spell for each slot level above 5th.

DEATHSONG

9th level conjuration

Casting Time: 1 action
Range: 500 feet
Components: V
Duration: Concentration, 10 minutes
Appears On: death singer

You sing the essence of death to inflict upon others. When you cast this spell, and at the beginning of each of your subsequent turns, all creatures of your choice who are within range must make a Charisma saving throw. On a failed save, creatures gain 1 level of Death Singer's Dirge. If a creature accumulates 6 levels of Death Singer's Dirge, it is immediately reduced to 0 hit points and automatically fails 3 death saving throws (or RTL Light saving throws, for Risen creatures).

While concentrating on this spell, your movement is halved, and you cannot take any actions or reactions, or make attack rolls or damage rolls.

When this spell ends, all creatures that are still living and who were affected by it immediately lose any accumulated levels of Death Singer's Dirge, and must make a Constitution saving throw. On a failed save, a creature gains a number of levels of exhaustion equal to half of the accumulated levels of Death Singer's Dirge lost.

MONSTER DISTRIBUTION

Class. CR	Minion	Soldier	Elite	Major	Ultra
0	Sentry shank Larva worm Nessian toad Batdactyl				
1	Dreg Shank Pilgrim Frame Bee	Wretch	Awoken Corsair	Swarm of batdactyls	
2	War beast Thrall Shadow thrall Iron wolf	Bomb shank Combat frame City militiaman	Repeater shank	Swarm of shanks	
3	Hoarfrost thrall	Shielding servitor Vandal Cursed thrall Scorpius turret Taken thrall	Alpha war beast Farpiercer	Swarm of thralls Taken cursed thrall Taken human Swarm of bees	
4	Legionary Rampant goblin Shadow beast	Tracer shank Cursed hoarfrost thrall	Volcanic scorpius turret Marauder Heavy shank Spawn clutch	Servitor Swarm of bomb shanks	S.A.B.E.R.-2
5	Acolyte	Psion Goreseeker Belching thrall Fanatic Rampant hobgoblin	Phalanx Captain Shrieker Taken vandal	Silent Fang Swarm of hoarfrost thralls Pilot servitor	Walker
6	Goblin Taken psion	Engineer Shank master Attendant Harpy Taken dreg	Centurion Field scout Tortured spawn clutch Taken phalanx	Swarm of cursed hoarfrost thralls Swarm of Taken psions Taken captain	Sepiks Prime Combustor
7	Shadow dreg	Gladiator Squire Taken acolyte	Shock servitor Hoplite Adherent Hobgoblin Taken gladiator	Archon Ogre Colossus Cyclops Taken centurion	Phantasm Kell
8	Hallowed thrall	Venatrix Rampant minotaur Taken goblin	Baron Headhunter Knight Taken harpy	Prime servitor Taken knight	Taniks the Scarred Taken baron Valus
9		Stygian	Jumper Incendior Minotaur Taken hobgoblin Wizard	Mourner	Phogoth, the Abomination
10		Psionic war beast	Vanquisher	Tyrant Darkblade	Axis Harpy
11		Inhibitor	Taken minotaur Null servitor	Hydra	Mind Flayer
12		Supplicant	Wyvern	The Hated	Axis Minotaur
13				Taken hydra Gate lord	Taken hallowed ogre
14					Alak-Hul
15				Taken wizard	
16					Axis Hydra

MONSTER DISTRIBUTION CONT.

Class. CR	Minion	Soldier	Elite	Major	Ultra
17				Scorch servitor	
18					Deathsinger
19				Gorgon	
20					Brood queen
21					Brood prince
22					
23					
24					Xol, Will of the Thousands
25					
26					
27					
28					
29					
30					

CHAPTER 1: ELIKSNI

Before the Traveler came to our solar system, it visited many other worlds, pouring out the gift of its Light upon the species it chose to help flourish. The Eliknsi were one such race, and in the era of the Traveler's residence with them, they enjoyed their own golden age of incredible technological and cultural advancement. A society of noble houses prospered, united in reverent worship of the Great Machine that graced their skies.

All this ended with shattering suddenness in the Whirlwind: a time of profound calamity during which the Traveler departed, fleeing the pursuing Darkness, and the civilization it had nurtured utterly collapsed. Abruptly deprived of the Traveler's presence and protection, the Eliknsi felt themselves diminished, and became the Fallen. Desperate to maintain their identity and restore their halcyon way of life, the surviving Fallen houses departed their home in search of their lost Great Machine.

However, catastrophe, deprivation, and the long exodus through untold reaches of interstellar cold took their toll. The aristocratic order of the once proud houses became a murderously strict hierarchy, and reverential adoration of the Traveler devolved into fanatical devotion to servitors—spheroid machines made in the Traveler's image which produce and distribute the ether Fallen require to survive—and the high-status archons who maintained them. By the time the Fallen tracked the Traveler to Earth, they had become ruthlessly vicious scavenging pirates.

The Fallen arrived on Earth during our Dark Age, when the survivors of humanity were mostly scattered and the Last City was only beginning to take shape. Disordered and fractious, they were unable to reclaim the Traveler outright, but immediately established themselves as the most dangerous threat in the wilds. In time, as the City has grown strong and its Guardians banded together, the Fallen too gather their forces in more concerted campaigns. Some, like the House of Devils, are particularly bent on humanity's destruction, while other groups seem more interested in reconsolidating Eliknsi society, even if it means abandoning old ways. Whatever their disposition, the Fallen have settled throughout the system. There seems to be little chance they will ever depart.

The Eliknsi are an insectoid species with partial exoskeletal plating, four eyes, and six limbs, each of which ends in a three-digit appendage. They are adapted for upright bipedal walking, and use their middle and upper limbs as arms. Though they can eat other food, they rely on ether, an apparently synthetic gaseous substance, for all their nutritional needs. The physical stature of individual Eliknsi is directly related to the amount of ether they consume—and thus the rationing of ether is used to enforce the hierarchy of ranks. Low-ranking Fallen are comparable in size to humans, but well-fed Fallen commanders easily tower well above typical

human height.

Prominent known Fallen houses include the House of Wolves, the House of Kings, the House of Winter, the House of Exile, and the infamous House of Devils. Many smaller and lesser-known houses exist, though, and Vanguard intelligence has never been able to definitively determine their number. Although generally all Fallen are thought to be inimical toward humans, their motivations and allegiances are fluid and complex, and sometimes Eliknsi and Guardians find themselves with other enemies in common. Though fears that Fallen kill humans on sight are well founded, there are also tales of pilgrims who swear they were saved or protected by Fallen in the wilds. Some Guardians contend that cooperation with the Eliknsi is possible, and could even pave the way for eventual peace and reconciliation—although most in the Last City dismiss, if not condemn, such views.

ARCHON

Each Fallen house is headed by a kell, but the kell does not rule alone. Though subordinate, the archon—master of the house's servitors, and caretaker of its prime servitor in particular—holds immense sway. Among the highest-ranking of all Fallen, and in direct control of the ether supply, archons receive rich rations and the best equipment. They reach heights over ten feet, and are notable for their fine armor. Their headgear is almost always connected to a personal ether supply, and features distinctive two-pronged crests.

Archons do not frequently engage in combat, but Guardians' encounters with them have proven they are more than capable fighters. It is not known how an archon is chosen, but qualification likely requires surviving intense internecine contests and formal tests of mettle as ferocious as those expected for any other high place in Fallen leadership. Even if they do not often appear in the field, archons certainly can and will fight well, and pose a grave challenge. Riksis, archon of the House of Devils, is known to collect Guardians' skulls after dealing them their final deaths, and Aksor of House Wolves is infamous for his widespread slaughter on Earth and in the Reef.

The position of archon was once a vaunted spiritual station in classical Eliknsi society. This high priesthood not only survived in the Fallen hierarchy, but became more important as the Fallen's reliance upon servitors deepened. An archon chiefly tends to the house's prime servitor, and is said to represent its will. It is hotly debated whether this means archons communicate their kells' wishes to the primes and interpret their responses, or if archons control the primes to some degree, using their nearly godlike status to lend authority to their own directives.



ARCHON

Huge Elikzni

Armor Class 16 (heavy armor)
Energy Shields 63 (6d12+24) void
Health Points 105 (10d12+40)
Speed 30 ft., climb 20 ft.

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

Saving Throws Wis +8, Cha +7

Skills Insight +8, Perception +8, Religion +11, and any four others

Vehicle Proficiencies ketch

Condition Immunities Frightened

Senses darkvision 300 ft., passive Perception 18

Languages Elikzni and any one other

Challenge Individual CR 7 (2,900 XP), Classification CR 7 Major (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Presence of the Archon. Allied creatures who are within 120 feet of the archon, and who can clearly hear or see the archon (including the archon), receive the following benefits while the archon is not Incapacitated:

- They are immune to being Frightened. If they were already Frightened when they moved within range of the archon, the effect immediately ends for them.
- If they have the option to make a saving throw at the end of their turn to end an effect on themselves, they can make that saving throw at the start of their turn instead. Creatures who benefit from this effect can have advantage on their saving throw.

Perseverance (2/long rest). If the archon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The archon can use its teleport. It then takes two shots with its shock rifle.

Shock Rifle. *Firearm Weapon Attack:* +8 to hit, scope 15/120/240 (medium), one target. *Hit:* 9 (1d8+5) arc damage.

Teleport. The archon teleports to an unoccupied space it can see within 60 feet, taking all carried and worn equipment with it.

LEGENDARY ACTIONS

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

Open Fire. The archon makes a firearm weapon attack.

Recovery Blink (costs 2 actions). The archon teleports to an unoccupied space it can see within 30 feet, taking all carried and worn equipment with it. It recovers 39 (6d12) shield points when it does this and can change the alignment of its energy shields to arc, solar, or void.

Direct Attack (costs 3 actions). Up to four allies of the archon, who view the archon as their superior and whose individual CR is less than the archon's individual CR, can take an action other than a multiattack action.

BARON

The highest-ranking of subordinate commanders below the kell in traditional Eliknsi hierarchy, barons are well fed, well supplied, and very well practiced in pitiless leadership—and accordingly they make daunting adversaries. Barons grow to around ten feet or taller, allowing them to carry their choice of Fallen armaments and wear exceptionally strong armor, which usually incorporates a mobile ether supply. Their great stature, high-crested helms, and cloaks or bannered marks of status readily distinguish them on the battlefield.

While the title of baron is derived from classical Eliknsi aristocracy, there is nothing genteel about Fallen barons as they now exist. Barons serve as field commanders for their kells, often granted personal control of a ketch to launch and support the Fallen's characteristic highly mobile operations. Attaining the rank of baron entails a brutal climb through the Fallen pecking order, and thus barons are not only skilled tacticians, but voracious pirates and accomplished warriors as well. Many often elect to take to the field themselves, whether in a skiff-borne landing party or even piloting a walker for full-scale engagements.

BARON

Large Eliknsi

Armor Class 16 (heavy armor)

Health Points 85 (10d10+30)

Speed 30 ft., climb 20 ft.

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

Saving Throws Str +7, Con +6, Cha +6

Skills Athletics +7, Intimidation +6, Perception +5, and any three others

Vehicle Proficiencies heavy pike, skiff

Senses darkvision 200 ft., passive Perception 15

Languages Eliknsi

Challenge Individual CR 5 (1,800 XP), Classification CR 8 Elite (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Perseverance (1/long rest). If the baron fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The baron can use its Commanding Presence. It then takes two shots with its shrapnel launcher.

Shrapnel Launcher. *Firearm Weapon Attack:* +7 to hit, scope 15/25/40 (close), one target. *Hit:* 15 (2d10+4) solar damage.

Commanding Presence (1/brief rest). For 1 minute, the baron can utilize its natural presence and commanding words to bolster allies. Whenever a nonhostile creature that the baron can see makes an attack roll or saving throw, the creature can add a d6 to its roll, provided it can hear and understand the baron. A creature can benefit from only one Commanding Presence die at a time. Once a creature uses a Commanding Presence die, it must wait until the start of its next turn before it can use one again. This effect ends early if the baron is Incapacitated.

REACTIONS

Blink (5/brief rest). If the baron is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 30 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the baron's saving throw.

CAPTAIN

Medium Eliknsi

Armor Class 15 (heavy armor)
Energy Shields 39 (6d8+12) arc
Health Points 58 (9d8+18)
Speed 30 ft., climb 30 ft.

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

Saving Throws Str +6, Dex +4
Skills Athletics +6, Intimidation +5, Perception +5, and any two others
Vehicle Proficiencies heavy pike, pike, skiff
Senses darkvision 120 ft., passive Perception 14
Languages Eliknsi, understands some City Common
Challenge Individual CR 3 (700 XP), Classification CR 5 Elite (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Vicious. Once on each of the captain's turns, it can increase the amount of damage it does with a successful weapon attack by 7 (2d6). The captain can choose to do this after it makes its attack roll, but before it rolls damage.

ACTIONS

Multiattack. The captain makes two weapon attacks.

Shock Rifle. *Firearm Weapon Attack:* +6 to hit, scope 15/120/240 (medium), one target. *Hit:* 7 (1d8+3) arc damage.

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

REACTIONS

Blink (3/brief rest). If the captain is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 10 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the captain's saving throw.

CAPTAIN

Captains are the most common class of Fallen squad leader—though they function more like pirate chiefs than military officers. Depending upon the performance of their subordinates, captains receive enough ether to reach a healthy height around eight to ten feet. They are occasionally permitted their own personal ether supplies, so the ether tubes connected to their crested headgear sometimes indicate their rank. Any arms that were docked will have been regrown or mechanically replaced in the course of earning their captaincy. They are usually well equipped, since they have the opportunity to skim from the salvage collected by their crews.

Although captains carry out their superiors' orders during coordinated operations, much of the time they have free reign to take their crews wherever their skills will carry them in pursuit of acquisition by salvage, thievery, or raid. Captains are assessed according to the richness of their plunder, and they in turn reward and punish their crews according to their success or failure in this constant piracy. As such, while captains' underlings are often fawningly eager to please their overseers with good loot or vicious slaughter, the coherence and stability of a crew can be wildly variable. Most keep their crews in line with a disciplinary deathgrip, though some captains are said to command genuine loyalty.

DREG

Lowest in the Fallen hierarchy, and most numerous among Fallen foot soldiers, dregs are those who have been docked—had their arms surgically or violently removed—whether as punishment or simply for lack of status. Reduced to a single pair of arms (almost always the upper ones) and starved of ether, dregs stand just five or six feet tall. They are permitted only small weapons and minimal armor. They fight and scavenge ferociously in desperate hope of attaining higher rank, and with it the restoration of their lost limbs with mechanical prostheses, or an increase in ether rations sufficient to regrow them.

Docking is not merely a punitive measure: removing the arms stunts growth, reducing the amount of ether the individual requires to survive. It is believed the practice originated for this reason in the wake of the Whirlwind, when resources were suddenly perilously short and Eliknsi survival demanded brutal conservation. While docking is profoundly humiliating, especially when administered punitively, Fallen sensibility accords a bitter recognition to so-called dreg strength: the grave fortitude required to claw back higher status and survive to regrow docked arms.

FARPIERCER

Vandals who specialize as snipers using the wire rifle, the deadliest of Eliknsi precision weapons. As the name implies, wire rifles fire superheated metal filaments charged with arc energy. These projectiles are precise and penetrating, and farpiercers use them to lethal effect.

As is typical of universally common sniper tactics, farpiercers are often deployed to provide cover fire from superior vantage or to stand guard over lower ground. However, they also play an offensive role in maneuvers Fallen crews frequently use to entrap enemies like prey. In this role, the farpiercers wait out of sight while the rest of the crew draws the enemy into range, either chasing or allowing themselves to be pursued. By the time the farpiercers open fire, it is already too late to escape their rain of arc bolts.

JUMPER

A smaller, nimbler cousin of the Fallen walker, designed for difficult terrain. Jumpers are built with the same basic concept as walkers, and even use many of the same components, but forgo heavy weapons for a more compact construct capable of startling speed and astounding agility. The jumper has four of the same heavily reinforced legs used by walkers, attached to a central thorax about a third the size of a walker's main body. This is ringed with optical sensors, giving the jumper panoramic vision critical to plotting its rapid, extremely mobile maneuvers. Atop the body it carries a swivel-

DREG

Medium Eliknsi

Armor Class 13 (light armor)
Health Points 7 (2d8-2)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	9 (-1)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +3
Vehicle Proficiencies heavy pike, pike
Senses darkvision 60 ft., passive Perception 11
Languages Eliknsi
Challenge Individual CR 1/8 (25 XP), Classification CR 1 Minion (200 XP)

Proficiency Bonus	Hack DC
+2	—

Mob Mentality. The dreg has advantage on weapon attacks it makes against a target, if the target has been attacked by an ally that is within 5 feet of the dreg before the start of the dreg's turn.

ACTIONS

Shock Pistol. *Firearm Weapon Attack:* +3 to hit, scope 20/30/40 (close), one target. *Hit:* 4 (1d6+1) arc damage.

Shock Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., thrown 20/30 ft., one target. *Hit:* 3 (1d4+1) arc damage.

FARPIERCER

Medium Eliknsi

Armor Class 14 (light armor)
Health Points 44 (8d8+8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Str +3, Dex +5
Skills Acrobatics +5, Athletics +3, Perception +4, Stealth +5
Vehicle Proficiencies heavy pike, pike
Senses darkvision 80 ft., passive Perception 14
Languages Eliknsi
Challenge Individual CR 1 (200 XP), Classification CR 3 Elite (700 XP)

Proficiency Bonus	Hack DC
+2	—

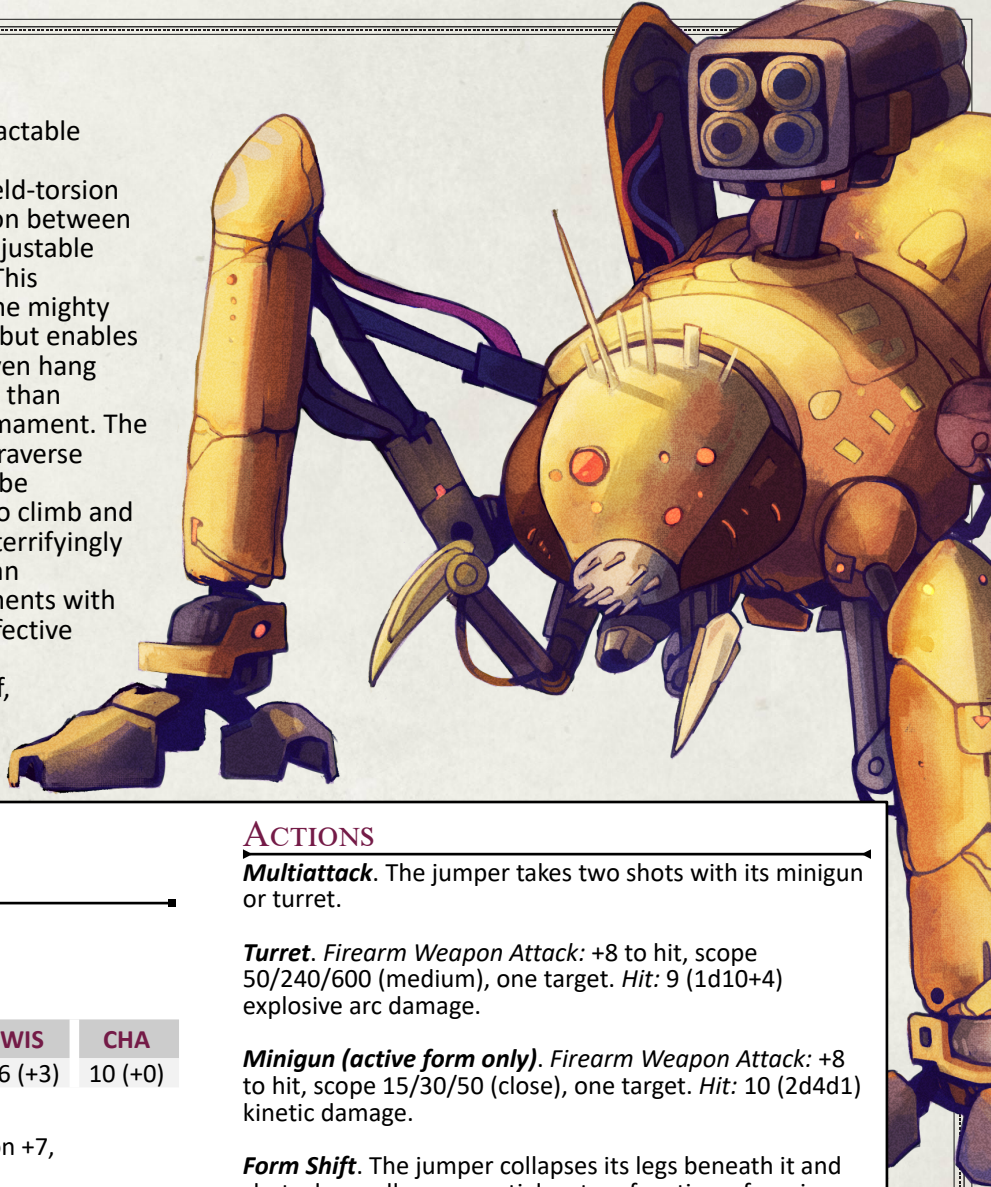
Superior Tactics. The farpiercer can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn.

ACTIONS

Wire Rifle. *Firearm Weapon Attack:* +5 to hit, scope 15/120/340 (long), one target. *Hit:* 10 (2d6+3) arc damage.

mounted turret gun and a pair of retractable manipulator arms.

Jumpers' legs are modified with field-torsion enhancements that manipulate tension between subatomic particles to give it finely adjustable control over the traction of its steps. This technology not only makes possible the mighty leaps for which the jumper is named, but enables them to climb vertical surfaces and even hang upside down. Its extreme agility more than compensates for its relatively light armament. The Fallen can deploy jumpers to rapidly traverse almost any kind of terrain that would be impassable on foot, and their ability to climb and perform acrobatic leaps makes them terrifyingly well suited to ambush tactics. Guardian fireteams that have survived engagements with jumpers report that it's often most effective to direct fire at whatever a jumper is climbing, rather than the jumper itself, in hopes of causing a collapse that could crush the construct.



JUMPER

Large construct (VI, Elikzni tech)

Armor Class 17 (natural armor)
Health Points 78 (12d10+12)
Speed 35 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	13 (+1)	16 (+3)	16 (+3)	10 (+0)

Saving Throws Str +8, Dex +7, Int +7

Skills Athletics +8, History +7, Investigation +7, Perception +7

Damage Resistances arc, bludgeoning, piercing, slashing, solar, void

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Restrained

Senses darkvision 120 ft., passive Perception 17, passive scanners 5 ft.

Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	27

Multiform Creature. The jumper has two forms, active and dormant. Only certain features or actions are available for each of its forms.

All-Terrain Vehicle. The jumper can move up, down, and across vertical surfaces and upside down along ceilings without having to make an ability check. In addition, the jumper's long jump is up to 20 ft. and its high jump is up to 15 ft., with or without a running start.

Surprise Striker. The jumper has advantage on all attacks it makes against a creature it has surprised.

ACTIONS

Multiattack. The jumper takes two shots with its minigun or turret.

Turret. *Firearm Weapon Attack:* +8 to hit, scope 50/240/600 (medium), one target. *Hit:* 9 (1d10+4) explosive arc damage.

Minigun (active form only). *Firearm Weapon Attack:* +8 to hit, scope 15/30/50 (close), one target. *Hit:* 10 (2d4d1) kinetic damage.

Form Shift. The jumper collapses its legs beneath it and shuts down all nonessential system functions, focusing solely on remaining as inconspicuous as possible. This puts the jumper in its dormant form. While dormant, the jumper is considered a Medium-sized creature, its movement speed becomes 0 (it cannot gain any benefits to its movement speed), its passive scanners increase to a radius of 10 feet, and it does not appear on scanners as a living creature or machine.

If the jumper is already dormant when it uses this action, it becomes active instead.

LEGENDARY ACTIONS

The jumper can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The jumper regains spent legendary actions at the start of its turn.

Scan. The jumper scans in a 20-foot cone.

Open Fire. The jumper makes one firearm attack.

Leaping Pin (active form only, costs 2 actions). The jumper leaps at an unoccupied spot within 5 feet of a target that is within 20 feet of the jumper. The target must make a DC 16 Strength saving throw. On a failed save, they take 19 (4d8) bludgeoning damage, are knocked Prone, and become Restrained by the jumper (escape DC 16), as the jumper pins it down with a leg. On a success, they take half as much damage, are not knocked Prone, and do not become Restrained.

KELL

The tyrannical warlords who stand atop the hierarchy of the Fallen houses. As leaders their rule is absolute, and as pirate lords their might is merciless. With no restrictions on their ether intake, kells can grow to the greatest stature of any Elikśni, reaching ten feet tall or more. They are equipped with the best arms and armor available, and are usually distinguished by their large, elaborately crested headgear with the telltale tubing of an integrated personal ether supply. They wear their house banners as great cloaks or mantles, often lavishly accented with fur or other rich materials.

Although in classical Elikśni society before the Whirlwind kells may have been primarily the political leaders of their houses, they have since become more akin to feudal monarchs, acting both as political masters and field generals. As with Fallen leaders of lower standing, kells themselves must be fierce and formidable combatants. Many are survivors of the Whirlwind who have led their houses in pursuit of the Traveler since the ruin of

Riis, the Elikśni homeworld. They thus have had untold ages to hone their skill and harden their mettle as fighters. Yet kells rarely appear outside of major battles, and few Guardians have witnessed their martial prowess firsthand, let alone somehow faced one and survived to tell of it. However, even the handful of individual kells known to Guardians by name are feared almost as boogeymen.

The kells best known to humanity are naturally those whose houses are among Guardians' foremost enemies. Solkis of the House of Devils is the most infamous for his relentless attacks against humans on Earth. Draksis of House Winter is a particular scourge to Guardians because of his frequent raids on jumpship salvage operations. Craask is much less commonly known, as he prefers to keep his House of Kings out of sight. Virixas is also unfamiliar to many, if only because the House of Wolves has mainly kept to the outer solar system, where most Guardians have yet to reach. Other kells' names are known even when their houses are not, such as Drifis, called the Daring.

KELL

Huge Elikśni

Armor Class 17 (heavy armor)

Ultra Health Point Pools:

80 (7d12+35) 80 (7d12+35) 80 (7d12+35)

Speed 35 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Str +8, Dex +3, Cha +8

Skills Athletics +8, Perception +6, Religion +6, Technology +6, and any three others

Vehicle Proficiencies skiff, ketch

Damage Resistances bludgeoning, kinetic, piercing, slashing

Condition Immunities Frightened, Prone, Restrained

Senses darkvision 300 ft., passive Perception 16

Languages Elikśni and any one other

Challenge Individual CR 11 (7,200 XP), Classification CR 7 Ultra (7,200 XP)

Proficiency Bonus	Hack DC
+3	—

Presence of the Kell. Creatures of the kell's choice within 120 feet, who can clearly hear or see the kell, receive the following benefits while the kell is not Incapacitated:

- They are immune to being Frightened. If an allied creature was already Frightened when it moves within range, the effect immediately ends for it.
- When they make an attack roll, they score a critical hit on a roll of 19 or 20 on the d20.

ACTIONS

Multiattack. The kell can use its bellow. It then takes two shots with its shrapnel launcher.

Shrapnel Launcher. *Firearm Weapon Attack:* +8 to hit, scope 15/25/40 (close), one target. *Hit:* 10 (1d10+5) solar damage.

Kell's Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) arc damage.

Bellow. Each creature of the kell's choice within 300 of it and able to clearly hear it must make a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the kell's bellow for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The kell makes a Wisdom (Perception) check.

Teleport. The kell teleports to an unoccupied space it can see within 90 feet, taking all carried and worn equipment with it.

Thunderous Stomp (costs 2 actions). The kell stomps down with all its might. All creatures within 10 feet make a DC 16 Strength saving throw. On a failed save they take 22 (5d8) bludgeoning damage and are pushed back 10 feet, where they fall Prone. On a success they take half as much damage and are not pushed back.

ULTRA ACTIONS

If one of the kell's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Takedown. The kell uses its teleport and then makes two melee attacks against one target within reach. Each attack that hits has its damage increased by 9 (2d8).

MARAUDER

Medium Eliknsi

Armor Class 14 (light armor)

Health Points 16 (3d8+3)

Speed 30 ft., climb 30 ft.

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

Saving Throws Str +4, Dex +5

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

Vehicle Proficiencies heavy pike, pike

Senses darkvision 120 ft., passive Perception 15

Languages Eliknsi

Challenge Individual CR 2 (450 XP), Classification CR 4 Elite (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Superior Tactics. The marauder can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn.

ACTIONS

Shrapnel Launcher. *Firearm Weapon Attack:* +5 to hit, scope 15/25/40 (close), one target. *Hit:* 8 (1d10+3) solar damage.

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

Cloak (concentration). The marauder disappears in a shimmer of bent light, granting itself active camouflage for the next minute.

MARAUDER

Infiltration and close-quarters specialists favored for sneaking theft and surprise attacks alike. Marauders are low in the Fallen ranks, but receive enough ether to grow six or seven feet tall, and usually possess all four of their arms. Lightly equipped for swiftness and stealth, by the time marauders are spotted, it is usually too late. Once they engage, they fight with tactics meant to disorient and unbalance their opponents.

Despite their piratical ways, most Fallen still cherish the concept of noble honor as they remember it from the time of their golden age. As such, some houses regard marauders with distaste and refuse to outfit crews for the role. Others believe they are an essential adaptation to the Fallen's strained circumstances. A few simply delight in the sharp-edged fear marauders inspire among refugee encampments and caravans on Earth.



S.A.B.E.R.-2

A prototype autonomous heavy combat drone built specifically to breach the defenses of the warmind Rasputin and infiltrate Golden Age installations beneath the Cosmodrome. It takes its basic body plan from the much smaller shank, but at about eight feet wide, S.A.B.E.R.-2 is an entirely different beast in terms of armor, armament, and capabilities. Like a shank, it consists of a rounded primary hull supported in hovering flight by two rearward turbine engines attached by short pylons on either side. Two additional forward-mounted turbines provide greater thrust and improved maneuverability despite the unit's considerable mass. Instead of the lesser shank's simple faceplate, the nose of S.A.B.E.R.-2's main hull is studded with an array of compound sensor nodes. Its main weapons are a solar-charged heavy wire rifle, mounted atop the primary hull, and a pair of underslung void rotary guns.

S.A.B.E.R.-2 is the result of an unusually concerted engineering project within the House of Devils. After suffering years of heavy losses, including their kell, archon, and prime servitor in succession, a group of aspiring Devil archons constructed a series of heavy shank prototypes using repurposed servitor parts and scavenged Cosmodrome materials. S.A.B.E.R.-2 was specially outfitted with a suite of cyberwarfare technology purpose-built to crack Rasputin's security so the Devils could gain entry to warmind bunkers in the Cosmodrome and possibly even take control of the warsat network.

MULTIFORM ULTRA CREATURE

S.A.B.E.R.-2 is an Ultra creature whose multiple pools of hit points correspond to different configuration forms. Its first pool of hit points represents its Wire form, its second pool of hit points represents its Turret form, and its third and final pool of hit points represents its Shock form.

Each form has its own stats and is listed as a separate stat block. If damage reduces S.A.B.E.R.-2's current form to 0 hit points, it gains all the effects of an Ultra creature that lost a hit point pool and it immediately shifts into its next form, if possible. S.A.B.E.R.-2's current hit points become equal to the hit points listed for its next form.

S.A.B.E.R.-2, WIRE FORM

Large construct (VI, Eliknsi tech, shank)

Armor Class 17 (natural armor)

Health Points 52 (7d8+21)

Speed fly 30 ft. (can hover)

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

Saving Throws Dex +4, Con +5

Skills History +7, Perception +5, Technology +7

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained

Senses darkvision 120 ft., passive Perception 15, passive scanners 5 ft.

Languages Eliknsi, Russian

Challenge Individual CR 7 (2,900 XP), Classification CR 4 Ultra (2,900 XP)

Proficiency Bonus	Hack DC
+2	27

Shank Networking (range 120 ft.). S.A.B.E.R.-2 acts as a networking hub for all local shank units of its choice. Shanks that are networked with S.A.B.E.R.-2 have advantage on attack rolls they make against targets that S.A.B.E.R.-2 can perceive.

ACTIONS

Multiattack. S.A.B.E.R.-2 begins Aiming without spending movement. It then takes two shots with its wire rifle.

Wire Rifle. *Firearm Weapon Attack:* +8 to hit, scope 15/120/340 (long), one target. *Hit:* 13 (2d6+6) solar damage.

S.A.B.E.R.-2, TURRET FORM

Large construct (VI, Elikzni tech, shank)

Armor Class 16 (natural armor)

Health Points 45 (7d8+14)

Speed fly 30 ft. (can hover)

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

Saving Throws Dex +5, Con +4

Skills History +6, Perception +4, Technology +6

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained

Senses darkvision 90 ft., passive Perception 14

Languages Elikzni, Russian

Challenge Individual CR 7 (2,900 XP), Classification CR 4 Ultra (2,900 XP)

Proficiency Bonus	Hack DC
+2	25

Shank Networking (range 120 ft.). S.A.B.E.R.-2 acts as a networking hub for all local shank units of its choice. Shanks that are networked with S.A.B.E.R.-2 have advantage on attack rolls they make against targets that S.A.B.E.R.-2 can perceive.

ACTIONS

Multiattack. S.A.B.E.R.-2 takes four shots with its turret.

Turret. *Firearm Weapon Attack:* +7 to hit, scope 30/40/75 (close), one target. *Hit:* 8 (2d6d1+3) void damage.

S.A.B.E.R.-2, SHOCK FORM

Large construct (VI, Elikzni tech, shank)

Armor Class 15 (natural armor)

Health Points 38 (7d8+7)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	9 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +6, Con +3

Skills History +1, Perception +2

Damage Resistances poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages Elikzni, Russian

Challenge Individual CR 7 (2,900 XP), Classification CR 4 Ultra (2,900 XP)

Proficiency Bonus	Hack DC
+2	23

ACTIONS

Multiattack. S.A.B.E.R.-2 moves up to 15 feet without provoking opportunity attacks. It then uses its shock.

Shock. All creatures in a 15-foot cone must make a DC 14 Constitution saving throw, taking 36 (8d8) arc damage on a failed save, or half as much on a success.

SEPIKS PRIME

The prime servitor of the House of Devils. Like all high servitors, its spherical shell is around ten feet in diameter, and its most central feature is its eye-like single combined sensor and emitter module. However, as the object of especially zealous devotion over many long years, Sepiks Prime has received extensive modification, significantly altering its outward appearance. Its eye is covered with a round plate, connected radially to three bands which stretch over its shell. The shell itself is festooned with antenna spines of various sizes. The specific functions of these prominent augmentations are not known, but given Sepiks' particularly venerated role among the Devils, and their especially strong technological fixation, there is little room to doubt that Sepiks is endowed with enhanced capabilities.

Prime servitors are the highest order of Eliknsi machine gods, and are always of immense importance to their houses. Sepiks Prime was exalted to an even greater degree after the death of the Devils' kell, Solkis, following the Battle of Twilight Gap. In the subsequent years, the House of Devils was led by its archon, Riksis, as interpreter and representative of Sepiks' will, and the Devils came to see themselves as following Sepiks directly. They viewed it as not only their provider of life-giving ether and the locus of their religious fanaticism, but also the source of their political purpose and leadership. Sepiks Prime thus became everything to the House of Devils: a leader and a sustainer and a god, which they serve with the most unswerving, obsessive worship.

Since the House of Devils is entrenched on Earth, they are in many respects the Last City's best-known enemies. Accordingly, Guardians are more likely to have heard of Sepiks Prime than any other house's prime servitor. Many have tried to hunt it down, but the Devils keep Sepiks well hidden. Most Vanguard scouts believe it likely resides somewhere in the Cosmodrome, where the Devils are the most concentrated. Their stronghold extends deep into the extensive complex of ruins, though, so the exact location of Sepiks' seat within the Devils' lair remains unknown.

LAIR ACTIONS

On initiative count 20, losing all ties, Sepiks Prime can summon 3 (1d4+1) dregs and 2 (1d4) shanks into unoccupied spaces within 60 feet via transmat.

REGIONAL EFFECTS

Altered by Sepiks Prime's dominant presence, the region around it might include any of the following extraordinary effects:

- Eliknsi creatures heal twice as much when they complete short rests in the region of Sepiks Prime, and gain up to 5 temporary hit points when they complete a long rest within the region of Sepiks

SHIELDING SERVITOR

Medium construct (AI, Eliknsi tech, servitor)

Armor Class 18 (natural armor)

Health Points 30 (4d8+12)

Speed fly 25 ft. (can hover)

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

Skills History +7, Perception +4, Technology +7

Damage Resistances bludgeoning, kinetic, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 200 ft., passive Perception 14

Languages Eliknsi

Challenge Individual CR 1/2 (100 XP), Classification CR 3 Soldier (700 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Immunity Shield (concentration, 1 minute). The servitor grants Sepiks Prime immunity to all damage and conditions while it's within 15 feet of Sepiks Prime.

Eye Blast. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 12 (2d8+3) void damage.

REACTIONS

Stay Close. If the creature benefiting from the servitor's immunity shield moves, the servitor can use its reaction to move up to 15 feet, but only if doing so allows the servitor to remain within 5 feet of the creature benefiting from its immunity shield.

Prime (does not stack). These temporary hit points are lost if the creature leaves the region of Sepiks Prime.

- Electronics and VIs become erratic, frequently glitching, shutting down, or turning off or on without prompt.
- Sepiks Prime affects the zone of the region it occupies. Light zones become Darkness zones, and Darkness zones become Oppressive Darkness zones. This change may be permanent depending on how long Sepiks Prime has occupied the region.

SEPIKS PRIME

Huge construct (AI, Eliknsi tech, servitor)

Armor Class 18 (natural armor)

Ultra Health Point Pools:

80 (7d12+35) 80 (7d12+35) 80 (7d12+35)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Con +8, Int +8

Skills Arcana +8, History +11, Perception +7, Religion +7, Technology +11

Damage Resistances arc, solar, void

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Prone

Senses darkvision 600 ft., passive Perception 17, passive scanners 10 ft.

Languages Eliknsi

Challenge Individual CR 9 (5,000 XP), Classification CR 6 Ultra (5,000 XP)

Proficiency Bonus	Hack DC
+3	—

Power Sap (range 300 ft). Electronic devices and VIs of Sepiks Prime's choice lose all power when they are within range.

Presence of Sepiks Prime. Allied creatures who are within 120 feet of Sepiks Prime, and who can clearly see it receive the following benefits while Sepiks Prime is not Incapacitated:

- They are immune to being Frightened. If an allied creature was already Frightened when it moved within range of Sepiks Prime, the effect immediately ends for it.

- If an Eliknsi takes 14 or less damage that would reduce them to 0 hit points, they are reduced to 1 health point instead. An Eliknsi must complete a long rest before they can benefit from this effect again.
- They have advantage on attack rolls they make against creatures hostile to Sepiks Prime.

ACTIONS

Multiattack. Sepiks Prime makes two attacks with its eye blast.

Eye Blast. Ranged Weapon Attack: +8 to hit, range 120/300 ft., one target. Hit: 14 (2d8+5) void damage.

LEGENDARY ACTIONS

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

Reposition. Sepiks Prime teleports to an unoccupied space it can see within 120 feet, taking all carried and worn equipment of its choice with it.

Ether Conversion (costs 2 actions). All creatures of Sepiks Prime's choice within 10 feet must make a DC 16 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a success. Creatures that fail the saving throw also accumulate one level of exhaustion.

ULTRA ACTIONS

If one of Sepiks Prime's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Servitor Guard. Sepiks Prime transmats 3 shielding servitors into unoccupied spaces within 15 feet. They immediately use their immunity shield action on Sepiks Prime.

SERVITORS

Part mobile ether supplier, part general support AI, part autonomous combat platform, and part sacred totem—all housed in a spheroid shell in imitation of the Traveler, harkening back to the days when it was the Great Machine of the Elikśni. Servitors vary in size depending on their intended roles and inbuilt capabilities, but the most common class is about five feet in diameter. Most show few distinct surface features aside from a large circular array colloquially referred to as the servitor's 'eye.' This eye combines the servitor's primary sensory apparatus with the emitter of its single energy weapon.

Servitors are deployed irregularly with Fallen crews for wide-ranging purposes. Although often enough they simply provide valuable combat support, their sophisticated instruments, high-functioning intelligence, and various specialized capabilities are frequently brought to bear for more distinct objectives. Their production and distribution of ether makes them a key point in every Fallen supply line, and their advanced communications hardware and ability to coordinate their action in chained groups makes them relay nodes in a flexible data network. Individual servitors may also be tasked with network infiltration, signal jamming, logistical coordination, and the like. It is not merely because of their considerable cultural and spiritual significance that the Vanguard believes the Fallen could not function without their servitors.

While they are artificial constructs built to fairly standard specifications, servitors are far from identical. Each lower-order servitor inherits its programming from the prime servitor to which it is attached. Thus each Fallen house has its own lineage of servitors, with distinct attributes and proficiencies depending upon the prime from which their programming is descended.

ELEMENTAL SERVITOR

As the Fallen have adapted to combat with the Last City and its Guardians, some houses have permitted modifications to their servitors to enhance their battle capabilities. The most widespread of such augmentations endow servitors with elemental attack systems. In most cases these require alterations to the servitor's shell, so enhanced elemental servitors are distinguished from their unmodified counterparts by externally mounted plating, cables, and emitters.

Each type of elemental servitor has specialized combat abilities. Shock servitors use the inherent tendency of arc energy to overload and paralyze electronic and biomechanical systems, and are equipped with offensive EMP devices rumored to be capable of temporarily disabling Ghosts. Scorch servitors channel solar energy into superheated blasts, and can radiate a heat field of sufficient intensity to simply burn away enemies. Null servitors tap into void energy's enervating effects, depleting weapons and equipment of power and inflicting a debilitating suppression condition upon enemies.



SERVITOR

Medium construct (AI, Elikśni tech, servitor)

Armor Class 15 (natural armor)

Health Points 71 (11d8+22)

Speed fly 25 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Con +4

Skills History +7, Perception +4, Technology +7

Damage Resistances arc, solar, void

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed,

Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Elikśni

Challenge Individual CR 4 (1,100 XP), Classification CR 4 Major (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Power Sap (range 60 ft). Electronic devices and VIs of the servitor's choice lose all power when they are within range of the servitor.

ACTIONS

Eye Blast. Ranged Weapon Attack: +7 to hit, range 60/120 ft., one target. Hit: 12 (2d8+3) void damage.

Ether Shield (concentration, recharge d6 [5]). For the next minute, Elikśni within 10 feet of the servitor are immune to all damage and conditions, and any ongoing conditions immediately end for them.

REACTIONS

Blink (3/brief rest). If the servitor is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the servitor's saving throw.

NULL SERVITOR

Medium construct (AI, Eliknsi tech, servitor)

Armor Class 17 (natural armor)
Health Points 90 (12d8+36)
Speed fly 25 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	21 (+5)	17 (+3)	15 (+2)

Saving Throws Dex +5, Int +9
Skills History +13, Perception +7, Technology +13
Damage Resistances arc, solar
Damage Immunities poison, psychic, void
Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Suppressed, Tethered, Weakened
Senses darkvision 120 ft., passive Perception 17
Languages Eliknsi
Challenge Individual CR 7 (2,900 XP), Classification CR 11 Elite (7,200 XP)

Proficiency Bonus	Hack DC
+4	—

Void Actuators. Creatures Suppressed by the servitor are also Poisoned, taking 7 (2d6) poison damage at the start of each of their turns and having their movement speed halved.

Power Sap (range 120 ft). Electronic devices and VIs of the servitor's choice lose all power when they are within range.

ACTIONS

Multiattack. The servitor makes two attacks with its eye blast.

Eye Blast. Ranged Weapon Attack: +11 to hit, range 60/120 ft., one target. *Hit:* 18 (3d8+5) void damage plus 7 (2d6) poison damage.

Nullify. All creatures of the servitor's choice within 60 feet must make a DC 17 Charisma saving throw. Creatures that fail their saving throw become Suppressed for the next minute. A Suppressed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on its saving throw, or for which the effect ends, becomes immune to being Suppressed in this way for 24 hours.

REACTIONS

Blink (5/brief rest). If the servitor is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the servitor's saving throw.

PILOT SERVITOR

Large construct (AI, Eliknsi tech, servitor)

Armor Class 16 (natural armor)
Health Points 104 (11d10+44)
Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	18 (+4)	20 (+5)	13 (+1)

Saving Throws Int +7
Skills History +10, Investigation +7, Perception +8, Technology +10
Vehicle Proficiencies ketch
Damage Resistances arc, solar, void
Damage Immunities poison, psychic
Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Prone
Senses darkvision 300 ft., passive Perception 18, passive scanners 5 ft.
Languages Eliknsi
Challenge Individual CR 5 (1,800 XP), Classification CR 5 Major (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Ketch Interface. While interfaced with a ketch, the range of the servitor's teleport is any location within the ketch, and the servitor no longer needs to be able to see its destination location.

Power Sap (range 300 ft). Electronic devices and VIs of the servitor's choice lose all power when they are within range of the servitor.

ACTIONS

Multiattack. The servitor makes two attacks with its eye blast.

Eye Blast. Ranged Weapon Attack: +7 to hit, range 120/300 ft., one target. *Hit:* 15 (2d10+4) void damage.

LEGENDARY ACTIONS

The servitor can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The servitor regains spent legendary actions at the start of its turn.

Teleport. The servitor teleports to an unoccupied space it can see within 120 feet, taking all carried and worn equipment with it.

Operate a Station. The servitor connects to any working station on the ketch and performs one of the station's actions.

Grasp of the Servitor (costs 2 actions). Three creatures within 120 feet must succeed on a DC 16 Charisma saving throw or the servitor can teleport them, including all carried and worn equipment, to an unoccupied space within 120 feet of the servitor. Creatures that succeed on their saving throw are immune to being teleported in this way for 24 hours.

PRIME SERVITOR

Huge construct (AI, Eliknsi tech, servitor)

Armor Class 18 (natural armor)

Health Points 115 (10d12+50)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Con +8, Int +8

Skills History +11, Perception +7, Technology +11

Damage Resistances arc, solar, void

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Prone

Senses darkvision 300 ft., passive Perception 17, passive scanners 10 ft.

Languages Eliknsi

Challenge Individual CR 8 (3,900 XP), Classification CR 8 Major (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Power Sap (range 300 ft). Electronic devices and VIs of the servitor's choice lose all power when they are within range of the servitor.

Presence of the Prime Servitor. Allied creatures who are within 120 feet of the servitor, and who can clearly see the servitor, receive the following benefits while the servitor is not Incapacitated:

- They are immune to being Frightened. If an allied creature was already Frightened when it moved within range of the servitor, the effect immediately ends for it.

- If an Eliknsi takes 14 or less damage that would reduce them to 0 hit points, they are reduced to 1 health point instead. An Eliknsi must complete a long rest, or must benefit from the servitor's Ether Heal, before they can benefit from this effect again.

Perseverance (3/long rest). If the servitor fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The servitor can use its teleport, then it makes one eye blast attack.

Eye Blast. Ranged Weapon Attack: +8 to hit, range 120/300 ft., one target. Hit: 14 (2d8+5) void damage.

Ether Heal. The servitor heals one Eliknsi within 10 feet for 20 (3d10+4) health points.

LEGENDARY ACTIONS

The servitor can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The servitor regains spent legendary actions at the start of its turn.

Teleport. The servitor teleports to an unoccupied space it can see within 120 feet, taking all carried and worn equipment with it.

Servitor's Eye. The servitor makes one attack with its eye blast.

Ether Conversion (costs 2 actions). All creatures of its choice within 10 feet of it must make a DC 16 Constitution saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much on a success. Creatures that fail the saving throw also accumulate one level of exhaustion.

PILOT SERVITOR

A subtype of high servitor built with advanced navigational systems to plot and control the starflight of Eliknsi ships. They share the spheroid form common to all servitor classes, but like other high servitors, the pilot subtype is quite large: their diameter is typically around ten feet. They are also visually unmistakable due to the prominent parallel flanges on their exterior shells. The purpose of this feature is uncertain, but Cryptarchy engineers believe the flanges are part of an interlocking system that secures the pilot servitor in the enclosure it usually occupies aboard a Fallen ketch.

Pilot servitors are extremely valuable assets to the Fallen houses that possess them, and thus they are not deployed in the field without very good reason. However, when they do engage in combat they represent a formidable challenge, both because of their own considerable defensive capabilities and because they never travel without a sizable protective escort.

PRIME SERVITOR

The highest class of servitor, progenitors in programming to generations of lesser servitors, the technological and religious heart of each Fallen house—prime servitors are the god-machines of the Fallen. Like other high servitors, primes are ten feet or more in diameter. Unlike all other servitors, primes tend to be more individually distinct in appearance. Many have been extensively modified over long years of service, or even reconstructed after partial destruction. Sepiks, the notorious prime servitor of the House of Devils, is reported to have a heavily augmented eye and an external shell covered in spiny antennae. Whether such additions are functional, devotional, or both is unknown. Few prime servitors have been sighted, but each will present its own distinctive physical features in addition to the spheroid servitor form.

Despite the profound significance of prime servitors in Fallen society, Vanguard intelligence has never been able to obtain much detailed information about their origins, functions, and capabilities. What precious little is known mostly comes from observation of Fallen behavior related to their primes. It is well established that Fallen

SCORCH SERVITOR

Huge construct (AI, Eliknsi tech, servitor)

Armor Class 19 (natural armor)
Health Points 253 (22d12+110)
Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	20 (+5)	7 (-2)	8 (-1)	9 (-1)

Damage Resistances arc, void
Damage Immunities fire, poison, psychic, solar
Condition Immunities all
Senses darkvision 120 ft., passive Perception 9
Languages —
Challenge Individual CR 17 (18,000 XP), Classification CR 17 Major (18,000 XP)

Proficiency Bonus	Hack DC
+6	—

Inferno Body. A creature that touches the servitor or hits it with a melee attack takes 14 (4d6) solar damage. If a creature ends its turn within 10 feet of the servitor, it must make a DC 19 Constitution saving throw or begin Burning for the next minute.

Intense Flames. Creatures who are Burning from the servitor take 10 (3d6) solar damage at the start of each of their turns. A creature can use its action to put out the flames and end the Burning condition on one target.

Relentless (1/brief or long rest). If the servitor takes 28 or less damage that would reduce it to 0 health points, it drops to 1 health point instead.

ACTIONS

Laser. All targets in a 60-foot sweeping line must make a DC 19 Dexterity saving throw, taking 56 (16d6) solar damage on a failed save, or half as much on a success. Creatures that fail their saving throw also begin Burning for the next minute.

LEGENDARY ACTIONS

The servitor can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The servitor regains spent legendary actions at the start of its turn.

Move. The servitor moves up to half its speed without provoking opportunity attacks.

almost universally venerate their respective prime servitors. This is little wonder given the apparently critical role primes serve in coordinating Fallen logistics and network infrastructure, which makes the collective functionality of almost all Fallen technology contingent upon them—to say nothing of the ether supply. However, their theological importance cannot be understated. Even without granular knowledge of Fallen religion, it is clear that since servitors are made in the image of the Traveler,

SHOCK SERVITOR

Large construct (AI, Eliknsi tech, servitor)

Armor Class 16 (natural armor)
Health Points 59 (7d10+21)
Speed fly 25 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	18 (+4)	16 (+3)	12 (+1)

Skills History +10, Perception +6, Technology +7
Damage Resistances solar, void
Damage Immunities arc, lightning, poison, psychic
Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Electrified, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Eliknsi
Challenge Individual CR 4 (1,100 XP), Classification CR 7 Elite (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Lightning Conductor. All attacks or effects that deal arc or lightning damage hit the servitor instead, if the target or area of the effect is within 10 feet of the servitor.

Static Field. A creature that touches the servitor or hits it with a melee attack takes 13 (3d8) arc damage.

ACTIONS

Shock. One target within 15 feet of the servitor must make a DC 15 Dexterity saving throw, taking 21 (6d6) arc damage on a failed save, or half as much on a success.

Static Pulse (recharge d6 [5]). All creatures of the servitor's choice within 15 feet must make a DC 15 Dexterity saving throw, taking 21 (6d6) arc damage on a failed save or half as much on a success.

A creature that fails its saving throw also becomes Electrified for the next minute on a failed save. An Electrified creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on its saving throw, or for which the effect ends, becomes immune to being Electrified in this way for 24 hours.

REACTIONS

Recharge. If the servitor would take 14 or more arc or lightning damage from a single source, before accounting for resistances or immunities, it can regain use of its Static Pulse, if it has not recharged yet.

and primes are the most exalted servitors, they effectively serve as surrogates for the Fallen's lost Great Machine. Prime servitors thus simultaneously embody the Fallen's recollection of their venerable past and their yearning for restoration in the future, with all the overtones of salvation that implies.

SHANKS

A small autonomous aerial combat drone, frugally constructed, often from mostly salvaged components. A shank's main body is roughly ovoid, about three feet wide, with two rearward pylons supporting the compact turbines that provide its main lift. Beneath these, a pair of rigid stabilizer fins assist movement and balance. A forward-mounted plate houses its optical sensor array. A modular attachment point on the underside usually carries a weapon similar to the common Fallen shock rifle. However, shank equipment varies immensely depending on available resources and intended deployment.

Shanks fill many roles in Fallen crews: they are deployed for scouting, patrol, and surveillance as well as combat support. While not particularly adept fighting machines, they can become more than troublesome in sufficient numbers. In fact, thanks to their rudimentary networking features, several shanks can act in coordination as a swarm. Whether individually or collectively, shanks provide useful cover fire for Fallen crewmembers who must not only survive an engagement, but come away with adequate plunder to satisfy their captain. In other cases, shanks are not armed at all, but carry tools for automated repair or salvage work. Unlike servitors, which some evidence suggests are sentient, shanks are mindless automata. This fact does not deter Guardians who insist different kinds of shanks exhibit distinct 'personalities.'

BOMB SHANK

Shanks rigged with improvised explosives, set to seek targets and self-destruct in close quarters. Exploder shanks are built on the typical shank chassis, but forego some of the usual features—such as the underslung weapon mount—to instead equip three round proximity mines. The whole shank is often bound in netting to hold the mines in place if they should come loose. Its bulbous profile and the telltale chirping of its proximity sensors make it easily recognized.

Their most basic uses are flushing enemies out of cover, or creating an initial disruption before the first wave of an attack. However, Fallen crews deploy bomb shanks in varied and creative ways: Vanguard observations record them being used for mining excavation, clearing debris in salvage operations, collapsing bridges and other infrastructure, and of course set in waiting as a kind of trap. Unconfirmed reports claim they also have recreational uses. Those Guardians who believe different shank types have distinct personalities insist bomb shanks are the most mirthful variety.

HEAVY SHANK

A larger autonomous aerial combat drone loosely based on the shank design, but much more resilient and lethal. Its form resembles its smaller cousin, but the main body is about seven feet wide. Its rear

pylons support two turbine engines of the same type regular shanks use, but scaled up to provide adequate lift to a much larger mass. It balances itself with four larger stabilizer fins, and carries a much more complex forward sensor array built into its shell, rather than on a modular plate. Instead of a single weapon mount on the underside, heavy shanks carry a pair of large-caliber multibarrel turret guns.

Unlike normal shanks, heavy shanks have only been observed in combat roles. They are deployed both offensively and defensively as mechanized support units when Fallen crews would rather not risk damage to or loss of their servitors. In fact, the heavy shanks now somewhat commonly used are descended from more sophisticated prototypes built with servitor parts and salvaged Golden Age components. These ancestors of the heavy shank were meant to combine strong network infiltration and encryption-breaking systems with a mobile weapon platform that could defend itself effectively in high-risk electronic warfare operations. However, it seems these early iterations either failed or proved too difficult to produce, leading to the Fallen houses' adoption of the heavy shank simply as a reinforced combat machine.

Guardians who claim different shank types show varieties of personality say heavy shanks come off as pompous.

REPEATER SHANK

A variant of the standard shank modified for higher firepower. The repeater shank uses the standard shank chassis, but its underbody weapon mount carries a multibarrel automatic turret gun. It is also fitted with two of the standard shank's sensor array plates, attached at angles to accommodate the size of its repeater gun. Analysis of recovered components suggests the doubled sensors allow the shank to compensate for the strong vibrations caused by its weapon firing.

Repeater shanks are somewhat more costly to produce than their standard-model siblings, but Fallen crews with the resources to build and maintain them benefit from their improved combat effectiveness. Like the regular type, repeater shanks are deployed for sentry patrols and mobile guard emplacements, as well as supporting Fallen in combat. Guardians who think various shank types show different personalities usually agree repeater shanks are the perkier.

SENTRY SHANK

The basic shank chassis, retrofitted for sentry duty. Where most shanks carry underslung weapons, sentry shanks forgo offensive capabilities in favor of a much more extensive sensor package rigged with a networked alarm system. Although they are typically deployed in concealment, the relatively bulky array under the main body of a sentry shank gives it a recognizable profile when spotted.

The components used in constructing these

shanks' sensory gear are much more valuable than the standard sensor array attached to most shanks, so the Fallen only use them when they feel a particularly keen need to guard something with extra care. Their mobility allows them to form a moving cordon when Fallen crews transport important cargo over land. Since they are unarmed, sentry shanks are rarely deployed alone. Even if their alarm appears to call no immediate response, it never goes unheeded.

Hunters sometimes use captured and repaired sentry shanks for practicing stealth. Guardians who think shanks of different kinds show varying personalities tend to claim sentry shanks seem sulky.

TRACER SHANK

Shanks equipped for long-range precision fire with a double array of six specialized stabilizer fins and fitted with high-resolution optical sensors. This type of shank is most distinguishable by the modified Fallen wire rifle mounted on top of its main body. It is deployed most often defensively, but sometimes provides Fallen crews with a mobile source of ranged cover fire. Even experienced Guardians often fail to notice tracer shanks until their opening salvo announces their presence.

Certain Fallen crews use tracer shanks to create distraction by sending them to fire from a different direction while the rest of the crew is on the move. Others simply favor them for the withering suppressing fire they can lay down once targets are acquired. Guardians who subscribe to the notion that various shank types exhibit different personalities say tracer shanks are vindictive.

SHANK

Small construct (VI, Elikzni tech, shank)

Armor Class 12 (natural armor)
Health Points 9 (2d6+2)
Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned
Senses darkvision 60 ft., passive Perception 14
Challenge Individual CR 1/8 (25 XP), Classification CR 1 Minion (200 XP)

Proficiency Bonus	Hack DC
+2	15

ACTIONS

Turret. *Firearm Weapon Attack:* +4 to hit, scope 20/30/40 (close), one target. *Hit:* 5 (1d6+2) arc damage.



ALTERNATIVE BOMB SHANK CRs

Bomb shanks come in a variety of CRs, depending on how deadly you want their self-destruct action to be.

Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP). Adjust the bomb shank's self-destruct DC to be 13, and the damage to be 35 (10d6) explosive solar. Increase its health points to 30 (12d6-12) and AC to 15. This bomb shank's proficiency bonus is +3.

Individual CR 4 (1,100 XP), Classification CR 9 Soldier (5,000 XP). Adjust the bomb shank's self-destruct DC to be 15, and the damage to be 52 (15d6) explosive solar. Increase its health points to 35 (14d6-14) and AC to 17. This bomb shank's proficiency bonus is +4.

BOMB SHANK

Small construct (VI, Elikzni tech, shank)

Armor Class 13 (natural armor)
Health Points 25 (10d6-10)
Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	9 (-1)	3 (-4)	12 (+1)	10 (+0)

Damage Vulnerabilities kinetic
Damage Immunities poison, psychic
Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned
Senses passive Perception 11
Challenge Individual CR 1/2 (100 XP), Classification CR 2 Soldier (450 XP)

Proficiency Bonus	Hack DC
+2	—

Volatile. If a creature moves within 5 feet of the shank, it can use self-destruct as a reaction. If the shank takes damage that would reduce it to 0 health points, it immediately uses its self-destruct.

ACTIONS

Self-Destruct. The bomb shank explodes, destroying itself. All targets within 5 feet of it must make a DC 11 Dexterity saving throw, taking 17 (5d6) explosive solar damage on a failed save, or half as much on a success.

HEAVY SHANK

Medium construct (VI, Elikzni tech, shank)

Armor Class 15 (natural armor)

Health Points 39 (6d8+12)

Speed fly 25 ft. (can hover)

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

Skills History +3, Perception +3

Damage Resistances arc, solar, void

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 13

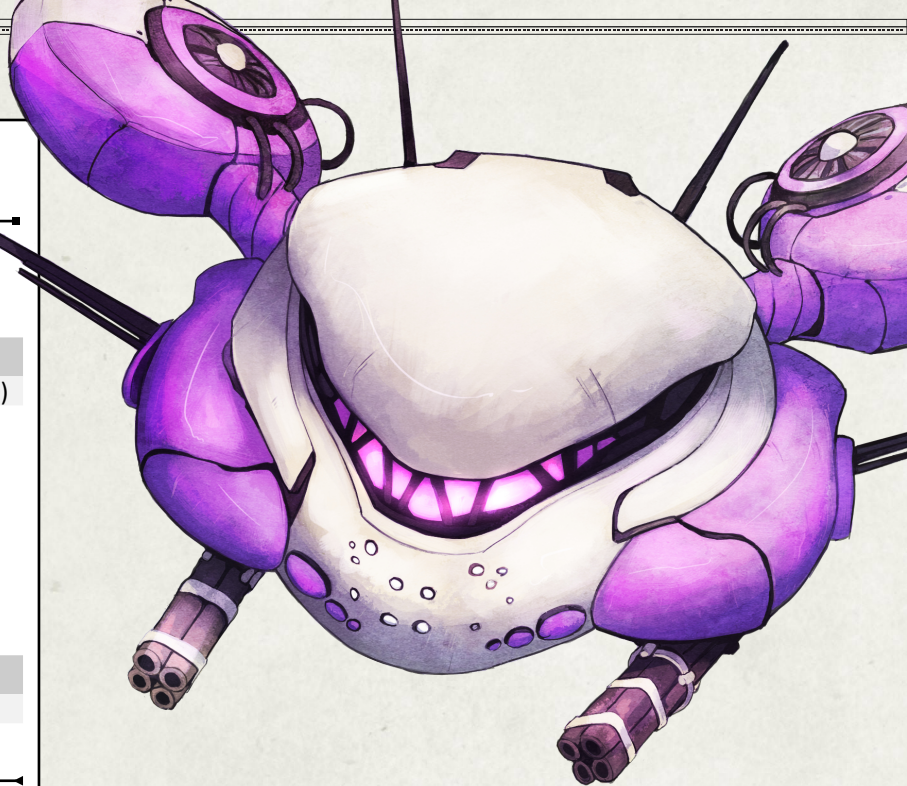
Challenge Individual CR 2 (450 XP), Classification CR 4 Elite (1,100 XP)

Proficiency Bonus	Hack DC
+2	21

ACTIONS

Multiattack. The shank takes two shots with its turret.

Turret. *Firearm Weapon Attack:* +4 to hit, scope 30/40/75 (close), one target. *Hit:* 11 (3d6d1+2) kinetic damage.



REPEATER SHANK

Small construct (VI, Elikzni tech, shank)

Armor Class 16 (natural armor)

Health Points 38 (11d6)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	11 (+0)	14 (+2)	10 (+0)

Skills History +2, Perception +4

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 14

Challenge Individual CR 1 (200 XP), Classification CR 2 Elite (450 XP)

Proficiency Bonus	Hack DC
+2	17

Aggressive. As a bonus action, the shank can move up to half its speed toward a hostile creature it can perceive.

ACTIONS

Multiattack. The shank takes two shots with its turret.

Turret. *Firearm Weapon Attack:* +4 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (2d6d1+2) kinetic damage.

SENTRY SHANK

Small construct (VI, Elikzni tech, shank)

Armor Class 13 (natural armor)

Health Points 4 (1d6)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	11 (+0)	16 (+3)	10 (+0)

Skills Perception +7, Technology +2

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 200 ft., passive Perception 17, scanners 5 ft.

Challenge Individual CR 0 (0 or 10 XP), Classification CR 0 Minion (0 or 10 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Scan. The shank scans in a 15-foot cone.

Mark and Alarm. The shank marks a target it can perceive and begins broadcasting information about the target to all allied shanks and servitors within 60 feet. Constructs receiving this data have advantage on attack rolls they make against a marked target. The shank can only mark up to 3 targets at a time, and if it loses perception of a marked target for 1 minute or longer, the target is no longer marked by the shank.

When it marks a target, it also sounds an alarm that can be heard clearly up to 300 feet away. This alarm continues until all targets the shank have marked are destroyed, until the shank is reset, or until the shank loses perception of its marked targets.



SWARM OF BOMB SHANKS

Large swarm of Small constructs (VI, Eliknsi tech, shank)

Armor Class 13 (natural armor)

Health Points 104 (19d10)

Speed fly 30 ft. (can hover)

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

Skills Perception +4

Damage Vulnerabilities explosive, kinetic

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered

Senses passive Perception 14

Challenge Individual CR 4 (1,100 XP), Classification CR 4 Major (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Chain Reaction. If a creature moves within 5 feet of the swarm, it can use self-destruct as a reaction. If the swarm takes damage that would reduce it to 0 health points, or if it takes 21 or more damage from a single source, it immediately uses its self-destruct.

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

ACTIONS

Self-Destruct. The swarm explodes, destroying itself. All targets within 5 feet of it must make a DC 12 Dexterity saving throw, taking 45 (13d6) explosive solar damage on a failed save, or half as much on a success. If the swarm has been reduced to half its health points or less when it uses this action, targets take no damage if they succeed on the saving throw, and only half damage if they fail.

SWARM OF SHANKS

Large swarm of Small constructs (VI, Eliknsi tech, shank)

Armor Class 13 (natural armor)

Health Points 55 (10d10)

Speed fly 30 ft. (can hover)

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

Skills Perception +5

Damage Vulnerabilities explosive

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered

Senses darkvision 60 ft., passive Perception 15

Challenge Individual CR 2 (450 XP), Classification CR 2 Major (450 XP)

Proficiency Bonus	Hack DC
+2	—

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

ACTIONS

Multiaction. The swarm takes six shots with its turret. If the swarm has been reduced to half its health points or less, it takes three shots instead.

Turret. *Firearm Weapon Attack:* +5 to hit, scope 20/30/40 (close), one target. *Hit:* 5 (1d6+2) arc damage.

TRACER SHANK

Small construct (VI, Eliknsi tech, shank)

Armor Class 14 (natural armor)

Health Points 7 (2d6)

Speed fly 30 ft. (can hover)

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

Skills History +2, Perception +7, Stealth +4

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 17

Challenge Individual CR 1 (200 XP), Classification CR 4 Soldier (1,100 XP)

Proficiency Bonus	Hack DC
+2	19

ACTIONS

Wire Turret. *Firearm Weapon Attack:* +5 to hit, scope 15/120/340 (long), one target. *Hit:* 13 (3d6+3) arc damage.



SHANK MASTER

Certain vandals, usually those with little hope of advancement to captaincy or other higher rank, turn instead to mastery of a different kind. The Fallen deploy shanks in vast numbers, and while the bulk of shank manufacturing is believed to be conducted by automated systems aboard ketches and installed in Fallen holdfasts, there is a need for specialists to repair, rebuild, and control shanks in the field. This role is filled by dead-ended vandals who become shank masters, experts in Fallen autonomous drone technology and tactics. While some shank masters work in the background and do not deploy alongside their crews, most are capable combatants in their own right, and many become notoriously skilled at fighting in tandem with shank accompaniment.

Despite their logistical and tactical value, shank masters are held in ill regard by other Fallen, especially those of higher status. Even those promoted to maintain and fight with Fallen walkers seem to earn little respect for their skilled service. City xenosociologists theorize the stigma of this station may be a holdover from classical Eliknsi society, which may have viewed analogous laborers with contempt—though whether that was indeed the case has yet to be confirmed, and why the prejudice might have survived the Whirlwind and all the subsequent radical changes in the Eliknsi way of life remains mysterious.

SHANK MASTER

Medium Eliknsi

Armor Class 15 (medium armor)
Energy Shields 44 (8d8+8) void
Health Points 22 (4d8+4)
Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +5, Int +5
Skills Perception +5, Stealth +5, Technology +9
Vehicle Proficiencies heavy pike, pike
Senses darkvision 80 ft., passive Perception 14
Languages Eliknsi
Challenge Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Shank Control (range: 300 ft). The shank master's computer allows it to wirelessly interface and communicate with shanks that are linked to it and within range. Linked shanks can share information such as their operational status, the friendly/hostile status of other creatures, and the location of creatures they can see.

As a bonus action on each of its turns, the shank master can choose a connected shank and direct it to move up to the shank's movement speed, or to take an action other than a multiattack action.

Vandal Evasion (1/long rest). If the shank master fails a Dexterity saving throw, it can choose to succeed instead.

ACTIONS

Shock Rifle. *Firearm Weapon Attack:* +5 to hit, scope 15/120/240 (medium), one target. *Hit:* 6 (1d8+2) arc damage.

Repair Unit (3 uses/short rest). Using spare parts they carry, the shank master can repair a shank, healing it for up to 10 (3d6) health points. If a shank is at 0 hit points, the shank master can spend 1 minute and attempt an Intelligence (Technology) check against a DC of 13 + the shank's CR (minimum of +1). On a success, the shank regains 1 health point.

SILENT FANG

A select group of particularly skilled fighters from the House of Wolves, the Silent Fang are assassins who specialize in stealth. As an elite unit, its members are all supplied with adequate ether rations to maintain the vandal or even captain form, with a height around seven or eight feet. They are well equipped, and may carry a variety of Eliknsni weaponry. However, they strongly prefer to deliver quiet, certain kills at close range, and thus Silent Fang members most often favor shock swords and other blades.

More than any other Fallen, the Silent Fang use personal cloaking devices to render themselves unseen. This technology is a miniaturized version of the optical camouflage used by the Eliknsni skiff, which bends light around the user to make them functionally translucent. The effect does not provide perfect invisibility, but the Silent Fang use it in combination with expert stealth tactics to a terribly lethal effect.

The Silent Fang originated within the House of Wolves, and were commanded during the Reef Wars by the baroness Drevis. They remained active as Wolf partisans even after Drevis' capture and confinement within the Prison of Elders. Some survived the downfall of their house, and went on to operate independently or as members of the newly formed House of Dusk.



SILENT FANG

Medium Eliknsni

Armor Class 16 (light armor)

Health Points 65 (10d8+20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Str +5, Dex +7

Skills Acrobatics +7, Athletics +5, Perception +6, Sleight of Hand +7, Stealth +7, Survival +6, Technology +5

Vehicle Proficiencies heavy pike, pike, skiff, and one other vehicle class

Senses darkvision 120 ft., passive Perception 16

Languages Eliknsni

Challenge Individual CR 5 (1,800 XP), Classification CR 5 Major (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Prepared Reaction. If the Silent Fang uses its reaction to make an opportunity attack, it gains a second use of its reaction for the round. It can only choose to use its Blink for this second reaction.

Trained Assassin. The Silent Fang can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn. If a hostile creature makes an attack roll against the Silent

Fang and misses, the Silent Fang can use its reaction to make an opportunity attack against the creature.

Expert Attack. The Silent Fang deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll; or when the target is within 5 feet of an ally of the Silent Fang that isn't Incapacitated and the Silent Fang doesn't have disadvantage on the Attack roll; or if the attack is an opportunity attack.

ACTIONS

Wire Rifle. *Firearm Weapon Attack:* +7 to hit, scope 15/120/340 (long), one target. *Hit:* 11 (2d6+4) arc damage.

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

Cloak (concentration). The Silent Fang disappears in a shimmer of bent light, granting itself active camouflage for the next minute.

REACTIONS

Blink (3/brief rest). If the Silent Fang is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the Silent Fang's saving throw.

TANIKS THE SCARRED

An infamous, houseless Elikzni mercenary, and a particular scourge upon the Vanguard for many years. Part assassin, part plunderer, Taniks is reviled among the Fallen houses, yet tolerated for his capability and willingness to do dangerous and dirty work—for the right price. His body is said to be more machine than living tissue, but even so, Taniks attained the stature of a baron when he was still mostly flesh and blood. He stands about 12 feet tall, with heavily modified Elikzni armor of a rusty red color. He wears a large, prominently lobed helmet with a compound optical array and integrated ether rebreather. He carries no house emblems or banners, but his fur-collared cloak bears a pattern of a repeating circular design.

According to most reports, Taniks' preferred armament is a modified scorch cannon capable of rapid fire. In a direct engagement, this weapon's considerable firepower alone would make him a

formidable adversary, to say nothing of the support of his pirate crew. However, Taniks is known and feared for his stealth and guile, and he is unlikely to simply offer a straightforward fight.

Taniks is rumored to have killed his former kell in revenge for the humiliation of being docked. Rejecting the rigidity of Fallen tradition, Taniks built himself prosthetic arms to replace those taken from him—the first of many cybernetic augmentations. Foreswearing allegiance to any kell or house, Taniks recruited his own crew, and established himself as a ruthless killer and pillager for hire. His acquisition of alien technologies fueled the ongoing repair and enhancement of his own body. After several apparent defeats, Taniks acquired a reputation among Elikzni and humanity alike for seeming to return from the dead.

The Vanguard maintains a high-priority bounty on Taniks, most notably for his enthusiastic participation in the Battle of Twilight Gap and his murder of former Hunter Vanguard Andal Brask.

TANIKS THE SCARRED

Large Elikzni

Armor Class 17 (medium armor)

Ultra Health Point Pools:

93 (11d10+33) 93 (11d10+33) 93 (11d10+33)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	17 (+3)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +6, Int +7

Skills Athletics +9, Intimidation +6, Investigation +7, Perception +8, Stealth +6, Technology +10

Vehicle Proficiencies skiff, ketch

Condition Immunities Charmed, Frightened

Senses darkvision 200 ft., passive Perception 18

Languages Elikzni

Challenge Individual CR 12 (8,400 XP), Classification CR 8 Ultra (8,400 XP)

Proficiency Bonus	Hack DC
+3	—

Expert Ambusher. During his first turn after rolling initiative, Taniks has advantage on attack rolls against any creature that hasn't taken a turn. In addition, if Taniks initiates combat with his multiattack, all creatures who roll initiative against him are surprised.

Ketch Interface. If Taniks is within his ketch, the ranges of his burst strike, teleport, and escape teleport actions are increased to any location within his ketch, and he no longer needs to be able to see his destination location.

Superior Tactics. Taniks can take the Aim, Dash, Disengage, or Hide action as a bonus action on his turn.

Universal Interface. Taniks possess technology from many groups embedded within his body. This grants him the ability to interface with any Elikzni, Hive, Cabal, or Vex technology without the need for thieves' toolkit or tablet computer

ACTIONS

Multiattack. Taniks uses his teleport, then takes two shots with his scorch cannon.

Scorch Cannon. *Payload Firearm Weapon Attack:* DC 17, scope 100/200/600 (close), radius 5 ft. *Failed save (half on success):* 16 (2d10+5) explosive solar damage.

LEGENDARY ACTIONS

Taniks can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Taniks regains spent legendary actions at the start of his turn.

Teleport. Taniks teleports to an unoccupied spot within 80 feet, taking all carried and worn equipment of his choice with him.

Open Fire. Taniks takes a shot with his scorch cannon.

Web Mine (costs 2 actions). Taniks hurls a web mine (Tiny device, mortar) at a location within 180 feet. It immediately detonates, creating a 10-foot spherical radius of arc energy. All creatures in the sphere must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 22 (5d8) explosive arc damage and becomes Restrained for the next minute. A Restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. On a success, a creature takes half as much damage and does not become Restrained.

ULTRA ACTIONS

If one of Taniks' health point pools is reduced to 0, and he has at least one health point pool remaining, he can immediately perform the following action.

Escape Teleport. Taniks drops a web mine (see legendary actions) and, before the mine detonates, teleports to an unoccupied spot he can see within 180 feet, taking all carried and worn equipment with him. After teleporting, he can immediately take the Hide action.



VANDAL

Medium Eliknsi

Armor Class 14 (light armor)
Health Points 22 (4d8+4)
Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4
Skills Acrobatics +4, Perception +4, Stealth +4, Technology +3
Vehicle Proficiencies heavy pike, pike
Senses darkvision 80 ft., passive Perception 14
Languages Eliknsi
Challenge Individual CR 1/2 (100 XP), Classification CR 3 Soldier (700 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Shock Rifle. *Firearm Weapon Attack:* +6 to hit, scope 15/120/240 (medium), one target. *Hit:* 6 (1d8+2) arc damage.

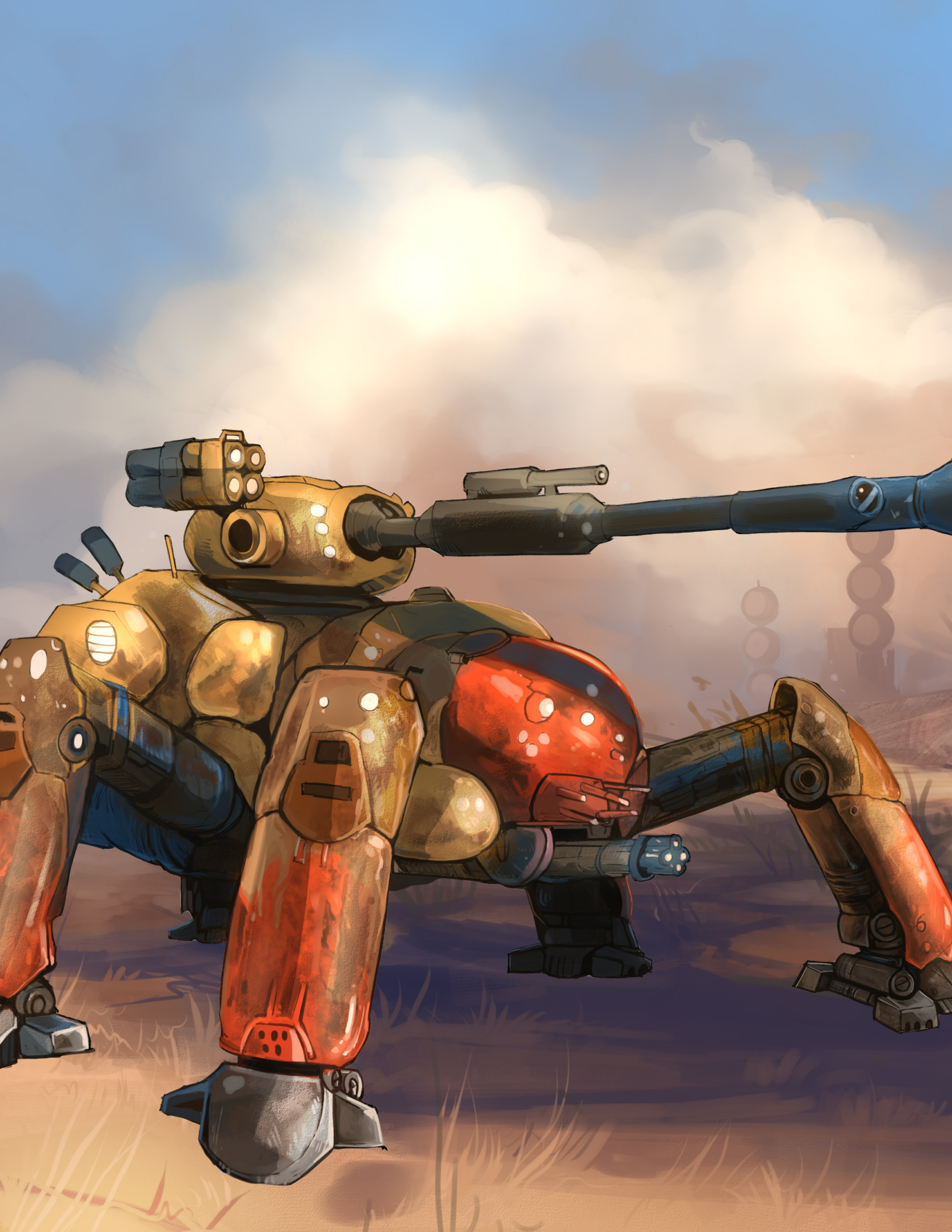
Shock Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) arc damage.

VANDAL

The mainline trooper of Fallen fighters, and the backbone of most crews. Vandals receive moderate ether rations, allowing them to grow to heights around six or seven feet. They most often possess all four of their arms, though many former dregs who scabbled to attain the rank may have had their docked limbs restored with prostheses rather than regrown. Their headgear usually sports downturned horns, making them readily identifiable visually—when they can be spotted out of cover or between nimble movements.

Most vandals are generalists, and prefer medium-range engagements with the Fallen shock rifle or close-quarters fighting. Some specialize in sniping with the infamous wire rifle, a peculiar Eliknsi weapon that ionizes filaments of exotic metal, expelling the resulting plasma as a bolt with extreme velocity. Such sniper vandals are a particular bane on pilgrims journeying to the Last City as well as unsuspecting Guardians. Their long-range fire is often the prelude to the full-scale onset of a Fallen attack.

Fallen captains rely upon the vandals they command, as they comprise the strongest element of a crew's fighting force, but they also represent the most likely challenge to a captain's leadership. Numerous are the dregs who survived to become hardened vandals, and further hunger to obtain captaincy of their own.



WALKER

Huge construct (VI, Elikzni tech)

Armor Class 17 (natural armor)

Ultra Health Point Pools:

52 (5d12+20) 52 (5d12+20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Str +8, Con +7

Skills History +6, Perception +6

Damage Resistances bludgeoning, kinetic, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Restrained

Senses darkvision 300 ft., passive Perception 16, passive scanners 5 ft.

Challenge Individual CR 8 (3,900 XP), Classification CR 5 Ultra (3,900 XP)

Proficiency Bonus

+3

Hack DC

—

ACTIONS

Multiattack. The walker takes three shots with its mounted turret. The walker cannot choose a target within 10 feet of itself for this action.

Main Cannon (recharge d6 [5]). Payload Firearm Weapon Attack: DC 16, scope 500/1000/5000 (long), radius 10 ft.

Failed save (half on success): 56 (16d6) explosive solar damage. The walker cannot choose a location or creature within 15 feet of itself as the center of this payload attack.

Minigun. Firearm Weapon Attack: +8 to hit, scope 20/40/80 (close), one target. Hit: 9 (2d4d1+5) kinetic damage.

Mounted Turret. Firearm Weapon Attack: +8 to hit, scope 50/240/600 (medium), one target. Hit: 9 (1d8+5) explosive arc damage. The walker cannot choose a target within 10 feet of itself for this action.

LEGENDARY ACTIONS

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

Move. The walker moves up to half its speed without provoking opportunity attacks.

Arc Wave (costs 2 actions). All creatures within 10 feet must make a DC 16 Strength saving throw. On a failed save, they take 18 (4d8) arc damage and are pushed back 15 feet, where they fall Prone. On a success they take half as much damage and are not pushed back.

Shank Synthesis (costs 3 actions). The walker constructs 1d4+1 shanks, which appear in unoccupied spaces within 5 feet of the walker. Synthesized shanks take their turn immediately after the walker's turn and have advantage on attack rolls they make against targets the walker can perceive.

WALKER

The apex of regular Fallen battlefield units, the walker is a multipurpose, all-terrain armored artillery platform, a marvel of the Fallen's effective combination of heavy industrial manufacturing with efficient repurposing of salvage. About the size of a large tank, the walker moves on six reinforced legs, and possesses a pair of smaller forward manipulator arms—hence its colloquial name among Guardians: the spider tank. Individual units' armament can vary, but typically walkers carry a large-bore laser-targeted main cannon and an assortment of support weapons systems including turret guns, mine launchers, and even an internal ultracompact foundry for rapid assembly and repair of shanks for drone support.

Despite being such a large and heavy machine, walkers can be deployed with relative ease because they are designed for transport by the light skiff class of Elikzni troopships. Attached to the underside

of a skiff under cloak of Fallen stealth technology, a walker can drop onto a battlefield without warning, seemingly out of the blue. The Fallen take extensive advantage of this mobile deployment capability, and will not demur from sending walkers to defend high-value resource-extraction operations or plundering raids. Of course, whenever the Fallen take part in pitched battles of any appreciable scale, walkers are sure to be present.

The walker is fully autonomous, but remote control is also believed possible. Additionally, scattered reports indicate some units are built or retrofitted to be operated by an onboard pilot. It is not known who among the Fallen could cultivate the skill necessary to directly control such a complex machine, let alone who would want to take the risk of doing so. Cryptarch scholars suggest piloting a walker may be regarded as a combat skill of superlative prestige among high-ranking Fallen, such as barons of the most prominent houses.

WRETCH

Fallen fighters of ambiguous rank somewhere between vandal and dreg are lumped into the category appropriately known as wretches. Almost always they have been docked a pair of arms, but their stature is typically a little larger than dregs'—either because they are recently demoted vandals, or former dregs struggling to earn higher status. In the latter case, wretches are sometimes seen wearing personal ether supplies. Usually this privilege is reserved for Fallen commanders, but in wretches' case it must be a dispensation granted to facilitate the regrowth of docked arms.

Perhaps to prove themselves worthy of promotion, wretches wear little armor and appear to be permitted only melee weapons. Their characteristic armament is a crude polearm, a fairly effective adaptation of the common Fallen shock blade. They employ these with vicious vigor, being known to charge headlong, even at well-equipped Guardians, seemingly with little regard for their own lives.

WRETCH

Medium Eliksni

Armor Class 13 (medium armor)

Health Points 14 (4d8-4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	9 (-1)	11 (+0)	14 (+2)	10 (+0)

Skills Intimidation +2, Stealth +3, Technology +2

Vehicle Proficiencies heavy pike, pike

Senses darkvision 60 ft., passive Perception 12

Languages Eliksni

Challenge Individual CR 1/8 (25 XP), Classification CR 1 Soldier (200 XP)

Proficiency Bonus	Hack DC
+2	—

Aggressive Opponent. Creatures provoke opportunity attacks when they move within reach of the wretch's held melee weapon. As a bonus action, the wretch can move up to half its speed toward a hostile creature it can see.

ACTIONS

Shock Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) arc damage.

CHAPTER 2: HIVE

Very long ago, a distant gas planet was home to a diminutive, short-lived species called the krill people. Among them grew up three sisters who yearned for a better lot: strength to resist constant predation, longer life to seek knowledge, and freedom to explore the world widely. Following a mysterious whisper, they dove deep into their planet's oceans, and came upon unexpected allies: ancient worms, godlike and huge, who promised to fulfill the sisters' wishes and more if they would strike a bargain of symbiosis. Taking the worm gods' larvae into their own bodies, the sisters became immortal. Bringing the larvae to all their kind, the benighted krill people gained the power to conquer and depart their world—and grew into the Hive.

Through the bond of their larvae, the worm gods granted the Hive something else: the Sword Logic, a paracausal mechanism by which destruction is converted into transferable energy—power they can use to grow, to cut wounds through space for travel, and to fuel their arcane, ritualistic operations. As they multiplied and spread, the Hive used this ability to establish an order of tithing, whereby the slaughter wrought by lesser Hive is collected and channeled through the ascending ranks of Hive commanders. Eventually this metaphysical tribute amasses to feed the Hive's mightiest leaders, who must forever sate the endlessly growing appetites of their symbiotic worms, or be consumed themselves. To satisfy their worms' unbounded hunger, the Hive have traveled inconceivably vast distances over an untold span of eons, visiting genocidal violence upon every species they encounter anywhere in the universe.

However, they do this not merely to reap paracausal strength from their rolling harvest of destruction. The Hive are evangelists of the worm gods' Deep Claim: the idea that existence is the struggle to exist, and that everything in the universe must assert its right to being by competing against and overcoming all else it encounters. For the Hive, to destroy is to continuously prove the validity of their existence, while to be destroyed is self-sufficient proof of unworthiness to exist. In this way, the worm gods and the Hive pursue a perfected state of the universe in which they have obliterated every other form of life, every alternative way to exist, and so become what they call the Final Shape.

Thus they stand in antinomy with the Traveler, which nurtures cooperative forms of life by the gift of its Light. This diametric opposition makes the Traveler the Hive's most hated enemy, and the long, grueling course of their interstellar carnage has followed the Traveler's peregrinations with grim, patient determination. They located the Traveler on Earth when the Hive prince Crota arrived on the Moon, where they have carved out a far-reaching labyrinth of tunnels and caverns. Their creeping presence has spread to Earth, Mars, Saturn's moon Titan, and may extend anywhere in the system.

Many Guardians dread discovering previously unknown Hive infestations more than anything else.

Individual Hive vary considerably in size and shape depending on their maturity, rank, and changes to their form brought on by assuming different morphs, or caused by direct perversion or augmentation of their development. In general, the Hive conform to a roughly humanoid body plan, much of it covered by chitinous plates. The form of these often indicates which morph a mature Hive individual has assumed. Lowly Hive are similar in stature to humans, but those whose worms feed upon the gathered tribute of underlings become significantly larger. Hive leaders of even middling rank easily exceed human height, and high-status Hive may grow to truly titanic proportions. Except for the juvenile thrall and artificially cultivated ogre, all Hive are distinctly recognizable by their three glowing eyes.

The three who made the original bargain with the worm gods became the supreme echelon of Hive leadership. Oryx assumed primacy as King of all Hive, and throughout their history has mostly maintained a cooperative, if not also competitive alliance with his sisters, Savathûn and Xivu Arath. Each of them presides over many branching lineages of spawn, between which have arisen variations of form, behavior, and purpose. Guardians regard the Hive as an existential threat of the highest order, but despite this, many in the Last City consider the Hive bogeymen, and accounts of their horrors merely tall tales. Some Guardians devote themselves to deciphering the Hive language and studying their rituals—ostensibly to better understand the enemy. A few have found the Hive's power alluring, and among Guardians, the darkest stories are those of fellow Lightbearers who drew too close or delved too deep, and lost themselves to the shadows—or worse, knowingly embraced them.

ACOLYTE

The fully developed but not yet matured form of the Hive, acolytes serve as its most common foot soldiers. They have grown to around six feet, and developed heavier chitinous plating, notably a protectively ridged cranial shell resembling a helm. The coloration of their chitin begins to vary between broods at this stage, though acolytes may also wear tattered raiments that can indicate their lineage. Most obviously, the membrane that covered their eyes during thrallhood has been shed, leaving acolytes' three green eyes clearly visible.

Acolytes are permitted small variants of Hive projectile weapons, most commonly the shredder. Though not skilled combatants, they have a simple and effective grasp of how to use cover to their advantage, and will dig in to fight with some patience rather than always attack recklessly. Each acolyte commands some number of thrall, and thus

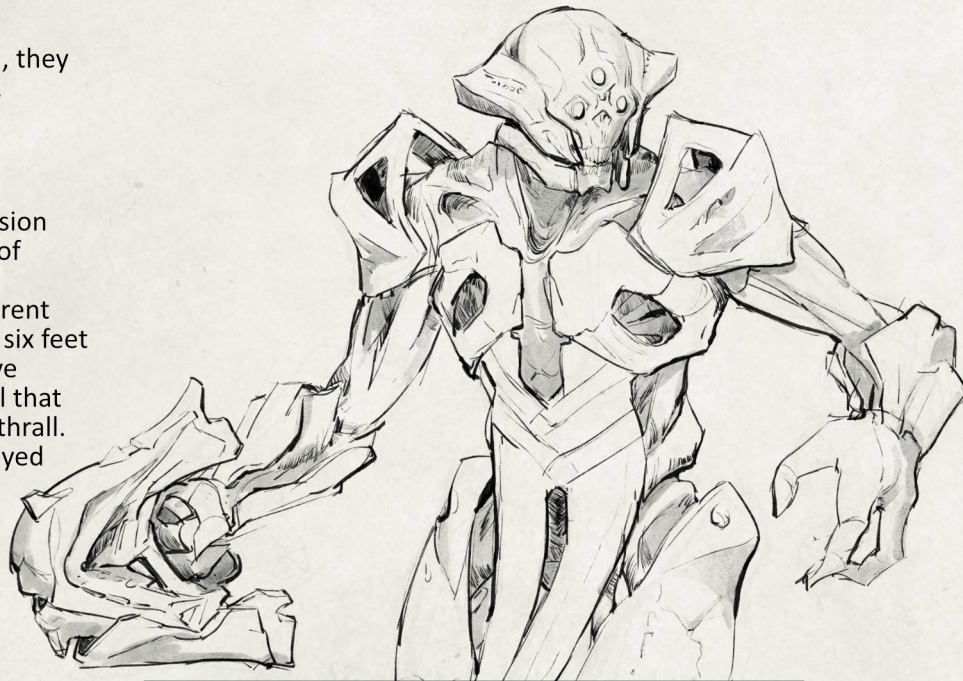
while acolytes often form bands of their own, they are also never far from thrall reinforcements.

ADHERENT

Acolyte morphs armed with long-range precision weapons that fire single, concentrated bolts of condensed Hive soulfire. Aside from their armament, adherents are not physically different from other acolyte types. They stand around six feet tall, show the developing chitin plating of Hive maturity, and have lost the membranous caul that covered their three eyes in their early life as thrall.

As one might expect, adherents are deployed as the Hive equivalent of snipers, taking positions with superior vantage to pick off targets from a distance. They use the same tactics whether fighting offensively or when stationed to protect an area from hostile approach. Like regular acolytes, they make frequent use of cover, which reduces their vulnerability to counter-sniping.

Adherents are less common than typically armed acolytes in most broods, perhaps because the soulfire rifle is more difficult to use. On the other hand, in some broods they appear almost as often as regular acolytes, leading some Hive scholars to propose their numbers simply reflect varying tactical preferences between different brood lineages.



ACOLYTE

Medium Hive

Armor Class 13 (natural armor)
Health Points 22 (4d8+4)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Perception +5, Religion +5, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Languages krill
Challenge Individual CR 2 (450 XP), Classification CR 5 Minion (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Shadowy Movement. When in dim light or darkness, the acolyte can take the Disengage or Hide action as a bonus action on its turn.

ACTIONS

Multiattack. The acolyte takes three shots with its shredder rifle.

Shredder Rifle. *Firearm Weapon Attack:* +4 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (2d6d1+1) void damage.

ADHERENT

Medium Hive

Armor Class 15 (natural armor)
Health Points 44 (8d8+8)
Speed 30 ft., climb 30 ft.

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

Saving Throws Str +4, Dex +6
Skills Arcana +6, Perception +6, Religion +6, Stealth +6
Senses blindsight 30 ft., darkvision 300 ft., passive Perception 16
Languages krill
Challenge Individual CR 4 (1,100 XP), Classification CR 7 Elite (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Superior Tactics. The adherent can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn.

ACTIONS

Soulfire Rifle. *Firearm Weapon Attack:* +8 to hit, scope 15/120/340 (long), one target. *Hit:* 10 (2d6+3) void damage and the target must succeed on a DC 14 Constitution saving throw, taking an additional 10 (3d6) void damage on a failed save.

SPELLCASTING

The adherent is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following spells:

Cantrips (at will): *message, minor illusion, true strike**
1st level (4 slots): *detect magic, hunter's mark, silence*
2nd level (3 slots): *darkness, pass without trace*

*The adherent casts this spell on itself when it rolls initiative.

ALAK-HUL

A mighty Darkblade knight imprisoned for rebellion against Oryx. As a high-ranking knight morph, Alak-Hul stands around 12 feet tall, fully covered by a well-developed chitin exoskeleton. His broad, wedge-shaped cranial crest has grown into a nearly fully enclosed helm, which in Alak-Hul's case is a distinctive, bony white. He is still adorned with the wormsilk tassel-banners of his former station, and retains the massive axe that is the Darkblade's sole weapon.

Alak-Hul has all the power and Hive magic of a Darkblade at his disposal, despite his confinement. He will attack in the same slow, deliberate manner at first, occasionally using a sorcerous ability to vanish by briefly stepping into or through the ascendant plane, then surprise his adversaries by reappearing in a different position. If hard pressed, he will adopt a markedly more aggressive offense.

Once, Alak-Hul held a favorable position as a foster son of Oryx. In this capacity, he stood with Oryx's true son, Crota, when the Hive prince raised the immense slaughter of Guardians on Luna that would come to be called the Great Disaster. Sometime afterward, feeling neglected by the King of the Hive despite his exalted position, Alak-Hul gathered an army and led an insurrection against Oryx. Despite the Darkblade's zeal, his uprising was defeated, and Alak-Hul himself was captured.

Overlooking his treachery, Oryx was pleased by Alak-Hul's demonstration of hungry ambition. Rather than destroy him utterly, Oryx merely killed Alak-Hul and elected to imprison him by interring his body in the dungeons aboard the Dreadnaught. Here, within the everted space of Oryx's throne world, the ascendant Darkblade could eventually reincarnate himself. Perhaps the Taken King hoped Alak-Hul would whet the edge of his hunger during this indefinite confinement, eventually to become worthy of returning to the King's service. However, even trapped in a sunless cell deep within the Dreadnaught, Alak-Hul could prove a dangerous contender in a struggle for leadership of the Hive.

ALAK-HUL

Huge Hive

Armor Class 18 (natural armor)

Ultra Health Point Pools:

103 (9d12+45) 103 (9d12+45) 92 (8d12+40)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Str +11, Cha +9

Skills Athletics +11, Deception +9, Intimidation +9, Perception +8, Religion +8, Stealth +4

Damage Resistances bludgeoning, kinetic, piercing, slashing

Condition Immunities Blinded, Charmed, Frightened, Incapacitated, Suppressed

Senses blindsight 120 ft., darkvision 300 ft., passive Perception 18

Languages krill

Challenge Individual CR 19 (22,000 XP), Classification CR 14 Ultra (22,000 XP)

Proficiency Bonus	Hack DC
+5	—

Paracausal Resistance. Alak-Hul has advantage on saving throws against spells, Light effects, and Darkness effects.

Terror of the Night. Alak-Hul has advantage on Dexterity (Stealth) checks while in dim light or darkness, and his darkvision can see in magical or paracausal darkness. Alak-Hul can use his bonus action to move up to 15 feet toward a Frightened creature without provoking opportunity attacks.

Cloud of Darkness. While not Incapacitated, Alak-Hul radiates a cloud of magical darkness in an 60-foot spherical radius that is always centered on himself, even should he use his Dark Phasing legendary action. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical or nonparacausal light can't illuminate it.

Creatures of Alak-Hul's choice that start their turn in the cloud, or who enter the cloud for the first time on a turn, must succeed on a DC 18 Wisdom saving throw or become Frightened of the darkness. Creatures Frightened in this way are also Paralyzed. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Creatures that succeed on their saving throw, or for which the effect ends, are immune to being Frightened in this way for 24 hours.

Finally, while within the cloud, Risen creatures have disadvantage on core Light ability recharge rolls they make.

ACTIONS

Multiattack. Alak-Hul can use his axe slam, then make two melee attacks.

Double-Headed Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage plus 18 (4d8) darkness damage.

Axe Slam (range 15 ft., recharge d6 [4]). All targets of Alak-Hul's choice within 5 feet of a space within range must make a DC 18 Strength saving throw. A target takes 35 (10d6) darkness damage and is knocked Prone on a failed save. On a success, a target takes half as much damage and isn't knocked Prone.

LEGENDARY ACTIONS

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

Detect. Alak-Hul makes a Wisdom (Perception) check.

Move. Alak-Hul moves up to 10 feet without provoking opportunity attacks.

Dark Phasing. Alak-Hul phases into the Ascendant realm, becoming completely undetectable until the start of his next turn, at which point he returns to an unoccupied location within 60 feet of his original location. He cannot use legendary actions until then.

Attack (costs 2 actions). Alak-Hul makes an attack with his double-headed axe.

ULTRA ACTIONS

If one of Alak-Hul's health point pools is reduced to 0, and he has at least one health point pool remaining, he can immediately perform the following action.

Summon the Swarm. Alak-Hul summons 7 (3d4) hallowed thrall within his cloud of Darkness, then uses his dark phasing legendary action.

If Alak-Hul only has one hit point pool remaining when he uses this ultra action, he gains the following additional benefits for the next minute:

- His speed is tripled.
- 5 (2d4) hallowed thrall are summoned within his cloud of darkness at the start of each of his turns, following the same rules as other summoned hallowed thrall.
- The number of legendary actions he can take increases by 1.

ATTENDANT

Acolyte morphs armed with splinter bows, a peculiar Hive weapon that fires a spread of searing solar projectiles in a fan pattern. Although specially armed, attendants do not differ physically from the normal acolyte form. They are about six feet tall, have the medium chitin plates of mature Hive, and show their three eyes no longer covered by the youthful membrane of a thrall.

The splinter bow is a close- to medium-range weapon typically carried by knights. It fires a wide barrage, making it a potent suppressive weapon against multiple targets, especially when fired repeatedly. Its fusillade is fairly difficult for a single opponent to evade, at least within its effective range. It is also capable of a concentrated blast for greater power in a single shot.

It is not known what qualifies an acolyte to be made an attendant, nor whether it represents some sort of promotion or distinction. Some scholars believe it is an honor, because attendants are permitted to use the splinter bow before taking the knight morph.

ATTENDANT

Medium Hive

Armor Class 16 (natural armor)

Health Points 39 (6d8+12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Str +5, Dex +6

Skills Arcana +6, Acrobatics +6, Perception +4, Religion +4, Stealth +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14, truesight 30 ft.

Languages krill

Challenge Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Splinter Bow. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., up to 3 targets within 5 feet of a point in range. *Hit:* 7 (1d8+3) solar damage.

Empowered Shot. The attendant fires a single high-power shot from its splinter bow at a target within 60 feet. The target must make a DC 14 Strength saving throw, taking 22 (5d8) solar damage on a failed save, or half as much on a success. Creatures that fail the saving throw are also knocked Prone.

BROOD PRINCE

The mightiest of Hive may eventually come to rule over distinct broods of their own. These brood princes are gods among the Hive, and number among the hellish aristocracy that forms the loose structure of Hive leadership.

Brood princes, regardless of gender, most often (though not always) have assumed the knight morph. Even so, they can present great variety in physical form in terms of the shape and colors of their chitin growths, their choices of adornment, and outward characteristics resulting from their paracausal power as ascendant Hive. The only feature all brood princes likely have in common is a tendency to grow to great size, since they receive a massive influx of ontological tribute from all the destruction and slaughter collectively wrought by their broodlings.

Some princes are born to their station as the spawn of Hive nobility, while others rise up to become princes from common origins by proving their great strength and earning the right to lead their own broods. Whether the rank is hereditarily received or meritoriously bestowed, the full power of a brood prince requires centuries to develop and mature. Even so, there is considerable variation in the scope and nature of brood princes' powers from one individual to another. Most significantly, while all brood princes are ascendants—Hive capable of entering the ascendant plane—not all have their own throne worlds in the ascendant realm. This means that some brood princes, though mighty, can nevertheless be killed wherever they are found, while others can only truly die if defeated inside their own throne worlds.

Although the rule of princes over their broods is singularly absolute, they are typically supported by a court of other high-ranking Hive champions and specialists. Foremost among these is usually the brood queen, a wizard morph responsible for the spawning of the brood. The queen is mated to the brood prince in most cases (though this is not universally so), and it is by seeding the brood with their own spawn that the prince and queen endow the brood's population with their own distinctive morphological characteristics.

The most infamous brood prince is the royal scion of Oryx himself: Crota, who in turn raised several princely progeny among his Hidden Swarm on Luna. Oryx's other exiled son, Nokris, also went on to rule his own heterodox brood devoted to the worm god Xol. Malok, a son of Savathûn, became a brood prince before being taken by Oryx.

The Hive is a vast collection of broods, and numerous less prominent princes exist besides particularly high-profile individuals like the royal children. Brood princes may also carry on even if their broods have diminished. For example, Urrox, the Flame Prince, ruled a brood that has now almost completely died out.

Some knight champions are also titled princes, such as Crota's Swarm Princes. However, they should not be confused with proper brood princes.

BROOD PRINCE

Gargantuan Hive (25 ft. by 25 ft.)

Armor Class 21 (natural armor)

Ultra Health Point Pools:

132 (8d20+48) 132 (8d20+48) 132 (8d20+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	22 (+6)	18 (+4)	18 (+4)	23 (+6)

Saving Throws Str +14, Con +13, Wis +11, Cha +13

Skills Arcana +11, Athletics +14, Intimidation +13, Religion +18, and any four others

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained, Stunned

Senses blindsight 120 ft., darkvision 300 ft., passive Perception 21, truesight 60 ft.

Languages krill and any three other languages

Challenge Individual CR 24 (62,000 XP), Classification CR 21 Ultra (62,000 XP)

Proficiency Bonus	Hack DC
+7	—

Wrath of the Prince. The brood prince has 12 wrath dice, which are d6s. When an ability calls for a number to be rolled, it can roll up to six wrath dice. When a wrath die is rolled, the die cannot be used again, but the brood prince regains use of up to 4 wrath dice at the start of each of its turns.

Worm's Balm. As a bonus action, the brood prince can roll a number of wrath dice, and regain hit points equal to the amount rolled.

Paracausal Resistance. The brood prince has advantage on saving throws against spells, Light abilities, and Darkness effects.

Magic Weapons. The brood prince's weapon attacks are magical. They overcome all resistances, unless the resistance is specifically against magical damage.

ACTIONS

Multiattack. The brood prince makes three attacks: one with its cleaver and two with its arc bolt.

Cleaver of the Prince. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) darkness damage. On a hit, the brood prince can roll a number of wrath dice and add that number to the damage dealt.

Arc Bolt. *Ranged Spell Attack:* +13 to hit, range 300 ft., one target. *Hit:* 11 (1d10+6) arc damage.

LEGENDARY ACTIONS

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

Detect. The brood prince makes a Wisdom (Perception) check.

Move (costs 2 actions). The brood prince moves up to its speed without provoking opportunity attacks.

Arc Barrage (costs 3 actions). The brood prince makes four attacks with its arc bolt.

Poisonous Whirlwind (costs 2 actions). The brood prince rolls a number of wrath dice. All creatures of the brood prince's choice within 15 feet must make a Constitution saving throw, with a DC of 14 + the number of wrath dice rolled. Creatures take twice the amount rolled in poison damage on a failed save, or the amount rolled on a success.

ULTRA ACTIONS

If one of the brood prince's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Broodcall. The brood prince summons 5 (2d4) acolytes and 6 (1d6+3) hallowed thrall into unoccupied spaces within 120 feet.

In addition, the brood prince summons either a shrieker, a Darkblade, or a wizard into an unoccupied space. This creature is not considered a summoned creature and is instead added to the initiative order as normal.

ENRAGED

If the brood prince is reduced to 0 hit points, it can drop to 1 health point instead and immediately use its enraged action. It cannot do this again until it completes a long rest.

Analeptic Smite. The brood prince channels the Darkness through its cleaver and slams it into the ground. All creatures of its choice within 300 feet of it must make a DC 22 Light ability saving throw (or Constitution if not a Risen creature), taking 70 (20d6) darkness damage on a failed save, or half as much on a success. The brood prince then becomes enveloped in soulfire, gaining a number of temporary hit points equal to half the total amount of damage dealt to all creatures with this.

While the brood prince has these temporary hit points, it cannot regain health points, rolling wrath dice does not render them unusable, and it can roll up to 12 dice instead of 6 when asked to roll a number of wrath dice. However, rolling more than 6 wrath dice at once deals 1d4 necrotic damage to the brood prince for each die rolled above 6.

BROOD QUEEN

Among the most powerful wizard-morph Hive are brood queens, who guide the ceaseless spawning which grows the population of the Hive lineages they rule. As fully developed, exceptionally strong ascendant Hive, brood queens attain the greatest stature of any wizards at around 15 feet tall or more. Their cranial crests have grown into large, individually unique forms, and their bodily chitin shows distinct, complex patterns. They are usually heavily ornamented with wormsilk vestments and other personal decorations.

Despite their considerable power and greater size, as combatants brood queens are fundamentally similar to lesser wizards inasmuch as they move with hovering flight and attack with a variety of Hive sorcery. However, the breadth of their abilities and the sheer magnitude of their paracausal strength make them an entirely different order of threat. Fortunately brood queens are very rare, and of all the members of the Hive's upper echelons, they are perhaps the most secretive and reclusive. Encountering one is almost impossibly unlikely under any circumstances short of a direct assault on the leadership of a Hive brood in their most deeply entrenched stronghold.

A brood queen usually shares rulership of the brood with a prince, in which case the two are almost always mated. However, given the flexibility and volatility of Hive leadership dynamics, it is entirely possible for a queen and a prince not to be mated, or for a queen to hold primacy over the prince, or even for a queen to lead a brood without a prince at all. Regardless, even if not functioning as a brood's highest leader, the queen is certainly always one of its most influential and powerful figures. Indeed, the morphological characteristics that distinguish one brood from another are the result of the brood queen's influence as the progenitor of the brood's spawn, whether or not in combination with a prince. As such, the queen is connected to every member of the brood through blood as well as tithing.

Very few sightings of brood queens have been confirmed by the Vanguard, even from scouting excursions deep into the Hellmouth on Luna. As such, Guardians' knowledge of them is extremely limited. Hive experts are aware of their existence in a general sense, but possess very little concrete information. Accordingly, even basic questions about how brood queens are selected or how they are involved in the spawning process on such a large scale remain unanswered.



BROOD QUEEN

Large Hive

Armor Class 19 (natural armor)

Ultra Health Point Pools:

95 (10d10+40) 95 (10d10+40) 95 (10d10+40)

Speed fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	19 (+4)	19 (+4)	21 (+5)	25 (+7)

Saving Throws Dex +11, Con +10, Wis +11, Cha +13

Skills Acrobatics +11, Arcana +10, Persuasion +13, Religion +17, and any four others

Damage Resistances fire, poison, solar

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Petrified, Paralyzed, Poisoned, Prone, Restrained, Suppressed, Weakened

Senses blindsight 30 ft., darkvision 240 ft., passive Perception 21

Languages krill and any three others

Challenge Individual CR 23 (50,000 XP), Classification CR 20 Ultra (50,000 XP)

Proficiency Bonus	Hack DC
+6	—

Arcane Mastery. When the brood queen casts a spell that forces other creatures she can see to make a saving throw, she can choose any number of them. These creatures automatically succeed on their saving throws against the spell, and take no damage from the spell.

Searing Flames. When the brood queen deals 30 or more fire or solar damage to a target, the target begins Burning for 1 minute. A Burning target can attempt a DC 15 Constitution saving throw at the end of each of its turns, ending the condition early on itself on a success.

ACTIONS

Solar Bolt. Ranged Spell Attack: +13 to hit, range 90 ft., one target. Hit: 17 (7d4) solar damage.

SPELLCASTING

The brood queen is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She regains expended spell slots when she finishes a short or long rest. She knows the following spells:

Cantrips (at will): *control flame, dancing lights, mage hand, minor illusion*

1st–5th level (3 5th-level slots): *blight, cloudkill, dominate person* (Hive creatures only), *mirror image, see invisibility, teleportation circle*

At will: *dimension door, fear, fireball* (as a 5-ft. Spherical radius)

1/day each: *antipathy / sympathy, fire storm, word of recall*

3/brief rest: *brood spikes*

1/brief rest: *shroud of darkness*

LEGENDARY ACTIONS

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

Deft Movement. The brood queen moves up to half her flying speed without provoking opportunity attacks.

Detect. The brood queen makes a Wisdom (Perception) check.

Bolt Barrage (costs 2 actions). The brood queen casts solar bolt three times.

Brood Queen's Attendant (costs 1–3 Actions, enraged only). The brood queen causes her shadow to act. For 1 action, the brood queen's shadow can move up to 30 feet without provoking opportunity attacks. For 2 actions, the brood queen's shadow can use its dark phasing. For 3 actions, the brood queen's shadow can cast void barrage.

ULTRA ACTIONS

If one of the brood queen's health point pools is reduced to 0, and she has at least one health point pool remaining, she can immediately perform the following action.

Psychic Scream. The brood queen lets out a bloodcurdling scream that can be heard up to 200 feet away. Each creature of the brood queen's choice that hears the scream must succeed on a DC 18 Wisdom saving throw or be Paralyzed until the end of its next turn. If a creature has immunity to being Frightened or advantage on saving throws against being Frightened, it has advantage on this saving throw. If a creature's saving throw is successful or the effect ends for it, the creature has advantage against the brood queen's psychic scream for the next 24 hours.

ENRAGED

If the brood queen is reduced to 0 hit points, she can drop to 1 health point instead and immediately use her enraged action. She cannot do this again until she completes a long rest.

Shadow of the Queen. A brood queen's shadow (creature) appears in an unoccupied space within 10 feet. While the brood queen's shadow has at least 1 health point remaining, the brood queen is immune to all damage and to all conditions. The brood queen's shadow is considered friendly to the brood queen, obeys the brood queen, and joins the initiative order immediately. The brood queen cannot take a legendary action after the shadow's turn.

BROOD QUEEN'S SHADOW

Large Hive (shadow)

Armor Class 21 (natural armor)

Health Points 112 (15d10+30)

Speed fly 40 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	23 (+6)	14 (+2)	13 (+1)	21 (+5)	21 (+5)

Saving Throws Str +4, Dex +12, Con +8, Cha +11

Skills Investigation +7, Perception +17

Damage Resistances force, psychic, necrotic, void

Condition Immunities all

Senses darkvision 240 ft., passive Perception 27

Languages understands krill

Proficiency Bonus	Hack DC
+6	—

Aspect of Shadows. When in dim light or darkness, the shadow has advantage on Dexterity (Stealth) checks it makes, and it cannot be detected by scanners.

Dark Phasing. The brood queen's shadow can temporarily phase away from combat when the brood queen takes a legendary action (costs 2 actions) to command it to do so. The brood queen's shadow disappears, becoming completely undetectable until the start of its next turn, at which point it returns to an unoccupied location within 60 feet of its original location.

ACTIONS

Oppressive Presence. All creatures of the shadow's choice within 200 feet must make a DC 19 Charisma saving throw. On a failed save, a creature is Suppressed for 1 minute. A Suppressed creature can use its action to repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. If a creature's saving throw is successful or the effect ends for it, it becomes immune to the shadow's oppressive presence for the next 24 hours.

Void Barrage. All targets of the shadow's choice in a 120-foot sweeping line must make a DC 19 Dexterity saving throw, taking 35 (10d6) void damage on a failed save, or half as much on a success.

SPELLCASTING

The shadow's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, mage hand, minor illusion*
1/brief rest: *project image* (can choose to create an illusory copy of the brood queen instead of itself)

DARKBLADE

High-status champions in service to Hive nobility are sometimes granted the title of Darkblade. These are always knight morphs who have accumulated particularly immense strength, and accordingly grown to great size, typically ten feet or taller. Their chitin armor is well developed, and their cranial crests often grow into a thicker, broader shape than those of regular knights. They also wear a chitin faceplate that largely conceals their eyes. To distinguish their rank, Darkblades are adorned with fine wormsilk tassels.

Darkblades exclusively carry a type of massive double-headed axe. They tend to advance slowly and implacably, delivering thunderous blows when they inevitably come into close distance with their opponents. They also employ a distinctive Hive magic ability: vanishing into thin air only to suddenly reappear moments later to strike unexpectedly.

The exact duties of Darkblades' position are not clear to Hive scholars, nor are the requirements for the rank. Some speculate their axes and tassels are vestigial trappings of ceremonial executioners. Whatever the nature of the role, Darkblades only serve powerful Hive nobles like brood princes.

DARKBLADE

Large Hive

Armor Class 17 (natural armor)

Health Points 114 (12d10+48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +8, Dex +3, Con +8

Skills Athletics +8, Intimidation +7, Perception +5, Religion +5, Stealth +3

Condition Immunities Blinded, Charmed, Frightened, Restrained, Suppressed

Senses blindsight 30 ft., darkvision 200 ft., passive Perception 15

Languages krill

Challenge Individual CR 10 (5,900 XP), Classification CR 10 Major (5,900 XP)

Proficiency Bonus	Hack DC
+4	—

Terror of the Night. The Darkblade has advantage on Dexterity (Stealth) checks while in dim light or darkness, and its darkvision can see in magical or paracausal darkness. The Darkblade can use its bonus action to move up to 15 feet towards a Frightened creature without provoking opportunity attacks.

Perseverance (2/long rest). If the Darkblade fails a saving

throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Darkblade uses its frightful presence. It can then use its axe slam and make two melee attacks.

Double-Headed Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage plus 9 (2d8) darkness damage.

Axe Slam (range 10 ft., recharge d6 [4]). All targets of the Darkblade's choice within 5 feet of a space within range must make a DC 16 Strength saving throw. A target takes 45 (10d8) darkness damage and is knocked Prone on a failed save. On a success, a target takes half as much damage and isn't knocked Prone.

Frightful Presence. Each creature of the Darkblade's choice within 60 feet and aware of it must make a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Darkblade's frightful presence for the next 24 hours.

REACTIONS

Dark Phasing (2/brief rest). After taking damage, the Darkblade can phase into the Ascendant realm, becoming completely undetectable until the start of its next turn, at which point it returns to an unoccupied location within 60 feet of its original location and uses its axe slam.

DEATHSINGER

Large Hive

Armor Class 22 (natural armor + arcane armor)

Energy Shields 105 (14d8+42) void

Ultra Health Point Pools:

75 (10d8+30) 75 (10d8+30) 75 (10d8+30)

Speed fly 35 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	23 (+6)	19 (+4)	26 (+8)

Saving Throws Dex +10, Con +9, Cha +14

Skills Arcana +16, Perception +10, Persuasion +12, and any five others

Condition Immunities Blinded, Burning, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Prone, Suppressed

Senses darkvision 200 ft., passive Perception 19

Languages krill and up to four other languages

Challenge Individual CR 22 (41,000 XP), Classification CR 18 Ultra (41,000 XP)

Proficiency Bonus	Hack DC
+6	—

Arcane Armor. While the deathsinger has at least 1 energy shield point, it cannot fail concentration checks to maintain a spell it has cast, and its AC is increased by 4. Otherwise, it has advantage on concentration checks to maintain a spell it has cast.

Enhanced Paracausal Resistance. The deathsinger has advantage on saving throws against spells, Light abilities, and Darkness effects. When it does take damage from these sources, it only takes half as much.

ACTIONS

Arc Bolt. *Ranged Spell Attack:* +12 to hit, range 90 ft., one target. *Hit:* 17 (7d4) arc damage.

Recover Energy Shields (1/brief rest). The deathsinger regains all points in its energy shields. It can change the alignment of its energy shields to arc, solar, or void when it does this.

SPELLCASTING

The deathsinger is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *dancing lights, mage hand, minor illusion*

1st–5th level (4 5th-level slots): *blight, fear, hex, major image, see invisibility, teleportation circle*

1/day each: *arcane gate, deathsong, demiplane, harm*

2/brief rest: *shroud of darkness*

DEATHSINGER

Among the highest-ranking of ascendant Hive, deathsingers are the most exalted among wizards. Richly fed with tithed paracausal tribute, they grow only slightly in size, but quite considerably in ornament. Their chitin plates and bony spurs develop elaborate protrusions, and their crested headpieces become especially distinct. Individual deathsingers vary in the details of their appearance, but they share a mastery over the song of death: a mysterious technique by which they can invoke the very essence of death, of ending, and inflict it upon any subject. For good or ill, this song is the source of great fascination for the few among Guardians whose study of Hive lore reaches deep enough to know of it.

The deathsong is believed to be the invention of Ir Halak, one of the twin daughters of Oryx, King of the Hive. It is also practiced by Ir Yût, a deathsinger in service to Crota, the Hive prince who dwells in the Moon. Fortunately it seems very few deathsingers exist, and those few prefer to abide in their hidden realms. Even so, those best acquainted with the dangers of the Hive fear the deathsingers will eventually perfect their song, and emerge to perform it for all the survivors of humanity.

LEGENDARY ACTIONS

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

Detect. The deathsinger makes a Wisdom (Perception) check.

Deft Movement. The deathsinger moves up to half of its highest speed without provoking opportunity attacks.

Bolt Barrage (costs 3 actions). The deathsinger casts arc bolt three times.

ULTRA ACTIONS

If one of the deathsinger's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Arcane Recovery. The deathsinger regains one expended spell slot.

GORESEEKER

Medium Hive

Armor Class 16 (natural armor)

Health Points 26 (4d8+8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	12 (+1)

Skills Arcana +2, Athletics +6, Religion +5

Senses darkvision 60 ft., passive Perception 15

Languages krill

Challenge Individual CR 2 (450 XP), Classification CR 5 Soldier (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Scent of Blood. As a bonus action on its turn, the goreseeker can move up to its movement speed toward a hostile creature it can see that is not at its maximum hit points.

Mob Mentality. The goreseeker has advantage on its attack rolls against a target if the target was attacked by an ally of the goreseeker before the start of the goreseeker's turn.

Soulfire Endurance. If the goreseeker takes damage that would reduce it to 0 health points, and that damage does not originate from a spell, core Light ability, or other similar source, roll a d20. On a roll of 10 or higher, the goreseeker is reduced to 1 health point instead.

ACTIONS

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 7 (2d6) darkness damage.

GORESEEKER

Zealous acolyte morphs who rush to fight viciously in close quarters, making no effort to avoid their own deaths. Like all acolytes, goreseekers are mature Hive, about six feet tall with developed chitin plates and their three eyes no longer covered under the membrane of youthful thrallhood. They are distinguishable by the wicked sickles they carry as their only weapons, and sometimes by the fact their chitin is darkened by accumulated bloodstains.

Unlike other types of acolytes, who are notable for their relatively cautious positioning and use of cover, goreseekers fight like they are eager to die. Attacking in groups along with the thrall they may command, goreseekers rush their opponents without hesitation to strike with their sickles, no matter the tactical circumstances. They are especially motivated to charge at those who have already been wounded, even if dashing forward to leap upon bloodied prey puts them out ahead of their allies.

Despite their characteristic recklessness, goreseekers are frighteningly resilient, often continuing to fight even when fatally maimed or partly dismembered. Guardians who have survived combat against the Hive advise that you cannot be certain a goreseeker is actually dead unless you see it reduced to dust or burned away with Light.



KNIGHT

Medium Hive

Armor Class 18 (natural armor)

Health Points 75 (10d8+30)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Dex +3, Cha +5

Skills Athletics +6, Perception +5, Religion +5

Vehicle Proficiencies tomb ship

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages krill

Challenge Individual CR 5 (1,800 XP), Classification CR 8 Elite (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Multiattack. The knight takes two shots with its boomer cannon.

Boomer Cannon. *Payload Firearm Weapon Attack:* DC 14, scope 60/120/340 (close), radius 5 ft. *Failed save (half on success):* 14 (2d10+3) explosive arc damage.

Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage. If the knight is holding this weapon with two hands when it hits with an attack, it can use a bonus action to cause the attack to deal an additional 21 (6d6) darkness damage.

REACTIONS

Shield of Darkness (recharge d6 [5]). If a creature makes a weapon attack against the knight, the knight can summon a shield of pure Darkness to completely negate all effects of the attack, including all damage or saving throws from payload weapons. The knight heals itself for 10 (3d6) hit points when it does this.

KNIGHT

One of the fully mature forms an adult Hive can assume, adapted for great physical strength and fighting prowess. Taking the knight morph brings a considerable growth spurt: the humble frame of the former acolyte reaches eight to ten feet, and develops much more extensive chitin plates, making the knight nearly fully armored. Its cranial plating grows into an almost completely enclosed helm, unmistakable for its broad, crested spurs. Armed with boomers, a Hive weapon like a rapid-firing, hand-carried mortar, or frightful cleaver swords, knights are fearsome frontline fighters.

In addition to the natural defensive resilience of their armor, knights have access to enough paracausal power tithed from the acolytes they command to use rudimentary Hive magic to create shield walls to protect themselves. These barriers disappear after a few moments, and no Guardian has ever succeeded in obtaining a sample of their substance, but whatever they are made of is impenetrable to almost all small-arms fire. Knights can only sustain these barriers briefly, but they use that short time to draw on reserves of strength from their tithed underlings to redouble their attack.

LARVA WORM

The infant spawn of the Hive worm gods. Larval Hive worms are meaty insectoid creatures typically between one and three feet in length, with segmented bodies of a pale, waxy hue that resemble some varieties of maggots from Earth. They move with the aid of a series of small feet in two rows on the underbelly, while six fin-like dorsal growths and a pair of curved tail spines suggest they may also be adapted for swimming. Despite being an entirely separate species, they have three green eyes in a triangular arrangement above their mouthparts, curiously just like their Hive hosts.

Although individually unthreatening, worm larvae are the source of the Hive's paracausal capabilities, the link to the worm gods through which they are granted immortality, the Sword Logic, and powers derived from the Darkness. The Hive breed them in inconceivably vast numbers, for every single Hive, from the lowliest thrall to the mightiest ascendant, must carry a worm larva inside their body. In exchange for the paracausal link they maintain, the larvae subsist by consuming a portion of the ontological substance its host gathers through destroying other beings. The stronger the host grows, the deeper the worm's hunger becomes, and the more the Hive must kill to keep it fed.

Hive scholars' discourse tends to take a dark turn when it comes to worm larvae. Some wonder if non-Hive hosts can survive implantation, and if so, what dark powers they might obtain. The Praxic Order strictly polices Guardians who may attempt to collect worm larvae as pets—or for other purposes.

LARVA WORM

Tiny Hive

Armor Class 8 (natural armor)

Health Points 3 (2d4-2)

Speed 10 ft., burrow 15 ft.

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

Skills Arcana +1, Deception +5, Insight +2, Perception +2, Persuasion +3, Religion +4

Senses tremorsense 120 ft., passive Perception 12

Languages telepathy (touch)

Challenge Individual CR 0 (0 XP), Classification CR 0 Minion (10 XP)

Proficiency Bonus	Hack DC
+2	—

Sympathetic Parasite. The larva worm is small enough to be consumed by Small or larger creatures with only slight discomfort. If this happens, the larva worm does not pass through the digestive tract of the consumer, who is now considered the host of the larva worm. The larva worm instead stays within the body of the host, and will feed on the death inflicted by the host. If its host dies, the larva worm dies as well.

ACTIONS

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



MOURNER

A variety of stationary shrieker construct bound with stronger Hive magics. In appearance it closely resembles regular shriekers: the interlocking plates of its multipart shell form a roughly diamond-shaped enclosure about ten feet tall. Within is fixed the non-corporeal eye of the construct, where the paracausal energies that animate it are focused, and from which come its various attacks.

Mourners differ from ordinary shriekers in their greater resilience and markedly more vengeful tactics. In addition to the usual seeker projectiles, much detested by every Guardian who has encountered a shrieker, the mourner can emit a hideous, keening screech. This gut-twisting wail may not only deafen those who hear it, but can alert nearby Hive to the presence of intruders. Even in being destroyed, mourners inflict one final attack of spite in the form of a pack of tracking axion darts that burst forth from the mourner's core to exact retribution from anyone they can reach.

MOURNER

Large Hive Construct (artifact)

Armor Class 15 (natural armor)

Health Points 161 (17d10+68)

Speed 0 ft. (mounted, can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	16 (+3)	19 (+4)	12 (+1)

Skills Perception +9

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 19, passive scanners 20 ft.

Challenge Individual CR 9 (5,000 XP), Classification CR 9 Major (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

Multiform Creature. The mourner has two forms, open and closed, which it can shift between as a bonus action on its turn. Only certain features or actions are available for each of its forms.

Everwatching Sentry. The mourner must switch into its open form if it can detect a hostile creature, and it has the option to switch into its open form.

Indestructible Defense (closed form only). While closed, the mourner is immune to all damage and conditions.

Death Blast. If the mourner is reduced to 0 hit points it destroys itself, sending out four axion darts as it dies. Each dart causes a target within 90 feet to take 5 (2d4) void damage. The darts strike simultaneously, and the mourner can choose to have them strike a single target or multiple different targets.

ACTIONS

Multiattack (open form only). The mourner can use its deafening screech. It then uses its void seekers three times.

Void Seekers (open form only). The mourner hits one target within 120 feet, that isn't behind total cover, for 13 (4d4+3) void damage.

Deafening Screech. All creatures of the mourner's choice within 300 feet and who can clearly hear it must succeed on a DC 17 Constitution saving throw or become Deafened for the next minute. A Deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Creatures who succeed on the saving throw, or for which the effect ends, become immune to being Deafened in this way for 24 hours.

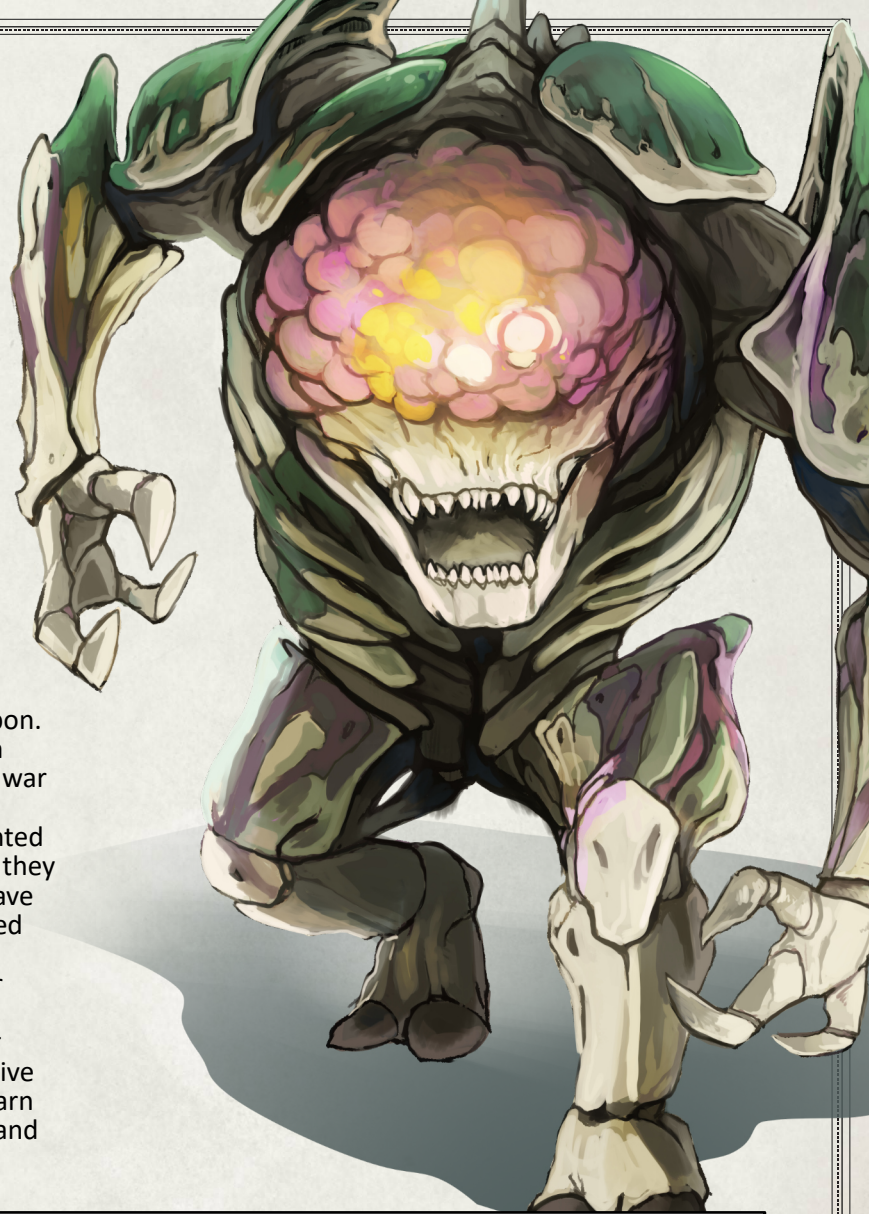
REACTIONS

Snap Shut (recharge d6 [5], open form only). After taking damage, the mourner can shift into its closed form. It heals itself for 21 (6d6) hit points and ends all ongoing conditions when it does this. The mourner can only roll to recharge this reaction while in its open form.

OGRE

The largest and vilest of Hive spawn, lumbering horrors cultivated through transformation induced by hideous ritual sacraments. Ogres are created from specially selected thrall, and vaguely resemble them, though bloated to grotesquely gargantuan proportions. They keep the underdeveloped physical features and ashiness of thrall, but are inflated to towering heights of fifteen to twenty feet. Their upper bodies are massively hypertrophied, giving ogres a topheavy, hunched posture. Thrall retain the juvenile cranial membrane when transformed into ogres, and the process leaves the covered head repulsively bulging with a seething, tumorous growth that is in fact its primary weapon. This growth can emit hazardous pulses of high-energy charged particles, as dangerous and effective as the fire of any directed-energy weapon. With these blasts, their boulder-like fists, and an unquenchable rage, ogres are terrifying walking war engines.

Though their existence is unceasingly tormented and brutal, ogres are mindlessly devoted. While they exist outside the main Hive hierarchy, they do have ranks of their own. Common ogres are considered 'unborn' until ritually summoned to higher purposes, when they become 'reborn' in further augmented strength. Ceremonies of agonizing hallowing endow ogres with greater and greater might, and ever deeper ferocity. Those that survive long enough come to be known by name, and earn special duties protecting the Hive's darkest pits and most dire secrets.



OGRE

Large Hive

Armor Class 15 (natural armor)

Health Points 153 (18d10+54)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	7 (-2)	12 (+1)	16 (+3)

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +6, Perception +4

Damage Resistances arc, bludgeoning, darkness, piercing, psychic, slashing, solar, void

Condition Immunities Blinded, Charmed, Deafened, Frightened, Restrained

Senses blindsight 200 ft. (blind beyond this radius), passive Perception 14

Languages understands krill

Challenge Individual CR 7 (2,900 XP), Classification CR 7 Major (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Scent of Blood. As a bonus action on its turn, the ogre can move up to its speed toward a hostile creature it can

perceive that is not at its maximum hit points.

Perseverance (1/long rest). If the ogre fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The ogre makes three attacks with its fists.

Eye Blast. Ranged Spell Attack: +8 to hit, range 200 ft., one target. Hit: 13 (2d10d1+5) void damage.

Fists. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) bludgeoning damage.

LEGENDARY ACTIONS

The ogre can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The ogre regains spent legendary actions at the start of its turn.

Ogre's Eye. The ogre makes an attack with its eye blast.

Thrash (costs 2 actions). The ogre makes two fists attacks against a single target within reach. If both hit, the target is knocked Prone and has its speed halved until the end of its next turn.

PHOGOTH, THE ABOMINATION

Ogres are abominable creations in any case, but from time to time the Hive ritualists who create them hit upon a novel way to deepen the depravity of the twisted spawning process. Phogoth is the result of such an innovation. Kept chained in the Summoning Pits deep within the lunar catacombs, the ogre that would become Phogoth was subjected to a torturous ritual of rebirth—or, some believe, a horrendous cycle of repeated rebirths—to augment its hideous power and stoke its excruciating fury to heights beyond the reach of typical Hive monstrosities.

As any high-order ogre, Phogoth has grown to titanic, swollen size, standing about 20 feet tall despite its hunching back and lowered head. Superficially it appears much like other ogres of similar scale, but it is readily distinguished by the immense, heavy chains bound about its body and

limbs, and the cruel manacles on its forearms. Graven with Hive runes and aglow with sickly sorcery, these restraints held Phogoth in place during the prolonged infliction of the torment that created it. Perhaps because of those spawning rites, Phogoth suffers from an unusual weak point in the center of its abdomen—but this is the sole vulnerability it has compared to any other ogre.

Phogoth was spawned and kept by the Hidden Swarm, the teeming brood of the Hive prince Crota, which occupies Luna. No one can tell whether Phogoth was created for a specific reason, or simply as an exercise in excess of unholy power on the part of the Hidden Swarm's spawnkeepers and wizards. Whatever may have spurred them to bring Phogoth into existence, none doubt the purpose of this untamed abomination is hate-fueled destruction, to the greatest degree possible. While some Hive scholars believe Phogoth is meant to be the Hidden Swarm's ultimate weapon, others fear this terrible ogre is merely one of many greater horrors to emerge from the depths of the Hive's shadow.

PHOGOTH, THE ABOMINATION

Gargantuan (20 ft. by 20 ft.) Hive

Armor Class 14 (natural armor)

Ultra Health Point Pools:

62 (4d20+20) 62 (4d20+20) 62 (4d20+20)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Str +10, Con +9

Skills Athletics +10, Intimidation +8, Perception +7

Condition Immunities Blinded, Charmed, Deafened, Frightened, Restrained, Suppressed, Weakened

Senses blindsight 200 ft. (blind beyond this radius), passive Perception 17

Languages understands krill

Challenge Individual CR 14 (11,500 XP), Classification CR 9 Ultra (11,500 XP)

Proficiency Bonus	Hack DC
+4	—

Paracausal Resistance. Phogoth has advantage on saving throws against spells, Light abilities, and Darkness effects.

ACTIONS

Multiattack. Phogoth can use its terrifying roar. It then makes up to three attacks: two with its eye blast and one with its fists.

Eye Blast. Ranged Spell Attack: +10 to hit, range 200 ft., one target. Hit: 20 (3d10d1+6) void damage.

Fists. Melee Weapon Attack: +10 to hit, reach 10 ft., one

target. Hit: 11 (1d10+6) bludgeoning damage.

Terrifying Roar. Each creature of Phogoth's choice within 120 feet and aware of it must succeed on a DC 17 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Creatures who succeed on their saving throw, or for which the effect ends, become immune to Phogoth's terrifying roar for the next 24 hours.

LEGENDARY ACTIONS

Phogoth can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Phogoth regains spent legendary actions at the start of its turn.

Move. Phogoth moves up to half its speed without provoking opportunity attacks.

Ogre's Eye (costs 2 actions). Phogoth makes one eye blast attack.

Pulverize (costs 2 actions). All creatures within 10 feet must make a DC 18 Strength saving throw. On a failed save they take 22 (5d8) kinetic damage and are knocked back 10 feet, where they fall Prone. On a successful save they take half as much and are not pushed back.

ULTRA ACTIONS

If one of Phogoth's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Infuriated. Phogoth is immune to all damage until the end of its next turn, and for the next hour, the number of legendary actions it can take increases by one.

SHRIEKER

Large Hive Construct (artifact)

Armor Class 15 (natural armor)

Health Points 45 (6d10+12)

Speed 0 ft. (mounted, can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	15 (+2)	17 (+3)	10 (+0)

Skills Perception +6

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 16, passive scanners 15 ft.

Challenge Individual CR 3 (700 XP), Classification CR 5 Elite (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Multiform Creature. The shrieker has two forms, open and closed, which it can shift between as a bonus action on its turn. Only certain features or actions are available for each of its forms.

Everwatching Sentry. The shrieker must switch into its open form if it can detect a hostile creature, and it has the option to switch into its open form.

Indestructible Defense (closed form only). While closed, the shrieker is immune to all damage and conditions.

ACTIONS

Void Seekers (open form only). The shrieker hits one target within 90 feet, that isn't behind total cover, for 13 (4d4+3) void damage.

REACTIONS

Snap Shut (recharge d6 [5], open form only). After taking damage, the shrieker can shift into its closed form. It heals itself for 14 (4d6) hit points and ends all ongoing conditions when it does this. The shrieker can only roll to recharge this reaction while in its open form.

SHRIEKER

Part ensorcelled turret, part unsleeping eye, shriekers are neither living nor mechanical. Actuated by paracausal magic, they have no will or awareness of their own, but embody the will of the Hive. Immobile but capable of hovering at fixed aerial positions, the body of each shrieker consists of a multipart shell of interlocking hardened chitin plates. When closed, this shell forms a roughly diamond-shaped solid about ten feet tall—though some reports exist of remarkable shriekers of unusual size. The closed shrieker shell is impervious to all small-arms fire, and even Guardians' Light abilities leave it unscathed. Only when shriekers open to go on the offensive do they become vulnerable. Bound within the shrieker's shell is a nexus of void energy, a dreadful unnatural eye whose gaze directs relentless torrents of tracking projectiles. Only by directing fire into this eye can the void nexus be disrupted, and a shrieker destroyed.

Debate is ongoing among Hive scholars whether shriekers are merely defensive weapons installed like automated gun emplacements, or if their eye-like form suggests a capability to actually provide remote surveillance to the Hive who control them. If this is so, then the questions of who exactly can view what shriekers' watchful eyes behold, and how far they may be able to see become matters of potentially grave concern.





SPAWN CLUTCH

The egg sacs of unborn Hive spawn are laid in clusters, secured together in masses of chitin. The round, irregular sacs themselves range in size from one or two feet to about five feet across, though in rare cases they can be much larger. The sacs have a tough yet flexible membrane of semitransparent vascularized tissue. They usually appear yellowish or orange when light passes through the amniotic fluid within. Typical clutches have anywhere from three or four to dozens of egg sacs.

The Hive reproduce prolifically, and do not seem particular about where they situate their spawn. Clutches are found abundantly throughout any Hive-occupied territory, though placement preferences do vary between broods. Normally, thrall emerge from the egg sacs when they develop enough strength to break themselves out, but sometimes disturbing a clutch can precipitate the activity of unspawned thrall.

Despite years of effort, no one has observed how wizard morphs actually lay their eggs.

TORTURED CLUTCH

A variant of the spawn clutch, the tortured clutch is a set of egg sacs subjected to continuous, painful rituals ever since they began growing. As a result, their spawn skip the thrall stage and grow directly into ogres.

To use this variant, replace the Egg Sacs feature with the Tortured Egg Sacs feature below. The spawn clutch's CR changes to an Individual CR 4 (1,100 XP), Classification CR 6 Elite (2,300 XP).

Tortured Egg Sacs. If the clutch is reduced to half its health points or less, several of its egg sacs will break open, producing an ogre that appears in an unoccupied space within 10 feet of the clutch. The ogre has half the health points it would normally have, cannot take legendary actions, is considered friendly to allies of the clutch, and takes its turn on the clutch's turn.

The clutch can benefit from this feature again if it is reduced to 0 health points, though doing so causes the clutch to wither and die immediately after.

SPAWN CLUTCH

Large Hive

Armor Class 11 (natural armor)

Health Points 77 (14d10)

Speed 0 ft. (mounted)

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

Condition Immunities all

Challenge Individual CR 2 (450 XP), Classification CR 4 Elite (1,100 XP)

Proficiency Bonus	Hack DC
<i>none; cannot be proficient</i>	—

Egg Sacs. If the clutch is reduced to half its health points or less, several of its egg sacs will break open, producing 3 (1d4+1) thrall that appear in unoccupied spaces within 10 feet of the clutch. The thrall are considered friendly to allies of the clutch and take their turn on the clutch's turn.

The clutch can benefit from this feature again if it is reduced to 0 health points, though doing so causes the clutch to wither and die immediately after.

Gas Cloud. The clutch produces toxic gas in a 10-foot spherical radius centered on itself. The gas lingers for up to 1 minute, spreads around corners, and any non-Hive or non-Taken creatures that enter the area of the gas must succeed on a DC 12 Constitution saving throw or become Poisoned for the next minute. Creatures Poisoned in this way have their movement speed halved and take 7 (2d6) poison damage at the start of each of their turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

The clutch has no actions.

SQUIRE

Medium Hive

Armor Class 13 (natural armor)

Health Points 26 (4d8+8)

Speed 30 ft., climb 20 ft.

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

Saving Throws Str +5, Dex +3

Skills Athletics +5, Perception +5, Religion +5

Senses darkvision 120 ft., passive Perception 15

Languages krill

Challenge Individual CR 2 (450 XP), Classification CR 7
Soldier (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Shadowy Movement. When in dim light or darkness, the squire can take the Disengage or Hide action as a bonus action on its turn.

ACTIONS

Concussive Boomer Cannon. *Payload Firearm Weapon*
Attack: DC 15, scope 30/50/80 (close), radius 5 ft. **Failed save (half on success):** 18 (3d10+2) explosive arc damage. Creatures also become Deafened for 1 minute on a failed save. A Deafened creature can make a DC 13 Constitution saving throw at the end of each of their turns, ending the effect on itself early on a success. Creatures who succeed on the saving throw, or for which the effect ends, become immune to being Deafened in this way for 24 hours.

SPELLCASTING

The squire is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following spells:

Cantrips (at will): *shocking grasp, true strike*

1st level (4 slots): *shield, thunderwave*

2nd level (3 slots): *shatter*

SQUIRE

Acolyte morphs armed with boomers, the signature projectile weapon of Hive knights. Aside from their armament, squires are physically the same as other varieties of acolytes: at around six feet tall, they have the chitin armor of mature Hive, and the juvenile cranial membrane of thrallhood has fallen away to reveal their three green eyes. Differences in the coloration and form of their chitin growths reflect their brood origins.

Different sorts of acolytes carry a variety of weapons, and the handheld boomer cannon is the strongest among them in terms of single-shot payload. It lobs explosive arc projectiles with mortar-like trajectories, enabling squires to barrage targets with powerful indirect fire. This heavy firepower combined with the general aptitude for using cover typical of acolytes makes squires particularly dangerous combatants. It is perhaps little wonder, then, that squires often appear to be ranked somewhat more highly than other acolytes, and are not typically deployed as common foot soldiers.

Hive scholars usually ascribe little significance to the different armaments of various Hive units, but because the boomer is so strongly associated with knights, some believe squires are acolytes undergoing preparation to assume the knight morph.

THE HATED

Large Hive

Armor Class 21 (natural armor)

Energy Shields 114 (12d10+48) arc, solar, or void

Health Points 133 (14d10+56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Str +9, Con +4, Cha +9

Skills Arcana +6, Athletics +6, Insight +6, Perception +6, Religion +9

Vehicle Proficiencies tomb ship

Senses blindsight 30 ft., darkvision 200 ft., passive Perception 16

Languages krill

Challenge Individual CR 12 (8,400 XP), Classification CR 12 Major (8,400 XP)

Proficiency Bonus	Hack DC
+4	—

Paracausal Resistance. The Hated has advantage on saving throws against spells, Light abilities, and Darkness effects.

Perseverance (2/long rest). If the Hated fails a saving throw, it can choose to succeed instead.

Darkness Swelling (recharge d6 [5]). When it hits with a melee attack, the Hated can invoke this feature to deal an additional 28 (8d6) darkness damage.

Easily Ignited. The Hated has disadvantage on saving throws it makes to prevent itself from Burning, and it cannot use its Perseverance feature to succeed on a saving throw if part of the saving throw's effect causes the Burning condition in any way.

ACTIONS

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

REACTIONS

Shield of Darkness. If a creature makes a weapon attack against the Hated, the Hated can summon a shield of pure Darkness to completely negate all effects of the attack, including all damage or saving throws from payload weapons. The Hated heals itself for 10 (3d6) hit points when it does this.

LEGENDARY ACTIONS

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

Detect. The Hated makes a Wisdom (Perception) check.

Attack. The Hated makes an attack with its broadsword.

Upsurge (costs 3 actions). The Hated recovers 22 (4d10) energy shield points, and it can choose to change the alignment of its energy shields to arc, solar, or void.

THE HATED

A powerful knight morph charged with the office of ceremonial executioner. Superficially there is little to distinguish the Hated from other knights of the same brood, though the Hated is always a particularly strong individual, and thus is at least slightly larger than a typical knight. However, the Hated may be marked by the ever-present stain of greenish Hive gore (the so-called emerald marrow) on the blade of its cleaver sword.

The title of Hated is said to be the highest honor bestowed upon a lower Hive. The exact duties of the position are not known with certainty, aside from the fact the Hated is responsible for ritually executing other Hive convicted of some sort of transgression. Some sources have it that there is only one Hated in the entire Hive, but this seems improbable in light of the vast size of Hive populations and the interstellar or interdimensional distances between them. It is more likely a singular Hated is appointed within a brood.

Those put to death by the Hated are believed to be sentenced as 'Forsaken' by some kind of court of wizards. The procedures of this coven court are much less well documented than the Hated itself.

THRALLS

The Hive life cycle begins with the juvenile thrall. Hunching about four or five feet tall, the thrall's body is gaunt, fragile, and ashen. Its chitinous exoskeletal plates are underdeveloped, leaving exposed the hollows that pass through the fleshy bulk of the torso. A thick cranial membrane covers the eyes, leaving thrall blind. Until their development is complete, thrall seem to seek prey and enemies by scent, or an analogous pseudo-olfactory sense. Although lacking armor, weapons, or coordination, thrall attack ferociously with viciously sharp claws. They fight relentlessly, whether alone or—as is almost always the case—in groups. Thrall swarms may grow to horrifyingly large numbers, and while a single thrall is barely a nuisance to a well-equipped Guardian, a swarm of hundreds is one of the deadliest threats Guardians face in Hive territory.

The particulars of Hive reproduction are poorly understood, in part because the Hive keep their brooding protected and hidden. The abundance of thrall obviously indicates they spawn in great profusion, but how this is accomplished remains a mystery. Also unknown is whether thrall are spawned already carrying larval Hive worms, or if the larvae are implanted later, during gestation or even after hatching. In any case, every thrall does carry a larva from the godlike worms that endowed the Hive with paracausal abilities. Thus even the lowest, creeping ranks of the Hive use the Sword Logic to gather strength through their killing, tithed upward for the dread purposes of the whole.

BELCHING THRALL

A thrall variant distinguishable by the trickle of noxious fumes that leaks constantly from its foul mouth. Upon their death, these dire gases are released all at once, leaving a death-cloud of stinking, blinding smoke. Hive scholars hotly debate whether these thrall are deliberately bred, or if their horrendous off-gassing is simply an unfortunate naturally occurring trait.

CURSED THRALL

Not all thrall survive to maturity—and some are not meant to. A portion of each spawning of thrall, perhaps those deemed least likely to live in the first place, are chosen for a special calling. Distinguishable from normal thrall by a sickening, ghastly glow, these thrall are endowed with a volatile curse that makes their bodies violently explosive. Whether singly or in droves, they creep about out of sight until they detect a target, then shamble toward it with inexorable resolve. If they can draw close enough, cursed thrall detonate themselves upon their unlucky victims, loosing a blast that can sear through even resilient Guardian armor.

However, careful Guardians can take advantage of cursed thrall: their eerie glow makes them easy targets, so when spotted, they can be dispatched with a quick shot or two. If well placed, the resulting explosion turns the self-destruction of the cursed thrall back upon the Hive.

HOARFROST THRALL

A variety of thrall bred in extreme cold, adapted not only to survive bone-crackingly low temperatures, but to use the cold as a weapon. Their bodies are visibly encrusted with icy rime, yet they can move freely. In addition to the usual hazards thrall present, hoar thrall are themselves so cold that close contact can result in severe cryoburns.

Hoar thrall are most common among the brood of Nokris, which was locked beneath Mars' polar ice for centuries, but they can come from any brood, in any place where Hive have spawned in conditions of sufficiently deep cold.



THRALL

Medium Hive

Armor Class 12 (natural armor)

Health Points 10 (3d8-3)

Speed 35 ft., climb 30 ft.

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

Skills Perception +4, Stealth +3

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14

Languages understands krill

Challenge Individual CR 1/4 (50 XP), Classification CR 2 Minion (450 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Multiattack. The thrall makes two melee attacks.

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

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

BELCHING THRALL

Medium Hive

Armor Class 13 (natural armor)

Health Points 13 (2d8)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +5, Stealth +5

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages understands krill

Challenge Individual CR 2 (450 XP), Classification CR 5 Soldier (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Shadowy Movement. When in dim light or darkness, the belching thrall can take the Disengage or Hide action as a bonus action on its turn.

Smokescreen. When the belching thrall is reduced to 0 hit points, it creates into a 10-foot spherical radius of smoke centered on itself. The smoke lingers for up to 10 minutes, spreads around corners, and the area of the smoke is considered magical darkness.

ACTIONS

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

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

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

CURSED HOARFROST THRALL

Medium Hive

Armor Class 14 (natural armor)

Health Points 30 (4d8+12)

Speed 25 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +1

Damage Vulnerabilities fire, solar

Damage Resistances kinetic

Damage Immunities cold

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 15

Languages understands krill

Challenge Individual CR 1 (200 XP), Classification CR 4 Soldier (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Arctic Acclimation. The thrall is acclimated to frozen terrain and extreme cold. It ignores difficult terrain caused by ice or deep snow, and does not accumulate exhaustion from cold weather.

Nitro Body. Creatures who touch the thrall, or who hit it with a melee weapon while within 5 feet of it, take 5 (1d10) cold damage.

Volatile. If a creature moves within 5 feet of the thrall, it can use self-destruct as a reaction. If the thrall takes damage that would reduce it to 0 health points, it immediately uses its self-destruct.

ACTIONS

Self-Destruct. The thrall explodes, destroying itself. All targets within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 17 (5d6) explosive cold damage and their speed is halved until the end of their next turn. On a success, they take half as much damage and their speed is not halved.

CURSED THRALL

Medium Hive

Armor Class 14 (natural armor)
Health Points 16 (3d8+3)
Speed 20 ft.

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

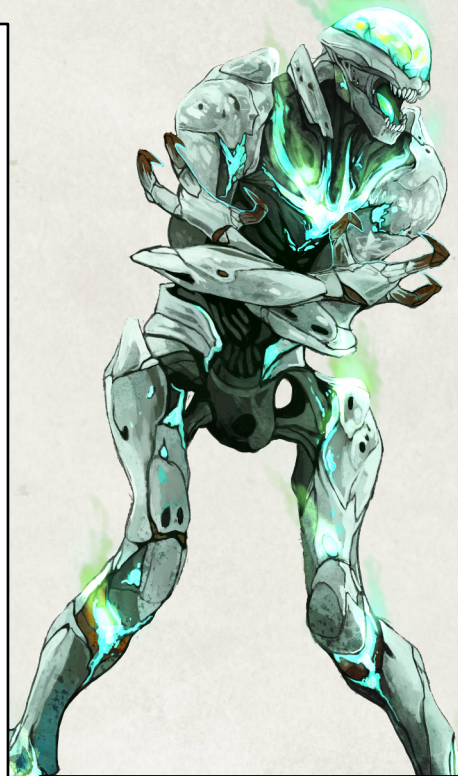
Skills Perception +3
Damage Vulnerabilities kinetic
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13
Languages understands krill
Challenge Individual CR 1/2 (100 XP), Classification CR 3 Soldier (700 XP)

Proficiency Bonus	Hack DC
+2	—

Volatile. If a creature moves within 5 feet of the thrall, it can use self-destruct as a reaction. If the thrall takes damage that would reduce it to 0 health points, it immediately uses its self-destruct.

ACTIONS

Self-Destruct. The cursed thrall explodes, destroying itself. All targets within 5 feet of it must make a DC 11 Dexterity saving throw, taking 17 (5d6) explosive arc damage on a failed save, or half as much on a success.



HALLOWED THRALL

Medium Hive

Armor Class 16 (natural armor)
Health Points 27 (5d8+5)
Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +6, Stealth +5
Senses blindsight 45 ft. (blind beyond this radius), passive Perception 16
Languages understands krill
Challenge Individual CR 2 (450 XP), Classification CR 8 Minion (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Multiattack. The thrall makes four melee attacks.

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

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

HOARFROST THRALL

Medium Hive

Armor Class 14 (natural armor)
Health Points 18 (4d8)
Speed 30 ft., climb 25 ft.

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

Skills Perception +5, Stealth +4
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 15
Languages understands krill
Challenge Individual CR 1/2 (100 XP), Classification CR 3 Minion (700 XP)

Proficiency Bonus	Hack DC
+2	—

Arctic Acclimation. The thrall is acclimated to frozen terrain and extreme cold. It ignores difficult terrain caused by ice or deep snow, and does not accumulate exhaustion from cold weather.

Nitro Body. Creatures who touch the thrall, or who hit it with a melee weapon while within 5 feet of it, take 5 (1d10) cold damage.

ACTIONS

Multiattack. The thrall makes two attacks, one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) arc damage plus 5 (1d6+2) cold damage.

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

SWARM OF CURSED HOARFROST THRALL

Huge Swarm of Medium Hive

Armor Class 15 (natural armor)

Health Points 85 (10d12+20)

Speed 30 ft., climb 20 ft.

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

Skills Perception +6

Damage Vulnerabilities fire, solar, explosive

Damage Resistances kinetic

Damage Immunities cold

Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered

Senses blindsight 30 ft., passive Perception 16

Languages understands krill

Challenge Individual CR 6 (2,300 XP), Classification CR 6 Major (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

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

swarm is below half health points, its size becomes Large.

Arctic Acclimation. The swarm is acclimated to frozen terrain and extreme cold. It ignores difficult terrain caused by ice or deep snow, and does not accumulate exhaustion from cold weather.

Nitro Explosion. Creatures who touch the swarm, or who hit it with a melee weapon while within 5 feet of it, take 5 (1d10) cold damage. In addition, creatures that fail their saving throw against the swarm's self-destruct must also make a DC 12 Constitution saving throw, becoming Petrified for the next minute on a failed save. A Petrified creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

Chain Reaction. If a creature moves within 5 feet of the swarm, it can use self-destruct as a reaction. If the swarm takes damage that would reduce it to 0 health points, or if it takes 21 or more damage from a single source, it immediately uses its self-destruct.

ACTIONS

Self-Destruct. The swarm explodes, destroying itself. All targets within 5 feet of it must make a DC 13 Dexterity saving throw, taking 45 (13d6) explosive cold damage on a failed save, or half as much on a success. If the swarm has been reduced to half its health points or less when it uses this action, targets take no damage if they succeed on the saving throw, and only half damage if they fail.

SWARM OF HOARFROST THRALL

Huge Swarm of Medium Hive

Armor Class 16 (natural armor)
Health Points 170 (20d12+40)
Speed 30 ft., climb 20 ft.

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

Skills Athletics +6, Perception +6
Damage Vulnerabilities explosive
Damage Immunities cold
Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered
Senses blindsight 30 ft., passive Perception 16
Languages understands krill
Challenge Individual CR 5 (1,800 XP), Classification CR 5 Major (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium creature. The swarm can't regain hit points or gain temporary hit points. If the swarm is below half health points, its size becomes Large.

Scent of Blood. As a bonus action on its turn, the swarm can move up to its movement speed toward a hostile creature it can perceive that is not at its maximum hit points.

Arctic Acclimation. The swarm is acclimated to frozen terrain and extreme cold. It ignores difficult terrain caused by ice or deep snow, and does not accumulate exhaustion from cold weather.

Nitro Body. Creatures who touch the swarm, who hit it with a melee weapon while within 5 feet of it, or who start their turn Grappled by it, take 5 (1d10) cold damage.

ACTIONS

Multiattack. The swarm makes four melee attacks. If the swarm is below half hit points, it only makes two melee attacks.

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

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

REACTIONS

Overwhelm. If the swarm is hit with a melee attack from a creature within 5 feet of it, it can attempt to overwhelm the creature. The swarm makes four melee attacks against the creature. These attacks deal no damage but, if any of the attacks hit, the creature becomes Grappled by the swarm (escape DC 14). The creature is Restrained by the swarm until this Grapple ends. The swarm can only use this reaction if it has at least half or more health points, and it can only have one creature Grappled at a time.

SWARM OF THRALL

Huge Swarm of Medium Hive

Armor Class 14 (natural armor)
Health Points 97 (13d12+13)
Speed 30 ft., climb 20 ft.

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

Skills Perception +5
Damage Vulnerabilities explosive
Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered
Senses blindsight 30 ft., passive Perception 15
Languages understands krill
Challenge Individual CR 3 (700 XP), Classification CR 3 Major (700 XP)

Proficiency Bonus	Hack DC
+2	—

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any

opening large enough for a Medium creature. The swarm can't regain hit points or gain temporary hit points. If the swarm is below half health points, its size becomes Large.

Scent of Blood. As a bonus action on its turn, the swarm can move up to its movement speed toward a hostile creature it can perceive that is not at its maximum hit points.

ACTIONS

Multiattack. The swarm of thrall makes four melee attacks. If the swarm is below half hit points, it only makes two melee attacks.

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

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

Swarming Grip. The swarm makes a melee attack against a target it shares a space with. The target takes an additional 8 (2d4+3) arc damage on a hit and, if the target is a Large or smaller creature, it is Grappled (escape DC 13). Until this Grapple ends, the target is also Restrained and the swarm cannot use this action on another target.

VANQUISHER

Some knights specialize in melee combat exclusively, favoring the dreaded Hive cleaver sword and pairing it with a heavy shield. Vanquishers are thus walking fortifications swinging ruinous blades, and they prefer to charge directly with markedly ravenous enthusiasm. Unlike normal knights' summoned barrier, a vanquisher's chitin shields aren't

VANQUISHER

Medium Hive

Armor Class 20 (natural armor + shield)

Health Points 85 (10d8+40)

Speed 30 ft. (with shield), 40 ft. (without shield)

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

Saving Throws Str +8, Dex +4, Con +8

Skills Arcana +6, Athletics +8, Perception +6, Religion +6

Vehicle Proficiencies tomb ship

Damage Resistances bludgeoning, kinetic, piercing, slashing (with shield)

Condition Immunities all (with shield); Prone (without shield)

Senses darkvision 120 ft., passive perception 16

Languages krill

Challenge Individual CR 7 (2,900 XP), Classification CR 10 Elite (5,900 XP)

Proficiency Bonus	Hack DC
+4	—

Paracausal Resistance. The vanquisher has advantage on saving throws against spells, Light abilities, and Darkness effects.

Soulfire Shield. While wielding its shield, the vanquisher's AC is increased by 2, it is immune to all conditions, and its movement speed is reduced by 10 feet. If the shield is ever 5 feet or more away from the vanquisher for 1 minute or longer it dissipates.

The shield has 34 (4d8+16) health points. Whenever the vanquisher would take damage, the vanquisher can have the shield take the damage instead. The shield has resistances to bludgeoning, kinetic, piercing, and slashing damage. If damage reduces the shield to 0 health points, the shield shatters.

ACTIONS

Multiattack. The vanquisher can use its shield bash. It then makes a melee attack.

Shield Bash. One target within 5 feet must make a DC 16 Strength saving throw, taking 21 (6d6) bludgeoning damage and being knocked Prone on a failed save. On a success, the target takes half as much damage and is not knocked Prone.

Cleaver. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage. If the vanquisher is holding this weapon with two hands when it hits, it can use a bonus action to cause the attack to deal an additional 21 (6d6) darkness damage.

indestructible: they shatter under sufficiently strong blows, and directed fire can blast them apart. However, this class of knight can use its tithed paracausal power to reconstitute a replacement shield—so Guardians would be well advised to quickly make the most of a vanquisher's diminished defenses when its shield is broken.

XOL, WILL OF THE THOUSANDS

A worm god, one of the five inconceivably ancient creatures that originally endowed the krill people of Fundament with the power of the Sword Logic and made them into the Hive. As a paracausal entity closely in league with the Darkness itself, Xol's true nature transcends the physical. Yet he does inhabit a physical body, and though he is said to be the weakest of the five worm gods, his monstrous form is gargantuan and terrible. His coiling length is not readily estimated, but easily exceeds several hundred feet. This titanic segmented body culminates in a massive burrowing head enclosed by six huge chitin jawparts that lock together into a jagged, drill-like cone. When spread apart, these jaws reveal a single large eye, baleful and glowing.

It is difficult to assess a creature like Xol as a combatant. To fight such a being is almost like doing battle with a force of nature. In purely brute physical terms, Xol can move with shocking speed, boring through solid ground like a serpent glides through water. He can also slam and swipe with his body, attacks which to a human would be like rockslides to a gnat. Beyond his sheer physical might, Xol draws immense paracausal power directly from the Darkness, and commands unimaginable destructive force when he channels that power into directed attacks. For even the mightiest Guardians, challenging Xol is almost assuredly suicidal.

Xol is allied with Nokris, the second son of Oryx. This prince was excommunicated and erased from Hive records for the audacity of going behind his father's back to form his own pact with Xol, and for the blasphemy of the necromancy he developed using Xol's powers. The two separated from the rest of the Hive, seeking to carve out their own dominion. Presumably drawn by the presence of the Traveler, they are believed to have arrived in the Sol system during the Collapse. They established themselves on Mars, occupying the north polar region, where they encountered the warmind Rasputin. Before they could wreak havoc on the already devastated worlds of humanity, Xol and Nokris were trapped beneath the heavy polar ice cap that formed rapidly due to the sudden destabilization of Mars' terraformed climate. Rasputin himself may have accelerated this process in a desperate attempt to confine Xol and Nokris' Hive. In any case, Xol has remained beneath the Martian ice for centuries, dormant yet very much alive, a grave threat lying in wait.



REGIONAL EFFECTS

The presence of a worm god is so potent it can be felt in the surrounding region, creating any of the following effects:

- The region becomes a Worm's Darkness Zone, which is the same as a normal Darkness Zone except the maximum number of restoration points a Ghost has becomes equal to the Ghost's proficiency bonus minus 1. If a Ghost had a proficiency bonus of +5, while in a Worm's Darkness Zone it would only have a maximum of 4 restoration points.
- Creatures may hear odd noises, see distortions in the atmosphere similar to mirages, or even hear the voice of Xol speaking to them.
- Risen creatures have disadvantage on Light ability recharge rolls they make.

XOL, WILL OF THE THOUSANDS

Gargantuan Hive (20 ft. by 300 ft.)

Armor Class 19 (natural armor)

Ultra Health Point Pools:

148 (8d20+64) 148 (8d20+64) 148 (8d20+64)

Speed 80 ft., burrow 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	26 (+8)	22 (+6)	24 (+7)	30 (+10)

Saving Throws Str +17, Dex +10, Con +15, Wis +14, Cha +17

Skills Arcana +14, Deception +14, Insight +14, Investigation +13, Perception +14, Persuasion +14, Religion +21, Survival +14

Damage Resistances arc, bludgeoning, darkness, piercing, slashing, solar, void

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained, Stunned

Senses darkvision 300 ft., passive Perception 24, truesight 300 ft.

Languages telepathy (3 miles)

Challenge Individual CR 28 (120,000 XP), Classification CR 24 Ultra (62,000 XP)

Proficiency Bonus	Hack DC
+7	—

Burrows Effect. When Xol burrows, he can choose to leave a tunnel behind himself or not.

Siege Monster. Xol deals double damage to objects, structures, and vehicles.

Siege Weakness. Xol takes double damage from siege monsters, siege vehicles, and siege weapons. Xol also ignores the effects of critical hits, except from siege sources.

Eye of the Worm. Xol's eye has 185 (10d20+80) health points. It cannot be targeted or damaged unless it is exposed. Even while exposed, the eye can only be targeted by attacks. All other damage and effects apply to Xol normally.

Whenever damage is applied to the eye, an equal amount is applied to Xol's health (ignoring resistances and immunities). If the eye is reduced to 0 health points, Xol cannot use Ichor of Xol or become enraged.

ACTIONS

Ichor of Xol (recharge d6 [5]). All targets in a 300-foot sweeping line must make a DC 22 Dexterity saving throw, taking 126 (28d8) explosive solar damage on a failed save, or half as much on a success. Xol's eye is exposed when it takes this action, but only for the duration of this action.

Soul Decay (recharge d8 [8]). All creatures within a 30-foot radius of a point Xol can see within 120 feet must make a DC 22 Charisma saving throw, taking 81 (18d8) necrotic damage on a failed save or half as much on a

success. A creature that fails its saving throw also accumulates one level of exhaustion.

Jaw Slam. Xol slams his jaws onto a hard surface within 60 feet, affecting an area 15 feet wide and 20 feet long. All targets in the area must make a DC 22 Dexterity saving throw. On a success, a target can use its reaction to move up to its speed in a direction of its choosing. If this removes the target from the affected area, the target takes no damage. On a failed save, or if the target cannot leave the area, the target takes 135 (30d8) bludgeoning damage. Success or failure, Xol takes 22 (5d8) bludgeoning damage (ignoring resistances).

If a target is capable of grappling Xol, the target can use its reaction to make a DC 22 Strength saving throw instead. On a success the target takes 90 (20d8) bludgeoning damage, successfully Grapples Xol, and stops Xol's jaw slam from completing. Xol does not take any damage if this occurs.

LEGENDARY ACTIONS

Xol can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Xol regains spent legendary actions at the start of his turn.

Detect. Xol makes a Wisdom (Perception) check.

Move. Xol moves up to half his speed.

ULTRA ACTIONS

If one of Xol's health point pools is reduced to 0, and he has at least one health point pool remaining, he can immediately perform the following action.

Reinforcements. Xol summons 2 ogres, 2 knights, 3 (1d4+1) acolytes, and 8 (2d4+3) hoarfrost thralls into unoccupied spaces within 120 feet, then can move up to his burrow speed without provoking opportunity attacks.

ENRAGED

If Xol is reduced to 0 hit points, he can drop to 1 health point instead and immediately use his enraged action. He cannot do this again until he completes a long rest.

Final Stand. Xol opens his jaws, exposing its eye. While his eye is exposed in this way, Xol is considered Incapacitated and Restrained, and damage can only be done to Xol's eye; Xol himself ignores all damage and conditions, even the damage that would normally carry over from an attack damaging his eye.

The eye remains exposed until the end of the next turn of the source that reduced Xol to 0 hit points. If Xol's eye is not reduced to 0 health points before then, all targets in a 300-foot sweeping line must make a DC 22 Dexterity saving throw, taking 225 (50d8) explosive solar damage on a failed save, or half as much on a success. Xol then gains 370 (20d20+160) temporary hit points and, for the next hour, his eye becomes immune to all damage, and Ichor of Xol's recharge value becomes 2.

If the eye is reduced to 0 hit points, the blast backfires into Xol's own body, destroying him.

WIZARD

Fully mature Hive that assume the mother morph become wizards, adepts of the Hive's twisted paracausal sorcery. Wizards' bodies do not grow much in size, and they only develop slightly more chitin plating than they had as acolytes, notably the ridged or crested cranial growths which often obscure their eyes. Their legs even atrophy, obliging wizards to master perpetual levitation. They clothe themselves with ragged robes of Hive-worm silk, and occasionally other adornments as well. They carry no weapons, but their arsenal of dark powers makes them more than lethal combatants.

Although individuals become wizards by taking on the Hive mother morph, not all wizards reproduce. One of the few things known about the Hive life cycle is that mother wizards can beget spawn with a mate or through parthenogenesis. It is additionally clear that regardless of whether or not



WIZARD

Medium Hive

Armor Class 18 (natural armor + arcane armor)

Energy Shields 88 (16d8+16) solar

Health Points 44 (8d8+8)

Speed fly 35 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	18 (+4)	16 (+3)	21 (+5)

Saving Throws Dex +8, Int +8, Cha +9

Skills Acrobatics +8, Arcana +12, Deception +9, Perception +7, Religion +7, and any three others

Vehicle Proficiencies tomb ship

Senses darkvision 120 ft., passive Perception 17

Languages krill and one other

Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

Arcane Armor. While the wizard has at least 1 energy shield point, it cannot fail concentration checks to maintain a spell it has cast, and its AC is increased by 4 (shown in stats).

ACTIONS

Arc Bolt. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 17 (7d4) arc damage.

SPELLCASTING

The wizard is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *dancing lights, mage hand, minor illusion*

1st–5th level (3 5th-level slots): *blight, fear, see invisibility, teleportation circle*

1/brief rest: *shroud of darkness*

they participate in spawning, wizards are most important to the Hive not for their reproductive capabilities, but for their practice of the arcane art commonly called Hive magic, for lack of a better description. The entire Hive tithing hierarchy, as well as more mundane aspects of their affairs, depends upon this so-called magic. As its foremost practitioners, wizards bear considerable responsibility for the maintenance and effective function of Hive operations and logistics.

Among Guardians who have spent the most time facing the Hive, particular fear of wizards is commonplace. As the Hive's chief experimenters, wizards do not merely slaughter unquestioningly, but delight in capturing their enemies to indulge their gruesome curiosity. They are especially dreaded for their fascination with Ghosts, for the Traveler's Light is extraordinarily rich nutriment to the Hive's paracausal digestion.

LEGENDARY ACTIONS

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

Detect. The wizard makes a Wisdom (Perception) check.
Deft Movement. The wizard moves up to half its fly speed without provoking opportunity attacks.

Bolt Barrage (costs 3 actions). The wizard casts arc bolt twice.

CHAPTER 3: VEX

Malicious or ambivalent? Ancient watchers, or interlopers from a distant future? Unfeeling machines, or thinking creatures that transcended biology? The Vex are the most perplexing and inscrutable of the antagonists humanity faces. Nothing certain is known of their origin, and little is understood of their motivations. What is known is they possess astronomical computational power, an uncharted network of transdimensional gates that may reach across time as well as space, and a tireless collective consciousness that unflinchingly controls countless legions of combatant units. The Vex Collective will not hesitate to annihilate interference by manipulating the current of events—or even entirely excising people from time.

Humanity's earliest knowledge of the Vex comes from the Ishtar Collective, a Golden Age group of scientists who studied the Vex on Venus. Recovered records from their archives indicate they discovered Vex structures dated to billions of years before the advent of human life. However, given the Vex's capacity for some form of time travel, we cannot be certain whether the ruins on Venus suggest a prehistoric arrival, or if they merely indicate the Vex inserted themselves into our distant past when our system became of interest to them.

In some locations, Vex occupation seems to be incidental. For instance, on Mars, they appear primarily concerned with safeguarding the Black Garden, an enigmatic region of mysteriously enclosed spacetime on the Martian surface which the Vex may have created, or perhaps only came upon. Vex fastidiously defend the entrance to the Black Garden and patrol the surrounding regions, but otherwise lay little claim to Martian territory. On the other hand, elsewhere they have not only invaded in full force, but have undertaken construction and machinofarming projects of gargantuan scale. On Mercury and Nessus, the Vex have gone so far as to hollow the planetary bodies and use their volume to house immense arrays of computational infrastructure. While in Mercury's case it is known the planet-sized computer is used to operate the sophisticated simulation engine called the Infinite Forest, for the most part we can only guess at the ends to which the Vex employ their almost inconceivable data-processing capacity.

Vex units are constructed in a wide assortment of configurations for different roles. The smallest and most numerous are human-sized and approximately humanlike in form or scale. Units with higher-level functions and capabilities are often many times larger than typical human height, whether or not they bear any resemblance to human form. Despite this variety, all Vex share certain physical commonalities. Every type of Vex, regardless of specialized function, uses a primary monocular sensor, which usually emits a red glow in the human visible spectrum. The true core of an individual Vex is not this eye, but an enclosed capsule of

radiolarian brine, sometimes called mind fluid—or more colloquially, Vex milk. Although organic, this liquid is thought to be the true substrate of Vex consciousness.

Both these features are objects of curiosity to Guardians interested in the Vex. In addition to facilitating vision, their eyes also sometimes carry access permissions to the Vex network. Enterprising Guardians have been known to hunt Vex with such permissions in hopes of salvaging their eyes to use as keys, both to access protected information and gain entry to places the Vex keep secure. Their radiolarian fluid inspires both deep fascination and grave fear among those knowledgeable about the Vex. For some it represents a promising new dimension of multipurpose computation. Others warn that the mere presence of Vex mind fluid, let alone actual contact with it, can cause insidious nanoscale infiltration of systems both digital and biological, leading inevitably to conversion and subsumption to the Vex Collective. This fear accompanies stories of Guardians believed lost in action against the Vex, whose comrades later report hearing Vex speaking with their voices. Despite this, a few adventurous types claim the brine has excellent culinary value.

AXIS MINDS

By and large the Vex do not have leaders, or indeed anything like what humanity would recognize as a hierarchical command structure. However, when specific tasks or objectives require some sort of centralized or focused coordination and oversight, the Vex will use an axis mind.

Although axis minds sometimes have individual titles or even names, they are not separate from the Vex collective. Outwardly they may seem like individuated units distinguished with leadership status, but axis minds are not singular entities any more than other Vex. Rather, they are clusters of higher-order objective parameters for a defined set of goals or operations. When called for, an instance of those parameters as a cognitively functional construct is loaded into a physical Vex hull. Yet whether they occupy Vex bodies or remain as pure information within the Vex network, axis minds are not commanders, and they do not lead. Their purpose is to direct groups of Vex in carrying out particular goals more efficiently by partially centralizing the planning and management of specific related tasks.

Axis minds' hulls can be as varied in their configuration as the minds themselves are in their assigned domains. Some types, like gate lords, are relatively common, while in other cases only a single axis mind may exist for a particular task group or operational objective. In most cases their hulls are of the same overall forms as those of regular Vex of the corresponding unit type, but axis minds almost

AXIS HARPY

Large Vex

Armor Class 17 (natural armor)

Ultra Health Point Pools:

168 (16d10+80) 115 (11d10+55)

Speed fly 25 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	20 (+5)	22 (+6)	20 (+5)	12 (+1)

Saving Throws Con +9, Int +10, Wis +9

Skills History +14, Investigation +10, Perception +9, Technology +14

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities Blinded, Charmed, Frightened, Prone, Restrained, Suppressed

Senses darkvision 120 ft., passive scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 15 (13,000 XP), Classification CR 10 Ultra (13,000 XP)

Proficiency Bonus	Hack DC
+4	—

Sculpt Matter. Only targets of the axis mind's choice are affected by the attack rolls, saving throws, and damage it causes.

ACTIONS

Bolt Rifle. *Firearm Weapon Attack:* +10 to hit, scope 30/60/90 (close), one target. *Hit:* 12 (2d8d1+6) arc damage and the target must succeed on a DC 18 Constitution saving throw, becoming Electrified for the next minute on a failed save. An Electrified creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on its saving throw, or for which the effect ends, becomes immune to being Electrified in this way for 24 hours.

Teleport. The axis mind teleports to an unoccupied space it can see within 120 feet, taking all carried and worn equipment of its choice with it.

LEGENDARY ACTIONS

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

Detect. The axis mind scans in a 10-foot radius.

Open Fire. The axis mind takes a shot with its bolt rifle.

Repulsion Blast (costs 2 actions). All creatures within 10 feet must make a DC 18 Strength saving throw. On a failed save, they take 21 (6d6) kinetic damage and are pushed back 10 feet, where they fall Prone. On a success they take half as much damage and are not pushed back. The axis mind can then move up to half its speed.

Rapid Fire (costs 3 actions). The axis mind takes three shots with its bolt rifle.

always require larger chassis to carry the more extensive hardware necessary to support their instantiation and greater processing requirements.

Some Vex experts speculate that particular hull types may be correlated with certain aspects of different axis minds' functions. Unfortunately little proof has been found to support this hypothesis, and most attempts to classify axis minds based on their hulls do not hold up to serious scrutiny.

COMPUTATIONAL HUBS

An axis mind can create a link between itself and other willing Vex creatures within 60 feet. Linked creatures can telepathically share information with each other, are compelled to follow all orders of the axis mind, and can see anything the axis mind can see (and vice versa). In addition, if the axis mind is not Incapacitated when a linked creature has to make an Intelligence, Wisdom, or Charisma saving throw, the creature can use the axis mind's saving throw bonus instead of its own.

ULTRA ACTIONS

If one of the axis mind's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Mirror Maze. The axis mind teleports. When it reappears, five holographic duplicates also appear within 60 feet of it. For the next minute, the axis mind's speed is reduced to 0, and it is only able to take reactions and legendary actions, and it can take 6 legendary actions instead of 3. Any reaction or legendary action the axis mind takes originates from either itself or a hologram of its choice.

During this effect, each time a creature makes an attack roll against the axis mind, roll a d20 to determine whether the attack hits the axis mind itself or one of its holograms. If the axis mind has at least five holograms, it must roll a 2 or higher to change the attack's target to a hologram. With four holograms, it must roll a 4 or higher. With three holograms, it must roll 7 or higher. With two holograms, it must roll 11 or higher. A creature is unaffected by this if it can perceive illusions as false, such as with truesight.

A hologram's AC is 13. If an attack hits a hologram, the hologram is destroyed. A hologram can be destroyed only by an attack that hits it; it ignores all other damage and effects. The effect of this ultra action ends when all holograms are destroyed.

If an attack hits the axis mind itself, it and all of its holograms teleport to new locations. Holograms cannot teleport to a location more than 60 feet from the axis mind.

AXIS HYDRA

Huge Vex

Armor Class 17 (natural armor)

Ultra Health Point Pools:

138 (12d12+60) 138 (12d12+60) 138 (12d12+60)

Speed hover 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	25 (+7)	21 (+5)	21 (+5)

Saving Throws Con +10, Int +12, Wis +10, Cha +10

Skills History +17, Investigation +12, Perception +10, Technology +17

Damage Resistances bludgeoning, kinetic, slashing, piercing

Condition Immunities Blinded, Burning, Charmed, Deafened, Electrified, Exhaustion, Frightened, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Weakened

Senses blindsight 120 ft., darkvision 600 ft., passive Perception 20, passive scanners 10 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 21 (33,000 XP), Classification CR 16 Ultra (33,000 XP)

Proficiency Bonus	Hack DC
+5	—

Intelligent Initiative. The axis mind can use its Intelligence modifier to determine its initiative, instead of its Dexterity modifier.

Multibody System. The axis mind consists of multiple individual creatures (modules) acting in concert: one shield module, one amped module, and one gate module. They share the axis mind's singular stat block, and each module corresponds to one of the axis mind's ultra health point pools. The axis mind only has one turn in the initiative order and shares its legendary actions among all modules.

On the axis mind's initiative, only one of the modules takes its turn. While a module is Incapacitated, the number of legendary actions the axis mind can take is reduced by 1.

ACTIONS

Aeon Rifle. *Firearm Weapon Attack:* +12 to hit, scope 50/80/120, one target. *Hit:* 19 (4d6d1+7) arc damage.

Reboot Module. One destroyed module of the axis mind, within 10 feet of a module that itself is not Incapacitated, is restored to maximum health points.

LEGENDARY ACTIONS

The axis mind can take 4 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The axis mind regains spent legendary actions at the start of its turn.

Scan. A module scans in a 30-foot cone.

Open Fire. A module takes a shot with its aeon rifle.

Teleport (costs 2 actions). A module teleports to an unoccupied space within 120 feet, taking all carried and worn equipment of its choice with it.

ULTRA ACTIONS

If one of the axis mind's health point pools (modules) is reduced to 0, and the axis mind has at least one health point pool (module) remaining, the remaining module(s) immediately gain a benefit determined by which module was reduced to 0.

Amplified Surge (amped module reduced to 0). As a legendary action (costs 2 actions), the module can create a shockwave of arc energy. All targets of the module's choice that are within 30 feet of it must make a DC 19 Constitution saving throw. Targets that fail the saving throw take 27 (6d8) explosive arc damage and are Electrified for 1 minute. Targets that succeed on the saving throw take half as much damage and are not electrified. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

If the amped module is restored, the axis mind loses this legendary action option.

Negation Shielding (shield module reduced to 0). For the next hour, or until the shield module is restored, the remaining modules of the axis mind have their AC increased by 4. Additionally, if the module is subjected to an effect that allows it to make a saving throw to only take half damage, it takes no damage if it succeeds and only half damage if it fails.

Void Gate (gate module reduced to 0). The axis mind chooses one creature it can see within 120 feet and banishes it to a simulated dimension. A creature in this simulated dimension cannot interact with the material plane, but can make a DC 19 Charisma saving throw at the end of each of its turns, taking 18 (4d8) necrotic damage on a failed save, or, on a successful save, reappearing in the space it left or in the nearest unoccupied space, if that space is occupied.

If a creature in this simulated dimension is reduced to 0 hit points or dies, it reappears in the space it left or in the nearest unoccupied space, if that space is occupied.

Only one creature can be banished to a simulated dimension at a time.

HOLDING TO REBOOT

Be careful about allowing the axis hydra the option to hold its reboot action. Doing so can create the feeling of fighting a truly invincible creature, a hydra in more than just name—but it can also cause an infinite loop of resurrection that even high-level Guardians will have difficulty overcoming.

If you allow the axis hydra the option of holding its reboot action, it's recommended you also make it a monster the fireteam encounters multiple times until they are able to craft a relic to suppress the reboot action. See the *Architect's Guide* for more information.

AXIS MINOTAUR

Huge Vex

Armor Class 20 (natural armor)

Energy Shields 69 (6d12+30) kinetic

Ultra Health Point Pools:

92 (8d12+40) 92 (8d12+40) 92 (8d12+40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	22 (+6)	20 (+5)	20 (+5)

Saving Throws Str +9, Dex +3, Int +10, Wis +9, Cha +9

Skills History +14, Investigation +10, Perception +9, Technology +14

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 300 ft., passive Perception 19, passive scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 17 (18,000 XP), Classification CR 12 Ultra (18,000 XP)

Proficiency Bonus	Hack DC
+4	—

Living Firewall. When the axis mind takes an ultra action, it can summon 7 (3d4) harpies into unoccupied spaces within 30 feet. When the axis mind does this, it regains 45 (7d12) points in its energy shields (1d12 points for every harpy unit summoned).

ACTIONS

Multiattack. The axis mind makes two weapon attacks. It can substitute the use of its teleport for one of these attacks.

Torch Hammer. *Payload Firearm Weapon Attack:* DC 18, scope 80/200/340 (close), impact 10 ft. *Failed Save (half on success):* 22 (5d8) explosive void damage.

Teleport. The axis mind teleports to an unoccupied spot within 120 feet, taking all carried and worn equipment of its choice with it.

REACTIONS

Temporal Shockwave. If a creature ends its turn within 10 feet of the axis mind, the axis mind can send out a shockwave of temporal distortion. All targets of the axis mind's choice who within 10 feet must make a DC 19 Strength saving throw. Targets that fail the saving throw take 27 (6d8) bludgeoning damage, are pushed back 30 feet where they fall Prone, and have their speed halved for 1 minute. Targets that succeed on the saving throw take half as much damage, are pushed back 15 feet, do not fall Prone, and do not have their speed halved. A creature can attempt a DC 19 Charisma saving throw at the end of each of its turns, ending the speed reduction on itself early on a success. The axis mind can then move up to half its speed.

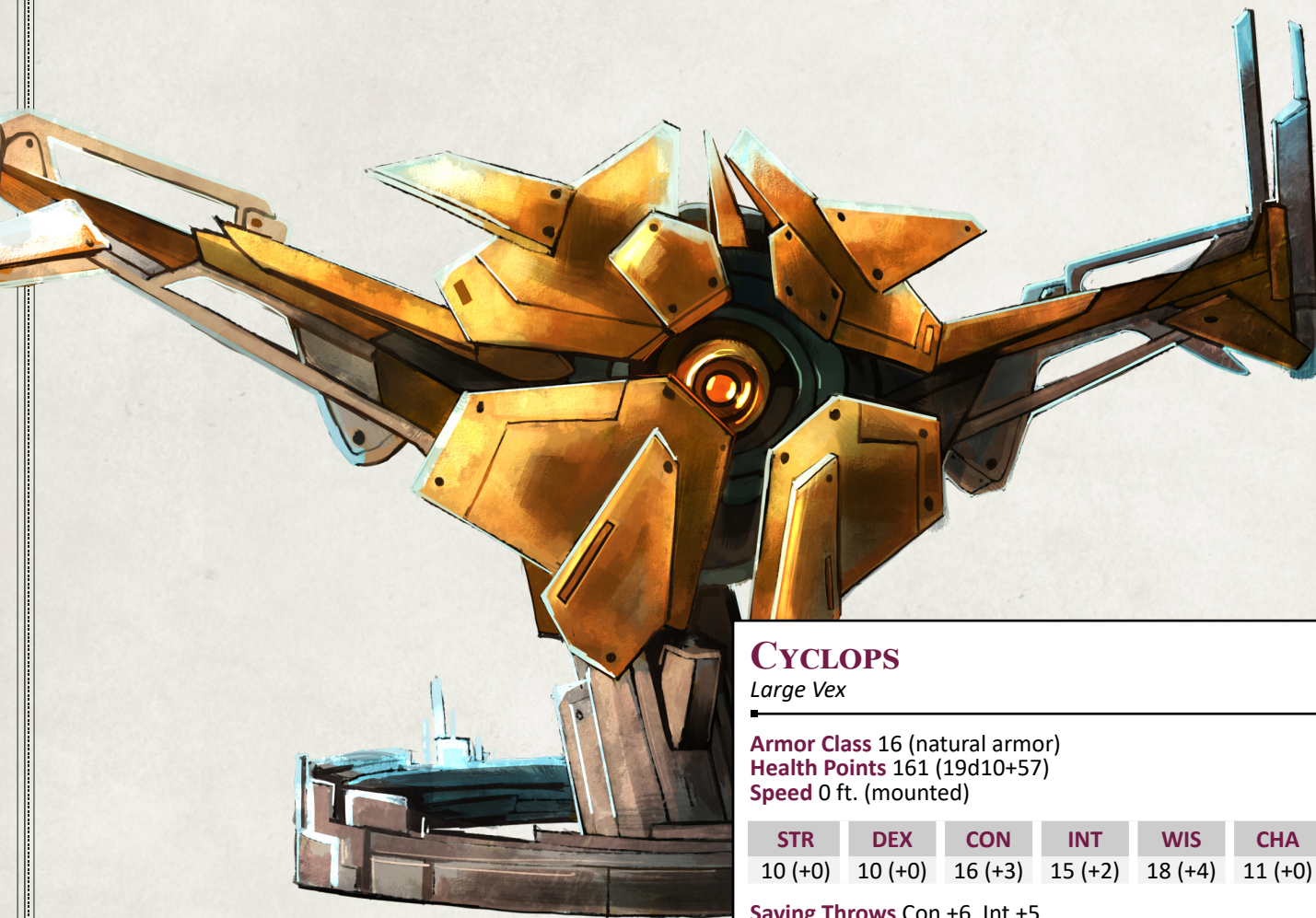
ULTRA ACTIONS

If one of the axis mind's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Walls of Deletion. The axis mind creates three spherical firewalls centered on itself. The first sphere has a radius of 20 feet, the second sphere has a radius of 40 feet, and the third sphere has a radius of 80 feet. The areas of each firewall overlap each other.

For each firewall whose area a creature is within, that creature must make a DC 19 Strength (Athletics) or DC 19 Dexterity (Acrobatics) check. Creatures within 10 feet of the axis mind make the ability check with disadvantage. On the first success, a creature may use its reaction to move up to half its speed in a direction of its choosing. The creature may move an additional 10 feet for each success after the first, though the creature cannot move a total distance greater than its speed.

Once all movement is resolved, creatures of the axis mind's choice take 18 (4d8) solar damage for each firewall whose area they are within. A creature that takes damage also begins Burning for the next minute, and can attempt a DC 19 Constitution saving throw at the end of each of its turns, ending the Burning condition on itself early on a success.



CYCLOPS

A large, stationary Vex unit generally regarded as little more than a heavy turret emplacement—though its large mind core suggests it may have a greater purpose. The standard cyclops hull is about 15 feet tall, with two fixed, upward-angled arms or antenna arrays spanning around 20 feet wide. Its exterior plating is substantial, leaving the partially exposed core module its only weak point. This module houses the monocular sensor, which in the cyclops' case is integrated with the emitter of its directed energy cannon. The cyclops is mounted on a base with a rotating track, allowing the entire hull to turn in any direction.

While the rationale of Vex deployments is most often cryptic at best, the presence of cyclopes at Vex defensive positions superficially appears straightforward. They are frequently found near large gates, major confluxes, and other important fixtures of the Vex network. However, some analysts point out that this placement could be to facilitate high-throughput connection to the network, and speculate that the cyclops' primary function may be as some sort of high-powered sensor or signal relay.

CYCLOPS

Large Vex

Armor Class 16 (natural armor)

Health Points 161 (19d10+57)

Speed 0 ft. (mounted)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	15 (+2)	18 (+4)	11 (+0)

Saving Throws Con +6, Int +5

Skills History +8, Investigation +8, Perception +10

Damage Resistances bludgeoning, kinetic, slashing, piercing

Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Prone, Restrained

Senses blindsight 100 ft., darkvision 300 ft., passive Perception 20, passive scanners 15 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 7 (2,900 XP), Classification CR 7 Major (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Always Aiming. The cyclops is always considered to be under the effects of the Aiming condition.

ACTIONS

Main Cannon. *Payload Firearm Weapon Attack:* DC 15, scope 120/500/1000 (medium), radius 5 ft. *Failed save (half on success):* 31 (7d8) explosive void damage. This attack destroys most forms of cover, but is blocked by 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt.

REACTIONS

Defensive Burst. If the cyclops is reduced to half its health points or less, it can unleash a salvo of void bombs. All targets of the cyclops' choice that are within 10 feet of the cyclops must make a DC 15 Dexterity saving throw. A target takes 54 (12d8) explosive void damage on a failed save, or half as much on a success.

FANATIC

Medium Vex

Armor Class 16 (natural armor)

Health Points 45 (18d8-36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	7 (-2)	5 (-3)	12 (+1)	5 (-3)

Damage Vulnerabilities kinetic

Damage Immunities poison, psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses blindsight 40 ft. (blind beyond this radius), passive Perception 11

Challenge Individual CR 2 (450 XP), Classification CR 5 Soldier (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Volatile. If a creature moves within 5 feet of the fanatic, it can use self-destruct as a reaction. If the fanatic takes damage that would reduce it to 0 health points, it immediately uses its self-destruct.

ACTIONS

Multiattack. The fanatic moves up to 15 feet toward a hostile creature, then takes two shots with its slap rifle.

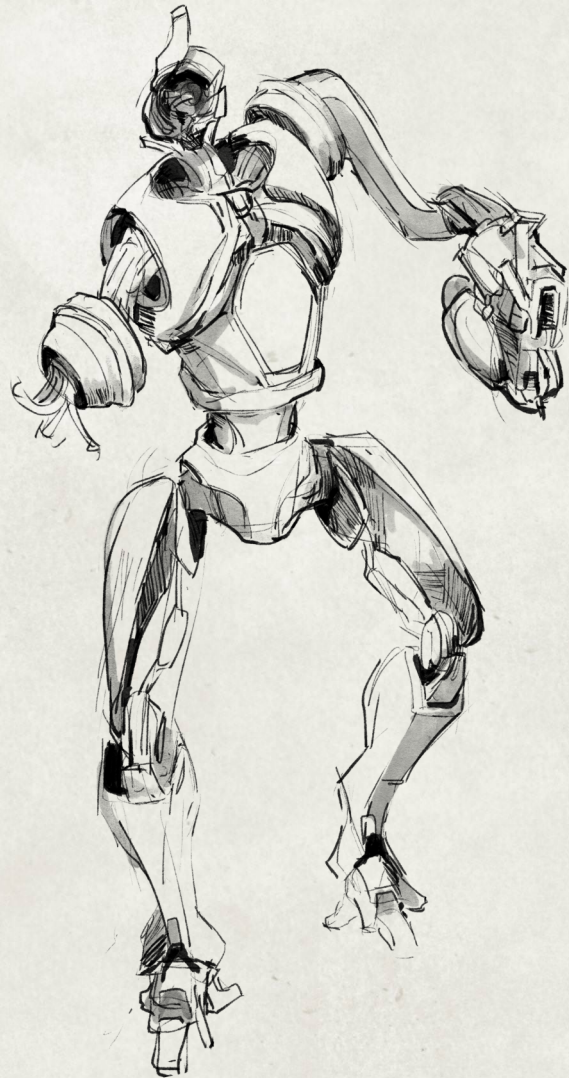
Slap Rifle. *Firearm Weapon Attack:* +5 to hit, scope 25/50/90 (close), one target. *Hit:* 6 (1d8+2) solar damage.

Self-Destruct. The fanatic explodes, destroying itself. All targets within 10 feet of it must make a DC 13 Constitution saving throw, taking 22 (5d8) explosive arc damage and becoming Poisoned for the next minute on a failed save. Creatures Poisoned in this way take 4 (1d8) poison damage at the start of each of their turns.

A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Creatures who succeed on their saving throw, or for which the effect ends, become immune to being Poisoned in this way for 24 hours.

FANATIC

It is well known that destroying a Vex goblin's head does not incapacitate it, but instead sends it into a blind, berserk frenzy. Perhaps because repairing units in such condition is impossible—or simply inefficient—the Vex instead repurpose damaged goblins as fanatics. Although headless, and often missing arms as well, fanatics still carry slap rifles and can track targets using auxiliary sensor systems. Once a hostile target is acquired, they will steadily advance upon it, and if they can approach in close quarters, will reroute the internal power distribution of their own damaged systems to cause an explosive overload. This detonation splatters the target with corrosive, charged radiolarian fluid, causing lingering damage in addition to the initial explosion. While the usefulness of this tactic as a simple suicide attack is obvious, some believe fanatics' true purpose is not to destroy targets, but to infect them with Vex radiolaria.





GATE LORD

Among Vex axis minds—individuated entities deputed by the larger Vex collective to oversee particular tasks—the best known are the gate lords, powerful intelligences that control the Vex gate network. For the most part, gate lords exist only inside the network, managing its connections and traffic from within. However, when some need arises, particularly to defend important gate terminals, gate lords will appear outside the network. To do so, they require a physical form adequate to support the instantiation of such a vastly complex mind: a truly titanic construct, identical in design to the minotaur hull, but scaled up to almost 40 feet tall. That such an enormous mechanical body can operate so effectively is as staggering to Vanguard engineers as the gate lord's massive torch hammer is to Guardians who have faced them in battle.

Gate lords are capable of tremendous devastation on their own, but the deep reserves of reinforcements they can summon mean that engaging one almost certainly entails fighting through a veritable army of lesser Vex as well. Gate lords lack the energy shields of lesser minotaurs, but their sheer massiveness obviates the need for such minor additional defensive measures. They can cross a battlefield in a few earthshaking strides, and from their towering vantage it is challenging for opponents as small as Guardians to avoid their calculating gaze or evade the thunderous barrage of their weapons. Vanguard tactical guidance conspicuously lacks advice for engaging gate lords, for the simple reason that too few Guardians have

fought them and survived.

Nevertheless, not a few Guardians seek out gate lords in particular in hopes of obtaining a singular prize from defeating one: the eye of a gate lord. Like all Vex, a gate lord's access permissions are encoded within its primary monocular sensor, and it is widely believed that a Guardian in possession of a gate lord's eye could actually borrow its authority over the gate network. Although reports of anyone successfully doing this are scanty at best, and all unsubstantiated, the allure of such a quest stands undiminished. Adventurous Hunters, inquisitive Warlocks, and boastful Titans alike have all been known to quietly harbor ambitions of one day assembling the most formidable fireteam possible to hunt a gate lord.

LAIR ACTION

On initiative count 20, losing all ties, the gate lord can summon one of the following groups of Vex units to assist it in combat. The gate lord can only perform this lair action if it has a functioning Vex gate within 120 feet of it. Units appear in unoccupied spaces within 10 feet of the Vex gate.

- 4 (1d4+2) harpies
- 8 (1d8+4) goblins
- 1 minotaur
- 1 hobgoblin, 4 (1d4+2) goblins



GATE LORD

Huge Vex

Armor Class 18 (natural armor)

Health Points 207 (18d12+90)

Speed 35 ft.

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

Saving Throws Str +10, Cha +9

Skills History +15, Investigation +10, Perception +9, Technology +15

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Paralyzed, Poisoned, Prone, Restrained

Senses darkvision 300 ft., passive Perception 19, passive scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 13 (10,000 XP), Classification CR 13 Major (10,000 XP)

Proficiency Bonus	Hack DC
+5	—

Guardian of the Network. The gate lord cannot be teleported against its will. In addition, while the gate lord is not Incapacitated, only creatures of the gate lord's choice may enter or exit the Vex gate it is assigned to.

Computational Hub. The gate lord can create a link between itself and other willing Vex creatures within 60 feet. Linked creatures can telepathically share information with each other, are compelled to follow all orders of the gate lord, and can see anything the gate lord can see (and

vice versa). In addition, if the gate lord is not Incapacitated when a linked creature has to make an Intelligence, Wisdom, or Charisma saving throw, the creature can use the gate lord's saving throw bonus instead of its own.

ACTIONS

Aeon Maul. *Payload Firearm Weapon Attack:* DC 17, scope 120/340/600, radius 5 ft. *Failed save (half on success):* 27 (5d10) explosive void damage.

Teleport. The gate lord teleports to an unoccupied spot within 120 feet, taking all carried and worn equipment of its choice with it.

LEGENDARY ACTIONS

The gate lord can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The gate lord regains spent legendary actions at the start of its turn.

Detect. The gate lord makes a Wisdom (Perception) check.

Open Fire. The gate lord takes a shot with its aeon maul.

Temporal Shockwave (costs 2 actions). The gate lord sends out a shockwave of temporal distortion. All targets of the gate lord's choice within 10 feet of it must make a DC 17 Strength saving throw. Targets that fail the saving throw take 27 (6d8) bludgeoning damage and are pushed back 10 feet, where they fall Prone. Targets that succeed on the saving throw take half as much damage and are not pushed back. The gate lord can then move up to half its speed.

GOBLIN

Medium Vex

Armor Class 15 (natural armor)

Health Points 27 (5d8+5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	14 (+2)	15 (+2)	11 (+0)

Skills History +8, Perception +5, Technology +5

Condition Immunities Charmed, Exhaustion, Frightened

Senses darkvision 120 ft., passive Perception 15, passive scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 2 (450 XP), Classification CR 6 Minion (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Multiattack. The goblin takes three shots with its slap rifle. It can substitute two of these shots for a use of its teleport.

Slap Rifle. *Firearm Weapon Attack:* +5 to hit, scope 25/50/90 (close), one target. *Hit:* 6 (1d8+2) solar damage.

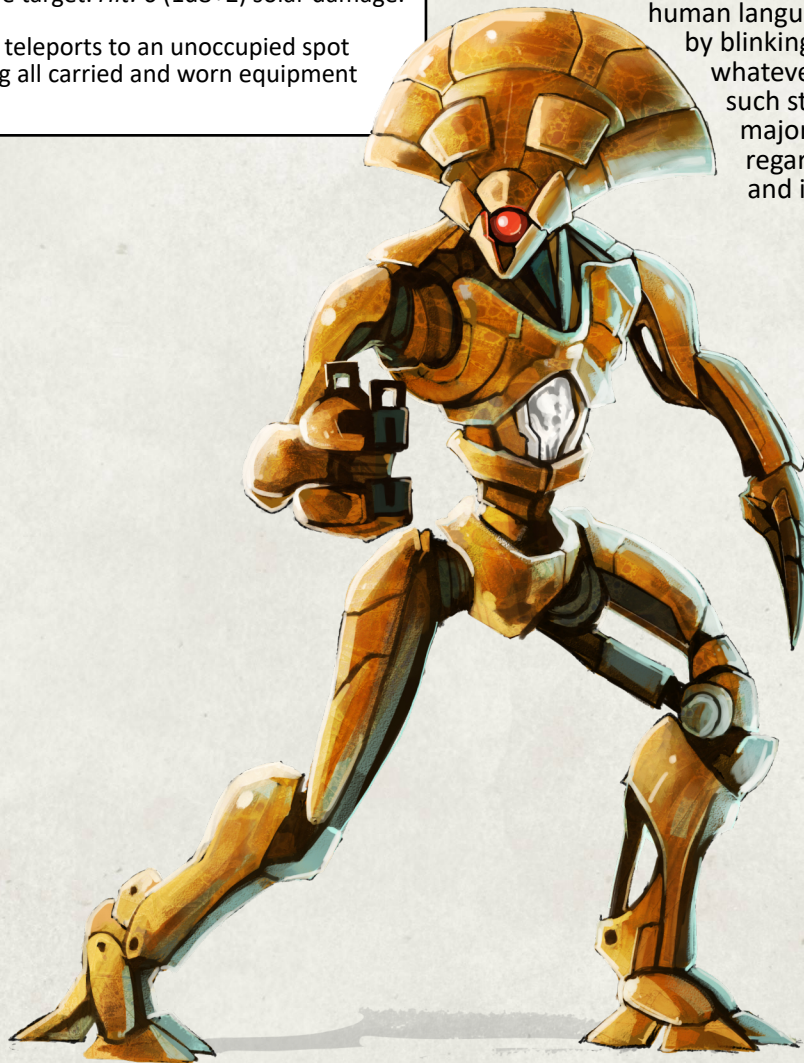
Teleport. The goblin teleports to an unoccupied spot within 60 feet, taking all carried and worn equipment of its choice with it.

GOBLIN

The commonest Vex unit, and the basic trooper of its legions. Goblin hulls are simple, bipedal humanoid frames about six feet tall, though they usually stand and move with a flexed posture that lowers their center of gravity somewhat. They are readily identified by the broad fan shape of their crested heads, which is believed to house a shielded antenna array. A translucent pod of radiolarian fluid is situated in the abdomen. Goblin armament consists only of the slap rifle, a short-range accelerated particle weapon, but they are also capable of teleporting small distances, an ability they use to rapidly close to an effective range.

The Vex deploy goblins in seemingly unending numbers when they engage in direct combat, in addition to whatever other types of units may be present. Though they have little noncombat functionality, their disposition is not always immediately hostile. Guardians occasionally report encountering goblins on patrol or posted as guards, but showing apparent disinterest in their presence. Additionally, while the Vanguard's official position is that the Vex are not known to engage in direct communication with non-Vex, anecdotal Guardian accounts mention goblins attempting to speak

human languages or transmit signals by blinking their eyes. Of course, whatever truth there may be to such stories, in the vast majority of cases goblins regard Guardians as hostile and immediately open fire.



GORGON

Medium Vex

Armor Class 19 (natural armor)

Health Points 399 (47d8+188)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	18 (+4)	24 (+7)	22 (+6)	30 (+10)

Saving Throws Int +13, Wis +12, Cha +16

Skills History +20, Perception +12, Stealth +8, Technology +20

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained, Suppressed

Senses darkvision 60 ft., truesight 30 ft., passive Perception 22, passive scanners 10 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 19 (22,000 XP), Classification CR 19 Major (22,000 XP)

Proficiency Bonus	Hack DC
+6	—

The Master's Servants. The gorgon becomes Incapacitated when outside its lair.

Power of the Glass Throne. If the gorgon is killed, all other gorgons within 300 feet become resistant to the type of damage that killed the gorgon, or immune if they were already resistant.

ACTIONS

Multiattack. The gorgon can scan. If it detects a creature, it can immediately use its gorgon's gaze.

Gorgon's Gaze. All creatures of the gorgon's choice that it can see within 30 feet gain 1 level of Gorgon's Gaze, which lasts until the creature completes a long rest, exits the gorgon's lair, or until this gorgon dies. If a creature accumulates 6 levels of Gorgon's Gaze it drops to 0 hit points, dies, and fails three death saving throws (or RTL saving throws if it is a Risen creature). The target is then wiped from history and reality, and cannot be resurrected, even by a wish spell.

Scan. The gorgon scans in a 15-foot cone.

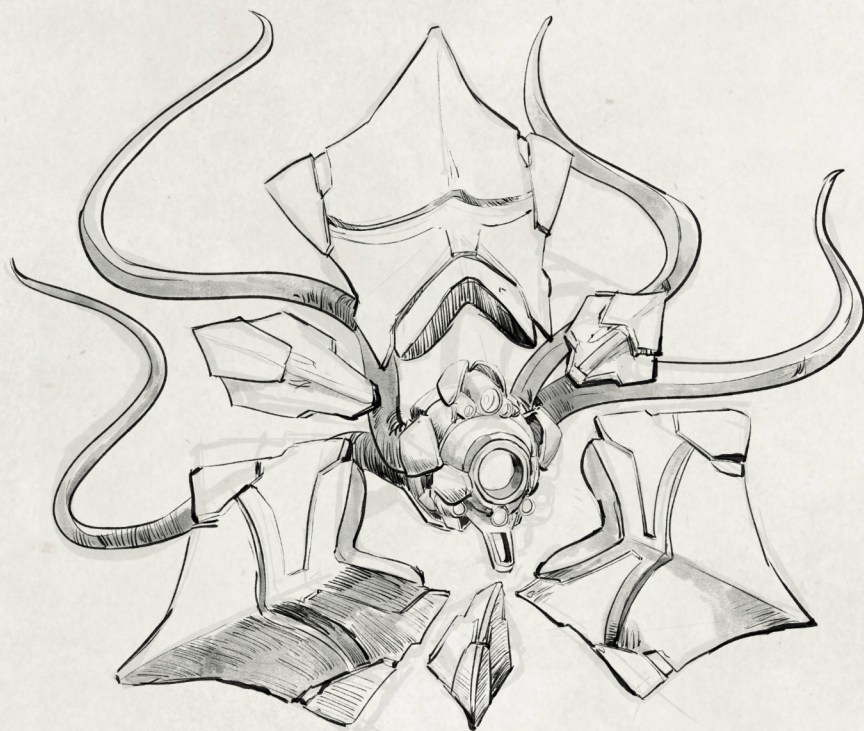
GORGON

A rare harpy variant with exceptional and terrifying capabilities. They share the common harpy chassis, and are the same size as regular harpies. They are only visually distinguishable by the unusual blue glow of their monocular sensors, and the somewhat otherworldly aura around the edges of their fins.

One of the most unusual specialized Vex subtypes, in some ways gorgons are the most feared of all Vex. They are said to possess control over the reality of whatever they perceive—at least within the Vault of Glass, the only place they are known to exist. With this power, gorgons are able to excise targets from time, erasing all trace of their existence and influence from history. Even Guardians are vulnerable to this ontological attack, despite the paracausal endowment of the Light. Anyone who falls under a gorgon's gaze and succumbs to this temporal erasure is utterly unrecoverable. They will no longer exist even in others' memory.

Fortunately, gorgons have only ever been reported deep within the Vault of Glass, and all indications suggest they can only exercise their frightening capabilities within that special domain of Vex space. Even so, the fact any Vex, anywhere, have such power over reality in such a fundamental way is cause for the most dire concern.

The commonly accepted understanding is that gorgons simply delete their victims from time. However, some Vex scholars suggest a disturbing alternative: that the gorgons do not perform a mere temporal annihilation, but actually remove a person's whole worldline from its original timeframe without obliterating the person themselves. This means those lost to the gorgons may still exist someplace else, trapped by the Vex, forgotten by the world, and lost in the dark corners of time.



HARPY

Compact, highly mobile aerial units used both as scouts and infantry support. Harpy hulls consist of a central module, which houses the monocular sensor, weapon systems, and several flexible sensory tentacles, and two sets of three smaller and larger ridged fins that it uses for propulsion and stability. These are not directly attached to the central module, but appear to be held to it by carefully controlled tensions in manipulated particle fields. The same technology is probably used by the harpy to hover and fly. When the fins are in their retracted configuration, as when harpies are idle or in flight, the hull forms a rough triangle about six feet across. To come to a stop or steady itself before firing its weapons, the harpy extends and spins its fins, using the rotational momentum for stabilization.

Harpies' speed and flight capability make them extremely versatile reconnaissance units, able to quickly traverse any terrain. Though they lack the short-range teleportation ability of other rank-and-file Vex combatants, they compensate somewhat with their airborne agility. Because of their resemblance to bullseye targets, a certain league of Guardian archers seeks out harpies for their marksmanship competitions.

HARPY

Medium Vex

Armor Class 15 (natural armor)

Health Points 27 (5d8+5)

Speed fly 35 ft. (can hover)

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

Skills Acrobatics +6, History +4, Perception +6, Stealth +6, Technology +4

Condition Immunities Charmed, Exhaustion, Frightened

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Hexinary

Challenge Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

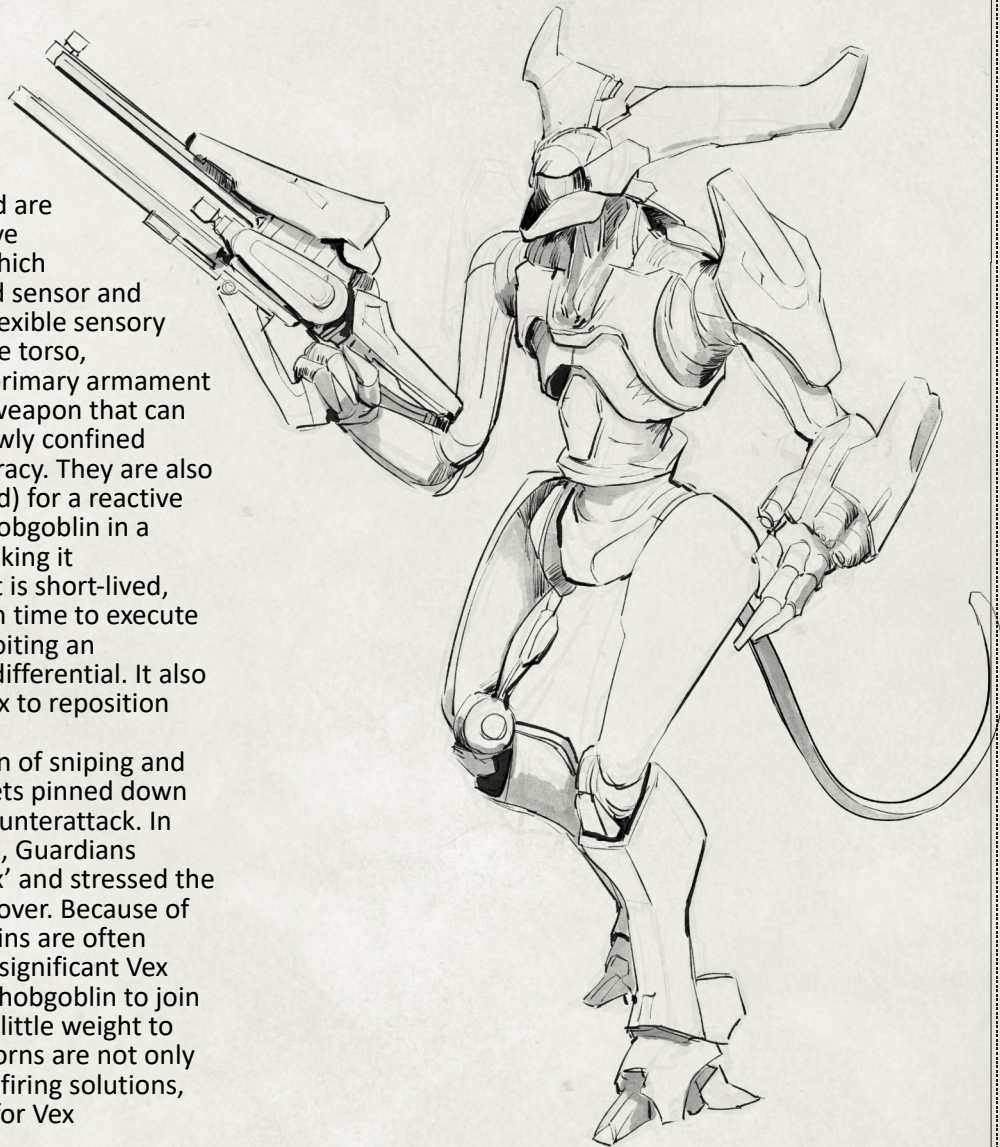
Multiattack. The harpy takes four shots with its slap rifle. When it does this, its speed becomes 0 feet (mounted, can hover) until the start of its next turn.

Slap Rifle. Firearm Weapon Attack: +6 to hit, scope 45/60/90 (close), one target. Hit: 7 (1d8+3) solar damage.

HOBGOBLIN

Supplemental infantry units specialized for long-range precision fire. Hobgoblins are built on the same chassis as goblins, and are the same size. Their most distinctive feature is a broad, horned crest, which houses extremely dense integrated sensor and antenna arrays. They also have a flexible sensory tentacle attached at the back of the torso, somewhat like a tail. Hobgoblins' primary armament is the line rifle, a directed-energy weapon that can project a highly accelerated, narrowly confined particle stream with pinpoint accuracy. They are also widely known (and deeply despised) for a reactive defense system that shrouds the hobgoblin in a protective field when attacked, making it temporarily impervious. This effect is short-lived, but provides the hobgoblin enough time to execute partial self-repair, perhaps by exploiting an artificially induced local temporal differential. It also is often long enough for nearby Vex to reposition themselves as reinforcement.

Hobgoblins use the combination of sniping and reflexive self-defense to keep targets pinned down at long distances while resisting counterattack. In old accounts of early engagements, Guardians referred to them as 'cheapshot Vex' and stressed the need to approach with adequate cover. Because of their long effective range, hobgoblins are often found guarding the approaches to significant Vex assets, but it is also common for a hobgoblin to join a typical patrol group. This lends a little weight to speculation that the hobgoblin's horns are not only for taking measurements to refine firing solutions, but also serve as signal amplifiers for Vex communications.



HOBGOBLIN

Medium Vex

Armor Class 16 (natural armor)

Health Points 65 (10d8+20)

Speed 20 ft.

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

Skills History +9, Perception +9, Technology +6

Condition Immunities Charmed, Exhaustion, Frightened

Senses darkvision 200 ft., passive Perception 19, scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 4 (1,100 XP), Classification CR 7 Elite (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Sniper. If the hobgoblin hits a target with a shot from a firearm while Aiming, and it did not have disadvantage on the attack roll, the damage of the shot is increased by 14 (4d6).

ACTIONS

Line Rifle. *Firearm Weapon Attack:* +6 to hit, scope 15/120/340 (long), one target. *Hit:* 10 (2d6+3) solar damage.

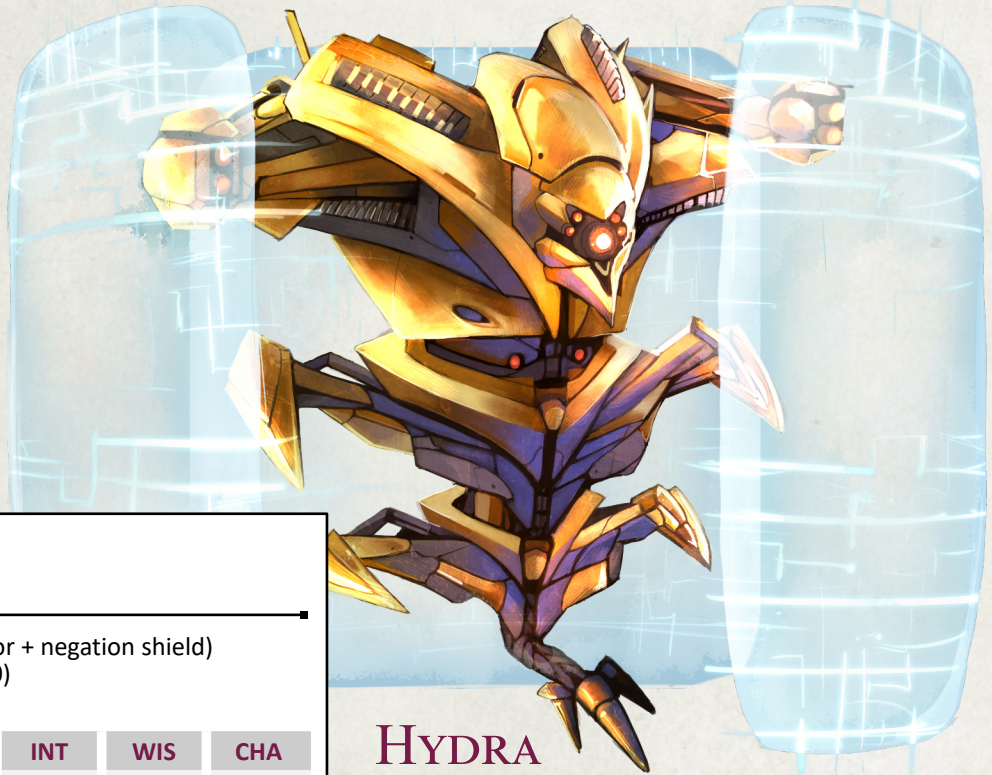
Teleport. The hobgoblin teleports to an unoccupied spot within 60 feet, taking all carried and worn equipment of its choice with it.

Scan. The hobgoblin scans in a 20-foot cone.

REACTIONS

Solar Shield (recharge d6 [5]). After taking damage, the hobgoblin can surround itself with intense solar energy. All ongoing conditions immediately end for it, and it recovers 14 (4d6) health points. In addition, until the start of the hobgoblin's next turn, the following effects apply:

- It cannot move or be moved.
- It automatically fails all Dexterity saving throws, automatically succeeds on all Strength saving throws, and is immune to the damage and effects of any source that causes a Constitution, Intelligence, Wisdom, or Charisma saving throw.



HYDRA

Huge Vex

Armor Class 19 (natural armor + negation shield)

Health Points 161 (14d12+70)

Speed hover 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	20 (+5)	18 (+4)	18 (+4)

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

Skills History +13, Investigation +9, Perception +8, Technology +13

Damage Resistances bludgeoning, kinetic, slashing, piercing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone, Restrained

Senses blindsight 120 ft., darkvision 600 ft., passive Perception 19, passive scanners 10 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 11 (7,200 XP), Classification CR 11 Major (7,200 XP)

Proficiency Bonus	Hack DC
+4	—

Intelligent Initiative. The hydra can use its Intelligence modifier to determine its initiative, instead of its Dexterity modifier.

Negation Shield. The hydra has three temporal shields that are constantly rotating around it. While not Incapacitated, the hydra's AC is increased by 4 (already shown in stats), and if the hydra is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The hydra takes two shots with its aeon maul.

Aeon Maul. *Payload Firearm Weapon Attack:* DC 17, scope 120/340/600, radius 5 ft. *Failed save (half on success):* 27 (5d10) explosive void damage.

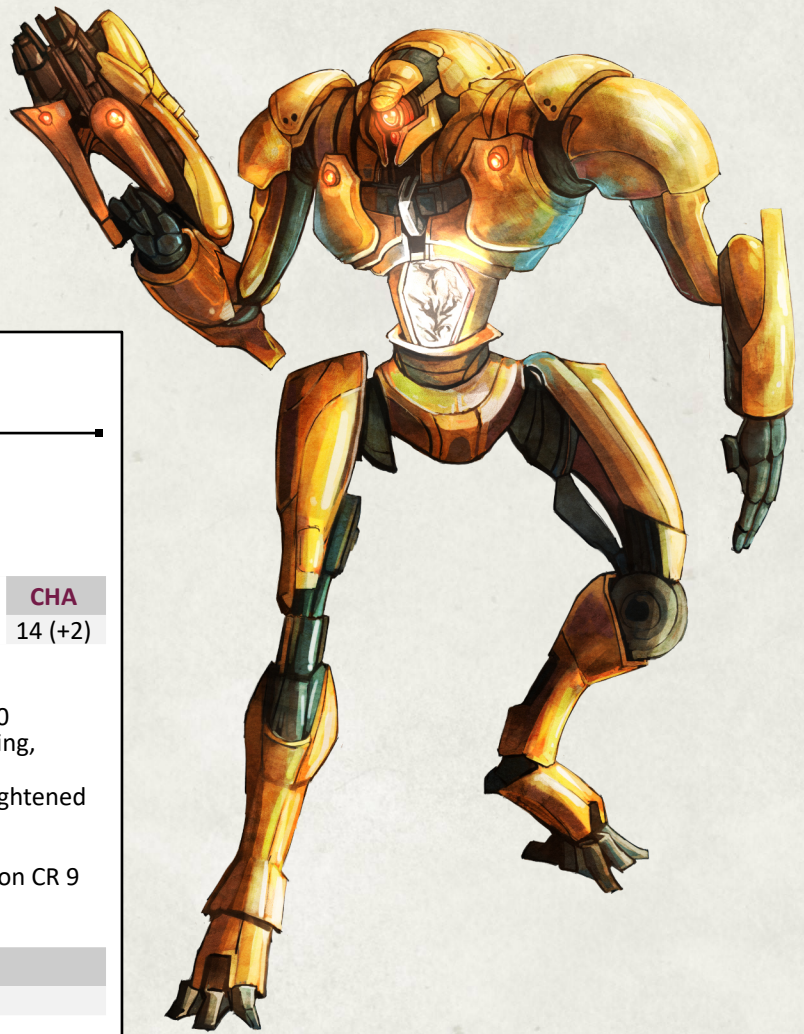
Teleport. The hydra teleports to an unoccupied spot within 120 feet, taking all carried and worn equipment of its choice with it.

Scan. The hydra scans in a 30-foot cone.

HYDRA

Part reinforced gun battery, part mobile hub supercomputer, hydras are one of the most fascinating Vex unit types, and the most daunting in combat. Regular hydra hulls are composed of three tiered segments, the largest at the top carrying what passes for a head, in which the primary monocular sensor is mounted. The segments are connected by a flexible, extensible spine, and each segment has a pair of short manipulator arms with numerous integrated instruments. The uppermost pair of arms usually carries the hydra's twin-mounted torch cannons, its primary weapons. The entire hull is about 15 feet tall, though specialized hulls belonging to higher-order Vex minds may be larger and configured with different equipment. Hydras are slow-moving, but capable of relentless bombardment, and quite resilient not only for their reinforced plating, but thanks to a rotating shield they can project around themselves. Forensic engineers have been unable to determine whether this shield is a deflective particle-field technology, or something more advanced that somehow denies the very existence of projectiles it intercepts.

Hydras make fearsome opponents, especially because they are nearly always accompanied by reinforcements, but analysis of Vex deployment patterns suggests they are not actually intended as combat units. The size of the hydra hull accommodates a large reservoir of radiolarian fluid and a considerable load of computational hardware, endowing each hydra with remarkable local processing power. Hydras' heavy armor and weapons may simply be defensive, and their actual objectives primarily related to their networking and computing capabilities. Another hypothesis holds that hydras are specifically meant to carry the class of individuated Vex intelligences called minds, and thus their large computational complement is simply necessary to permit a Vex mind to instantiate itself outside the network in a physical hull.



MINOTAUR

Large Vex

Armor Class 17 (natural armor)
Energy Shields 114 (12d10+48) void
Health Points 47 (5d10+20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Str +9, Dex +3, Con +8
Skills History +10, Perception +6, Technology +10
Damage Resistances bludgeoning, kinetic, slashing, piercing
Condition Immunities Charmed, Exhaustion, Frightened
Senses darkvision 120 ft., passive Perception 16
Languages understands all, speaks Hexinary
Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

ACTIONS

Multiattack. The minotaur takes two shots with its torch hammer. It can replace one of these shots with a use of its teleport.

Torch Hammer. *Payload Firearm Weapon Attack:* DC 18, scope 80/200/340 (close), radius 5 ft. *Failed save (half on success):* 22 (5d8) explosive void damage.

Teleport. The minotaur teleports to an unoccupied spot within 60 feet, taking all carried and worn equipment of its choice with it.

Bull Rush (recharge d6 [5]). The minotaur moves up to 30 feet without provoking opportunity attacks, then strikes a target with its arm. The target must make a DC 18 Strength saving throw. On a failed save, the target takes 40 (9d8) bludgeoning damage and is knocked Prone. On a success, they take half as much damage and are not knocked Prone.

REACTIONS

Blink (3/brief rest). If the minotaur is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the minotaur's saving throw.

MINOTAUR

Vex heavy infantry, sturdy, resilient, and aggressive. The minotaur hull is a larger, bulkier sibling to the goblin. It shares the basic bipedal chassis, but reaches about ten feet tall, and features a proportionally wider, heavy-set torso and shoulders. Its larger size both houses more onboard processing hardware and permits it to carry heavier weaponry, as well as a regenerative shield generator and a more sophisticated short-range teleportation matrix with a superior cooldown rate. This allows minotaurs to perform repeated teleports in quick succession, a capability they use to avoid incoming fire while charging toward hostile targets.

Despite their aggressive combat behavior, field observations confirm that minotaurs are mainly deployed to conduct Vex construction projects. Their greater computational capacity is mostly devoted to the multidimensional physics of Vex structural engineering, and their special shielding may actually be intended to protect them from spacetime instabilities and other hazards of integrating disparate spatial dimensions into a contiguous geometry. Their torch hammers may be excavation and subatomic welding tools first, and weapons only secondarily.

PHANTASM

A hobgoblin subtype with advanced offensive capabilities. The phantasm is physically indistinguishable from other hobgoblins: built with the same bipedal chassis, its antler-like crest and spinal antenna clearly mark it as a hobgoblin, but beyond that, there is little way to identify a phantasm variant until it displays its distinct combat behaviors.

Like other hobgoblins, phantasms are armed with line rifles, the most typical Vex precision weapon, and use them to great effect as long-range sharpshooters. However, whereas regular hobgoblins are generally defensive in their tactics, using their teleportation to evade incoming attacks and shielding themselves to recover from damage, phantasms are optimized for maximum offense.

Instead of the hobgoblin's telltale solar shield, phantasms utilize a differently configured protective system to partially absorb incoming damage. Though they can become briefly incapacitated if this system is overloaded, on the whole it enables phantasms to maintain much greater attack uptime than their more cautious hobgoblin siblings.

Finally, after sustaining sufficient damage, the phantasm will employ the distinctive combat ability for which it is named. In a last-ditch effort to eliminate all nearby hostiles, the phantasm will overclock its teleportation and targeting systems, and execute a series of rapid teleport jumps, firing a pre-calculated shot with its line rifle at a separate target after each teleport. This reportedly creates the impression of numerous attacks occurring almost all at once, while the phantasm flashes from place to place like a deadly specter.

PHANTASM

Medium Vex

Armor Class 18 (natural armor)

Ultra Health Point Pools:

76 (9d8+36)

76 (9d8+36)

76 (9d8+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	21 (+5)	18 (+4)	16 (+3)

Saving Throws Int +8, Wis +7

Skills History +11, Investigation +8, Perception +7, Technology +11

Condition Immunities Charmed, Exhaustion, Frightened, Suppressed

Senses darkvision 200 ft., passive Perception 17, passive scanners 10 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 11 (7,200 XP), Classification CR 7 Ultra (7,200 XP)

Proficiency Bonus	Hack DC
+3	—

Intelligent Initiative. The phantasm can use its Intelligence modifier to determine its initiative, instead of its Dexterity modifier.

Sniper. If the phantasm hits a target with a shot from a firearm while Aiming, and it did not have disadvantage on the attack roll, the damage of the shot is increased by 14 (4d6).

System Overload (42 points). When the phantasm takes damage, it can reduce the amount of damage it takes by subtracting a portion of the damage from its overload point pool instead. If this reduces the system overload point pool to 0, the phantasm is Stunned for 1 minute.

The phantasm can attempt a DC 16 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success and recovering all system overload points.

ACTIONS

Line Rifle. *Firearm Weapon Attack:* +8 to hit, scope 15/120/340 (long), one target. *Hit:* 12 (2d6+5) solar damage.

LEGENDARY ACTIONS

The phantasm can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The phantasm regains spent legendary actions at the start of its turn.

Scan. The phantasm scans in a 20-foot cone.

Teleport. The phantasm teleports to an unoccupied spot within 120 feet, taking all carried and worn equipment of its choice with it.

Open Fire (costs 2 actions). The phantasm takes a shot with its line rifle.

ULTRA ACTIONS

If one of the phantasm's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Overclock. The phantasm chooses up to five targets within 120 feet to attack with its line rifle. Each target much make a DC 16 Dexterity saving throw. If the target succeeds, the phantasm's attack misses and the target may use its reaction to make a weapon attack against the phantasm, with damage from the attack automatically being subtracted from the phantasm's overload point pool. However, if the target fails its Dexterity saving throw, the phantasm's attack hits.

RAMPANT GOBLIN

Medium Vex

Armor Class 14 (natural armor)

Health Points 14 (4d8-4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	8 (-1)	5 (-3)	10 (+0)	3 (-4)

Condition Immunities Charmed, Exhaustion, Frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Hexinary

Challenge Individual CR 1 (200 XP), Classification CR 4 Minion (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Multiattack. The rampant unit takes three shots with its slap rifle.

Slap Rifle. *Firearm Weapon Attack:* +4 to hit, scope 25/50/90 (close), one target. *Hit:* 6 (1d8+2) solar damage.

RAMPANT HOBGOBLIN

Medium Vex

Armor Class 15 (natural armor)

Health Points 38 (11d8-11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	9 (-1)	5 (-3)	12 (+1)	3 (-4)

Condition Immunities Charmed, Exhaustion, Frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages understands Hexinary

Challenge Individual CR 2 (450 XP), Classification CR 5 Soldier (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Target Acquired. Once the rampant unit has identified a hostile creature, it has advantage on all attack rolls against that creature and disadvantage on all attack rolls against any other target. If the rampant unit loses perception of its target for 1 minute or longer, it may choose a new creature for this feature.

ACTIONS

Multiattack. The rampant unit takes two shots with its line rifle.

Line Rifle. *Firearm Weapon Attack:* +5 to hit, scope 15/120/340 (long), one target. *Hit:* 9 (2d6+2) solar damage.

RAMPANT UNITS

When a Vex's head is destroyed, it becomes impaired but not incapacitated. Losing its primary monocular sensor reduces the unit's perception, but even that does not prevent a headless Vex from navigating with auxiliary sensory instrumentation. However, the loss of the antenna housed in its head severs or at least impairs its connection to the Vex collective mind, and it appears to be this deprivation of connectivity that causes frenzied loss of coordination and deranged aggression. Vex in this condition charge and fire upon any perceived hostile targets relentlessly. When such units are not repaired, the Vex sometimes simply allow them to remain deployed as cannon fodder.

RAMPANT MINOTAUR

Large Vex

Armor Class 16 (natural armor)

Health Points 94 (21d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	5 (-3)

Condition Immunities Charmed, Exhaustion, Frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Hexinary

Challenge Individual CR 3 (700 XP), Classification CR 8 Soldier (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Blinkstep. The rampant unit doesn't provoke opportunity attacks when it moves.

System Meltdown. At the end of each of its turns, the rampant unit must roll a d6. On a roll of 5 or 6, it teleports to a random unoccupied spot within 10 feet of it, taking all carried and worn equipment with it. On a roll of 1 or 2, it is immediately destroyed.

ACTIONS

Multiattack. The rampant unit teleports to an unoccupied space within 10 feet, then takes two shots with its torch hammer.

Torch Hammer. *Payload Firearm Weapon Attack:* DC 13, scope 80/200/340 (close), radius 5 ft. *Failed save (half on success):* 22 (5d8) explosive void damage.

STYGIAN

An advanced harpy subtype with supplemental attack and support systems. Stygians outwardly resemble regular harpies in size and construction, but can sometimes be distinguished by their antenna tentacles, which may exhibit a bluish glow.

Besides the integrated slap rifle carried by other harpies, stygians are armed with another directed-energy weapon capable of projecting a coherent, continuous stream of void-aligned particles. This beam is fairly precise and has relatively long range, significantly extending the distance from which stygians pose a direct threat of attack.

Stygians can also manipulate immediately local spacetime to a limited extent to establish a temporal tether between themselves and their allies. In doing so, they can redirect attacks from an ally to themselves—hence the nickname ‘bodyguard harpies’ used by some Guardians.

STYGIAN

Medium Vex

Armor Class 16 (natural armor)
Health Points 52 (8d8+16)
Speed fly 35 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	11 (+0)

Skills History +10, Perception +7, Technology +10
Condition Immunities Charmed, Exhaustion, Frightened
Senses darkvision 120 ft., passive Perception 17
Languages understands all, speaks Hexinary
Challenge Individual CR 4 (1,100 XP), Classification CR 9 Soldier (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

Temporal Tether. Whenever a creature within 15 feet of the stygian would take damage, the stygian can choose to take the damage instead.

ACTIONS

Multiattack. The stygian make three attacks: two with its slap rifle and one with its trace rifle.

Slap Rifle. *Firearm Weapon Attack:* +8 to hit, scope 25/50/90 (close), one target. *Hit:* 8 (1d8+4) solar damage.

Trace Rifle. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 11 (2d6+4) void damage and the target must succeed on a DC 16 Charisma saving throw or be Suppressed for the next minute. A Suppressed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. Creatures that succeed on their saving throw, or for which the effect ends, are immune to being Suppressed in this way for 24 hours.

SUPPLICANT

A harpy variant fitted with redundant power distribution pathways and a situational subroutine enabling it to overload them to cause a powerful self-destructive explosion. Supplicants appear identical to other harpies, and behave similarly in most situations. However, when their detonation impulse activates, they approach their targets unflaggingly, even through oncoming fire, until they close to within the blast radius of their explosion. Fortunately supplicants are relatively uncommon, most often accompanying high-order Vex minds as a defensive measure.

SUPPLICANT

Medium Vex

Armor Class 18 (natural armor)
Health Points 54 (12d8)
Speed fly 35 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	22 (+6)	11 (+0)	11 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities kinetic
Condition Immunities Charmed, Exhaustion, Frightened, Suppressed
Senses darkvision 120 ft., passive Perception 13
Languages understands all, speaks Hexinary
Challenge Individual CR 5 (1,800 XP), Classification CR 12 Soldier (8,400 XP)

Proficiency Bonus	Hack DC
+4	—

Volatile. If a creature moves within 5 feet of the supplicant, it can use self-destruct as a reaction. If the supplicant takes damage that would reduce it to 0 health points, it immediately uses its self-destruct.

ACTIONS

Multiattack. The supplicant takes three shots with its slap rifle.

Slap Rifle. *Firearm Weapon Attack:* +10 to hit, scope 25/50/90 (close), one target. *Hit:* 10 (1d8+6) solar damage.

Self-Destruct. The supplicant explodes, destroying itself. All targets within 5 feet of it must make a DC 18 Dexterity saving throw, taking 40 (9d8) explosive kinetic damage on a failed save, or half as much on a success.

TYRANT

A higher-order cyclops variant with significantly enhanced onboard systems. Tyrants are constructed in the same fashion as other cyclopes, though they may be larger in size. In terms of basic offensive and defensive capability, their armor plating and primary directed-energy cannon are comparable to their lesser relatives. However, their additional combat capabilities greatly exceed those of the regular cyclops, and overturn expectations for engaging a stationary turret.

Tyrants supplement their main cannon with a detainment field emitter. A handful of relatively high-level Vex use this technology, which artificially induces quantum-scale tangles in particle fields to create a restrictive enclosed bubble around a subject. Tyrants can project these detainment fields to entrap targets, leaving them vulnerable to the tyrant's cannon blasts, the attacks of other units, or, worst of all, capture by the Vex.

Besides the ability to inflict detainment to render mobile targets stationary, tyrants also possess short-range teleport capability that enables them to

reposition themselves during combat. They cannot use this system constantly, but even the possibility of occasional relocation requires Guardians to reevaluate their strategy for taking on a supposedly fixed target.

TYRANT

Large Vex

Armor Class 18 (natural armor)

Health Points 153 (18d10+54)

Speed 0 ft. (mounted)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	18 (+4)	22 (+6)	18 (+4)

Saving Throws Int +8, Wis +10, Cha +8

Skills History +12, Investigation +12, Perception +14, Technology +12

Damage Resistances arc, bludgeoning, piercing, slashing, solar, void

Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Prone, Restrained

Senses blindsight 100 ft., darkvision 300 ft., passive Perception 24, passive scanners 15 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 10 (5,900 XP), Classification CR 10 Major (5,900 XP)

Proficiency Bonus	Hack DC
+4	—

Sculpt Matter. Only creatures of the tyrant's choice are affected by the saving throws and damage it causes.

Always Aiming. The tyrant is always considered to be under the effects of the Aiming condition.

ACTIONS

Main Cannon. *Payload Firearm Weapon Attack:* DC 18, scope 120/500/1000 (medium), radius 5 ft. *Failed save (half on success):* 45 (10d8) explosive void damage. This attack destroys most forms of cover, but is blocked by 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt. Additionally, this attack can pass through detainment fields without affecting the field.

Detainment (recharge d8 [7]). The tyrant causes a sphere-shaped detainment field, 15 feet in diameter and composed of tangled particle fields, to form around an area it can see within 180 feet. Any creature that is completely inside the field's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

The area of each detainment field cannot overlap the area of another prison or detainment field, but it can pass through corporeal matter with ease.

Despite the detainment field being semi-transparent, the shell of the field is considered total cover and blocks any form of matter from passing through it. It has an AC of 12 and 21 (6d6) health points, is considered a mounted object (can hover), and is immune to the damage and effects of any source that causes a Constitution, Intelligence, Wisdom, or Charisma saving throw. Finally, the shell of the field blocks any Light ability, spell, or other such effect from being cast into or out from the area of the field.

A trapped creature is considered Restrained by the field and takes 21 (6d6) necrotic damage at the start of each of its turns within the field.

A trapped creature cannot leave the area of the field by nonmagical or nonparacausal means. If a creature tries to use teleportation, interplanar travel, or time travel to leave the area of the field, it must first make a DC 18 Charisma saving throw. On a success it can use that means to leave, but on a failure the creature can't leave the field and wastes that use of its Light ability, spell, or effect.

REACTIONS

Reposition (3/brief rest). After taking damage, the tyrant can teleport itself and all carried and worn equipment of its choice to an unoccupied space it can see within 300 feet.

WYVERN

Large Vex

Armor Class 19 (natural armor)

Health Points 123 (13d10+52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Str +9, Con +8

Skills Athletics +9, History +8, Perception +7, Technology +8

Damage Resistances arc, bludgeoning, piercing, slashing, solar, void

Condition Immunities Charmed, Exhaustion, Frightened, Prone

Senses darkvision 120 ft., passive Perception 17, passive scanners 5 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 8 (3,900 XP), Classification CR 12 Elite (8,400 XP)

Proficiency Bonus	Hack DC
+4	—

Intelligent Initiative. The wyvern can use its Intelligence modifier to determine its initiative, instead of its Dexterity modifier.

ACTIONS

Multiattack. The wyvern takes four shots with its warp lance.

Warp Lance. *Firearm Weapon Attack:* +9 to hit, scope 120/180/300 (medium), all targets within 10 feet of each other. *Hit:* 15 (3d6+5) void damage. The wyvern cannot have disadvantage on this attack.

Gravity Slam (recharge d6 [5]). The wyvern launches itself at a hard surface it can see within 60 feet. Targets within 10 feet of the impact point must make a DC 17 Strength saving throw. On a failed save, a target takes 27 (6d8) explosive arc damage, is launched 10 feet vertically and pushed back 10 feet horizontally, and is Stunned until the end of its next turn. On a success, a target takes half as much damage, is not launched or pushed back, and is not Stunned.

Fan Shield (concentration, 1/brief rest). For the next minute, Vex creatures within 15 feet of the wyvern, but not the wyvern itself, are immune to all damage and conditions, and any ongoing conditions immediately end for them. In addition to the normal rules of concentration, the wyvern loses concentration on this if another wyvern uses the fan shield action within the radius of the wyvern's own fan shield.

REACTIONS

Defensive Response. After a creature within 20 feet takes damage, the wyvern can use its fan shield.

WYVERN

Large, bipedal Vex with powerful offensive and defensive capabilities. Regular wyverns stand about 15 feet tall, while specialized higher-order units can be even larger. The wyvern's long, double-jointed legs support a fairly typical Vex torso, which houses its radiolarian reservoir. Instead of arms, wyverns have a pair of fan-shaped fins, somewhat like those of harpies. These fins terminate in emitters for the wyvern's formidable energy shields. In the joints between the fins and torso, wyverns carry a pair of warp lances, rapid-firing directed-energy weapons that produce a devastating barrage of void particles. Arrays of sensory tentacles protrude from behind the shoulders. The wyvern's head features a large, three-pointed cranial crest and a cluster of multiple ocular sensors.

Wyverns are efficient and formidable adversaries, and unlike other Vex, they seem to be deployed almost solely as combatants. While effective fighting on their own, they often provide support to groups of smaller Vex, which they can defend with thorough covering fire as well as physically shield with their own large hulls. Although not equipped with melee weapons, wyverns can launch themselves high into the air and dive down to deliver a powerful stomping attack.

Vex experts believe the wyvern is the first specifically combat-oriented Vex unit humanity has encountered.

CHAPTER 4: CABAL

A fallen interstellar empire, once unimaginably rich in highly advanced technologies, possessing profound knowledge of the universe and its workings, and imperially opulent in culture, the collective of species known as the Cabal has declined since its glory days. Previously led by a singular, lofty-minded emperor, the empire's former unified refinement has given way to somewhat fractious hardline militarism. However, the Cabal pride themselves on their martial prowess, and justly so. Their high degree of military capability has gained them a foothold in our system, and makes them a very substantial threat to humanity.

The Cabal's objectives here are not entirely clear. Nor is it certain exactly when they arrived—only that they established their presence, particularly their exclusion zone on Mars, sometime after the Collapse. Some strategic analysts believe the Cabal simply came upon us in the course of an open-ended campaign of galactic conquest, but other intelligence suggests they may have deliberately chosen to come here seeking natural resources, to acquire the technology of other species, or even in pursuit of the Traveler.

The Cabal includes an uncertain number of incorporated or subservient species in addition to the original race that founded the collective (themselves now only called Cabal, as opposed to subsidiary species like the psions and the Clipse). The history of the Cabal and their enlistment of other species is not clearly known, but all indications are they have long practiced a policy of inviting species with potentially valuable contributions to join the fold, and conquering those which refuse. Most combatants in their regular forces are of the primary Cabal species, suggesting they do not incorporate alien races merely to fill their ranks with conscripts. If instead the Cabal seek member species for other reasons, some wonder whether they may have come here to recruit humankind.

The primary Cabal species is humanoid and bipedal. Their two small eyes are somewhat laterally situated above a large, distinctively triangular mouth full of small, pointed teeth. Females also sport prominent tusks. Each arm ends in a four-digit hand, and each leg in a clawed foot. Their thick skin, usually greyish, falls in heavy protective folds. They are muscular, heavyset, and naturally rotund. Most individuals reach heights around six or seven feet, or somewhat taller. Some are considerably larger, particularly when equipped with specialized armor and other heavy gear. Cabal armor is almost always fully enclosed, and contains a pressurized hydrostatic gel. The Cabal are adapted to much greater atmospheric pressure than that of most environments in our system, and in most cases they cannot survive without their pressurized armor. However, some reports of Cabal respiring without fully enclosed armor suggest the possibility they can acclimate to lower-pressure conditions.

The Cabal military structure includes several independent though nominally cooperative divisions, such as the Dust Giants, Siege Dancers, Blind Legion, and Skyburners. Although all under the direction of a unitary Cabal high command, the leaders of these companies operate under varying degrees of their own authority. Vanguard intelligence indicates these leaders may not always be entirely in agreement with their distant superiors, let alone operating harmoniously with each other. Perhaps unsurprisingly, not all Cabal wholeheartedly embrace their protracted military service. Defectors live in hiding throughout the system, though their numbers are few and most avoid Guardians. It is the subject of some debate how they survive without access to the Cabal supply chain to replenish their organogel or obtain other specialized provisions. The Cabal diet remains unknown to humanity, but some evidence suggests it may be primarily mineral in nature.

ADDING TUSKS

Some Cabal are born with forward-facing tusks, or they choose to have tusks implanted or mounted to their helmets. If you want to give a non-psion Cabal tusks, here are the features you can add to them.

Tusks. Tusks are a natural melee weapon that uses the Cabal's Strength modifier to determine attack and damage rolls. The Cabal can add their proficiency bonus to an attack roll with their tusks. Tusks have a reach of 5 feet and deal 1d6 piercing damage on a hit.

Gore. If the Cabal makes a melee attack with its tusks against a target it has Grappled, the damage of the attack is increased by an amount equal to classification CR of the Cabal.

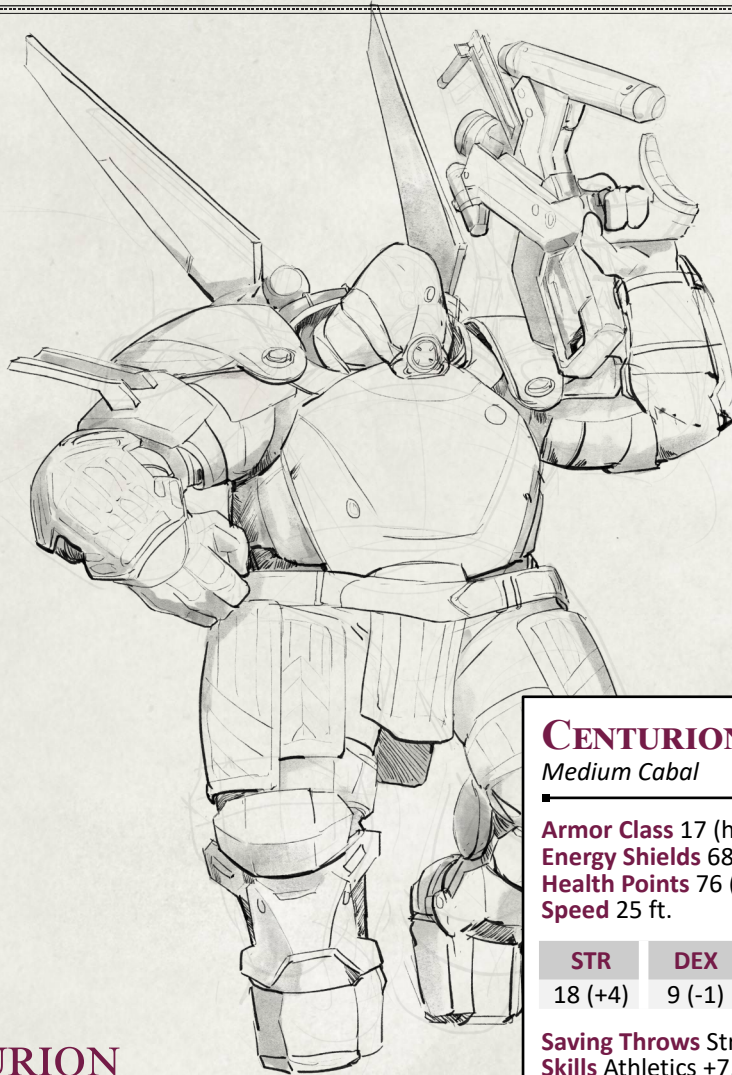
CR 0–4: +1d6

CR 5–10: +2d6

CR 11–16: +3d6

CR 17–20: +4d6

CR 21+: +5d6



CENTURION

Main-line Cabal field officers, well trained, well equipped, and tactically proficient. Centurions stand about seven or eight feet tall, not including the fins, stabilizers, or crests mounted on the back of their armor. Superficially, centurion gear appears very similar to standard Cabal panoply, but in fact their armor carries a number of supplemental systems, including a personal shield generator and an enhanced jump pack capable of brief hoverflight. Centurions use this ability to elevate themselves to attack from a superior vantage, both giving them a clearer view of battlefield conditions and demonstrating valor to their subordinates.

Centurions are essential to the Cabal's highly coordinated operational strategies, but hold little discretionary authority. They receive and carry out orders as squad leaders, and are afforded very little latitude in that role. Accordingly, centurions must possess a particularly strong sense of duty. At the same time, the rigidity of the Cabal military structure and centurions' limited influence within it seem to be a point of discontent. Captured records and intercepted communications reveal that not a few centurions express consistent frustration with the limited nature of their position. Disgruntled centurions are in turn a source of bother for higher-ranking commanders: the Cabal expression "because centurions won't just do as they're told" appears to be an aphoristic explanation for operational inefficiencies.

CENTURION

Medium Cabal

Armor Class 17 (heavy armor)
Energy Shields 68 (8d8+32) solar
Health Points 76 (9d8+36)
Speed 25 ft.

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

Saving Throws Str +7, Dex +2
Skills Athletics +7, Intimidation +6, Perception +5
Vehicle Proficiencies goliath, thresher, harvester
Senses passive Perception 15
Languages Ulurant
Challenge Individual CR 4 (1,100 XP), Classification CR 6 Elite (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Vantage Point. As a bonus action, the centurion can use its jetpack to launch itself up to 30 feet straight up and begin hovering in place. While hovering in this way, the centurion has advantage on firearm weapon attacks it makes and disadvantage on Dexterity saving throws. The centurion may return to the ground as a bonus action on its turn, or as a reaction after taking damage.

ACTIONS

Multiattack. The centurion makes three attacks with its wrist-mounted shortsword.

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

Bronto Cannon. *Payload Firearm Weapon Attack:* DC 15, scope 50/80/120 (close), radius 5 ft. *Failed save (half on success):* 20 (3d10+4) explosive void damage.

Jetpack (3 uses/brief rest). The centurion uses its jetpack to leap to an unoccupied surface within 100 feet (mortar). If the centurion ends this movement airborne, it begins falling.

COLOSSUS

Large Cabal

Armor Class 16 (heavy armor)

Health Points 94 (9d10+45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	20 (+5)	17 (+3)	15 (+2)	11 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Intimidation +3, Perception +5

Vehicle Proficiencies goliath

Condition Immunities Frightened, Prone, Restrained

Senses passive Perception 15

Languages Ulurant

Challenge Individual CR 7 (2,900 XP), Classification CR 7 Major (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Perseverance (1/long rest). If the colossus fails a saving throw, it can choose to succeed instead.

Fortified Armor. While wearing armor, the colossus ignores the effects of critical hits.

ACTIONS

Heavy Slug Thrower. *Firearm Weapon Attack:* +8 to hit, scope 50/100/200 (close), one target. *Hit:* 13 (2d10d1+5) solar damage.

Missile Barrage (recharge d6 [4]). A target within 120 feet must make a DC 16 Dexterity saving throw, taking 24 (7d6) explosive kinetic damage on a failed save, or half as much on a success.

LEGENDARY ACTIONS

The colossus can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Open Fire. The colossus takes one shot with its heavy slug thrower.

Reposition. The colossus uses its jetpack to leap to an unoccupied surface it can see within 60 feet, without provoking opportunity attacks. If the colossus ends this movement airborne, it begins falling.

Quake (costs 2 actions). All targets within 5 feet of the colossus must make a DC 16 Strength saving throw. On a failed save, a target takes 21 (6d6) kinetic damage and is pushed back 10 feet, where it falls Prone. On a success, it takes half as much damage and is not pushed back.



COLOSSUS

Heavy infantry with the crushing offensive capability of a small tank, and about as heavily armored. The extensive colossus loadout can only be borne by Cabal of considerable stature: fully equipped, they tend to reach around ten feet tall or more. In addition to the heaviest class of armorsuit worn by Cabal soldiers, this equipment includes an arsenal unto itself, notably a rapid-fire heavy microrocket gun and a shoulder-mounted guided missile launcher. Despite their heavy gear, colossi are also still capable of the short, boost-assisted jump used by other Cabal infantry, enabling them to join a fray or close distance with surprising quickness.

Deploying a single colossus is costlier and requires much more logistical support than an entire regular squad in most cases, so the Cabal prefer to reserve these behemoths for the most heated battles or highest-priority defensive objectives. However, Guardian incursions upon Cabal territory tend to provoke rapidly escalating responses, so engagements with colossi are not uncommon. Even experienced fireteams often find themselves outgunned when facing a colossus, and may be forced to withdraw. Vanguard tactical guidance stresses preparedness when going up against colossi—especially preparedness of heavy ammunition reserves. On the other hand, many Hunters simply advise “go around.”

COMBUSTOR

Large Cabal

Armor Class 20 (heavy armor)

Ultra Health Point Pools:

114 (12d10+48) 76 (8d10+32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Str +8, Dex +3, Con +7

Skills Athletics +8, Medicine +5, Perception +6

Damage Resistances bludgeoning, piercing, slashing, solar

Damage Immunities fire

Condition Immunities Burning, Frightened, Prone, Restrained

Senses passive Perception 16

Languages Ulurant

Challenge Individual CR 9 (5,000 XP), Classification CR 6 Ultra (5,000 XP)

Proficiency Bonus	Hack DC
+3	—

Mobile Dome Shield. The combustor's armor creates a force shield, a semi-transparent and hollow sphere with a radius of 15 feet, centered on it. If the combustor moves, the sphere moves with it. Though the shell of the sphere is semi-transparent, it acts as full cover for attacks and effects that require line-of-sight, as well as areas of effect, that do not originate from the combustor. A creature can move through the shell of the sphere as though it were difficult terrain.

Intense Flames. Creatures who are Burning from the combustor take 10 (3d6) solar damage at the start of each of their turns. A creature can use its action to put out the flames and end the Burning condition on one target.

ACTIONS

Magma Launcher (60 ft. sweeping line). All targets in the area must make a DC 16 Dexterity saving throw. On a failed save, they take 22 (5d8) solar damage and begin Burning for the next minute. On a success, they take half as much damage and do not begin Burning.

ULTRA ACTIONS

If one of the combustor's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Burning Dome. The air within the combustor's dome shield becomes superheated, turning it into difficult terrain for creatures not immune or resistant to solar damage. Creatures who start or end their turn within the dome take 10 (3d6) solar damage and must make a DC 16 Constitution saving throw or begin Burning for the next minute.

COMBUSTOR

A specialized loadout meant for both searing crowd control and intense single combat is sometimes used by distinguished Cabal of at least the valus rank. At a glance, the combustor appears equipped with gear similar to that of rank-and-file incendiors. However, the markedly greater size of their back-carried accelerant tanks and their heavier elite-class armor betray that combustors are not merely heavy variants of the common incendiore.

Though it is essentially the same kind of weapon as that of the incendiore, the combustor's magma launcher is much more potent, and capable of single-handedly suppressing broad swaths of a battlefield with cruel gouts of flame. Yet the true distinction in their tactical capabilities comes from the powerful shield generator built into the combustor's colossus-like armor. This device uses Cabal force-field technology to project a defensive dome around the combustor, rendering it effectively impervious to fire from small arms and even many larger, heavier weapons than can be personally carried. What's more, the combustor remains mobile while the shield is active. On one hand, this enables the combustor to move freely in the open across most battlegrounds, no matter how intensely under fire. On the other, deploying the shield requires any who would challenge the combustor to step within the dome, entering close combat range. While some combustors may use this tactic to engage enemy leaders in single combat along the lines of the Cabal's traditional formalized combat, others are less scrupulously inclined, and simply use the dome to trap and incinerate more or less helpless opponents.

For obvious reasons, many Guardians have attempted to capture or salvage combustor shield generators, especially certain Titan orders. Unfortunately they are often unrecoverable due to combustors' tendency to violently explode when defeated. Furthermore, even when specimens have been obtained relatively intact, Guardians find the shield generator module too unwieldy and heavy to carry on their persons. Warlock technologists have thus far found little success attempting to miniaturize the technology.

ENGINEER

Psion technologists specially trained in the use and upkeep of Cabal weapon batteries, typically the common scorpius turret. They are not physically distinct from other psion soldiers in the Cabal military, but they wear slightly more protective armor.

Although Cabal weapon systems like the scorpius turret are designed for fully autonomous operation, they benefit greatly from the cooperation of psion engineers. Equipped with special control implants, these engineers can use their innate telepathic abilities to improve turrets' performance and issue repositioning instructions. They are also prepared to make basic tuning adjustments and repairs on the fly, which can greatly improve a turret's effective operational longevity on the battlefield.

Psion engineers are not always deployed alongside turret emplacements, but they are more often found where the Cabal are seeking to establish more entrenched defenses, such as in temporary field bases or captured fortifications. Because scorpius turrets typically become high-priority targets, especially to Guardians who find their suppressing fire annoying, the engineers who tend them have notably shorter lifespans than other types of psion specialists.

ENGINEER

Small psion (Cabal)

Armor Class 16 (medium armor)
Energy Shields 33 (6d6+12) solar
Health Points 22 (4d6+8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	21 (+5)	16 (+3)	12 (+1)

Saving Throws Dex +7, Int +8
Skills History +8, Perception +6, Technology +11
Vehicle Proficiencies interceptor
Senses darkvision 120 ft., passive Perception 16, passive scanners 5 ft.
Languages Ulurant, telepathy 30 ft.
Challenge Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Neural Implants. The engineer can use its action to telepathically connect itself to three standard scorpius turrets within 120 feet of it, which receive the following benefits:

- They are granted 27 (6d8) kinetic energy shields.
- They always have advantage on attack rolls they make against a target the engineer is able to perceive.
- They score a critical hit on a roll of 18 or higher on the d20.
- They have an individual CR of 2 (450 XP), Classification CR 6 Soldier (2,300 XP).

ACTIONS

Projection Rifle. *Firearm Weapon Attack:* +7 to hit, scope 20/50/120 (medium), one target. *Hit:* 9 (1d10+4) explosive solar damage. If the engineer misses, the target must make a DC 16 Dexterity saving throw, taking half the damage of this attack on a failed save.

ENGINEER'S FOCUS

The engineer has 6 focus, which it may spend on focus options. The engineer regains 1 focus at the start of each of its turns, or 2 focus if it did not spend any since the start of its previous turn. Once the engineer uses a focus option, it must wait until the start of its next turn before it can use one again.

Farsight (1 focus). Until the start of the engineer's next turn, weapons with a scope have their scope values increase by half of their current value.

Reposition Turrets (2 focus). As an action on its turn or as a reaction to a scorpius turret taking damage, the engineer teleports up to three connected scorpius turrets to unoccupied locations the engineer can see within 60 feet of itself.

Shield Repair (4 focus). As an action on its turn or as a reaction to a scorpius turret taking damage, one connected scorpius turret of the engineer's choice regains up to 27 (6d8) energy shield points.

Slip Away (3 focus, reaction). If the engineer is subject to a Dexterity saving throw, it can use its reaction to automatically succeed on the saving throw and move up to 25 feet without provoking opportunity attacks. The engineer takes no damage and is subject to no effect from the saving throw when it does this.

FIELD SCOUT

Cabal infantry specially trained for forward reconnaissance. Field scouts are usually equipped the same way as regular legionaries, although they may receive specialized or modified gear when deployed in extreme environments. Unlike legionaries, field scouts carry headhunter rifles instead of the standard slug rifle. These precise, long-range weapons also double as surveying instruments, thanks to their powerful high-zoom optics.

ALTERNATE ACCLIMATIONS

Not all scout legionaries are acclimated to the same terrain. Some train to acclimate themselves in the arctic, in temperate forests, rainforests, grasslands, or swampland, to name a few possible biomes.

FIELD SCOUT

Medium Cabal

Armor Class 16 (light armor)

Health Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +6

Skills Athletics +5, Investigation +4, Nature +4, Perception +7, Stealth +6, Survival +7, Technology +4

Vehicle Proficiencies any two vehicle classes

Senses passive Perception 17

Languages Ulurant and one other

Challenge Individual CR 4 (1,100 XP), Classification CR 6 Elite (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Superior Tactics. The field scout can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn.

Desert Acclimation. The field scout is acclimated to desert terrain and extreme heat. It ignores difficult terrain caused by rocks or deep sand, and does not accumulate exhaustion from hot weather.

ACTIONS

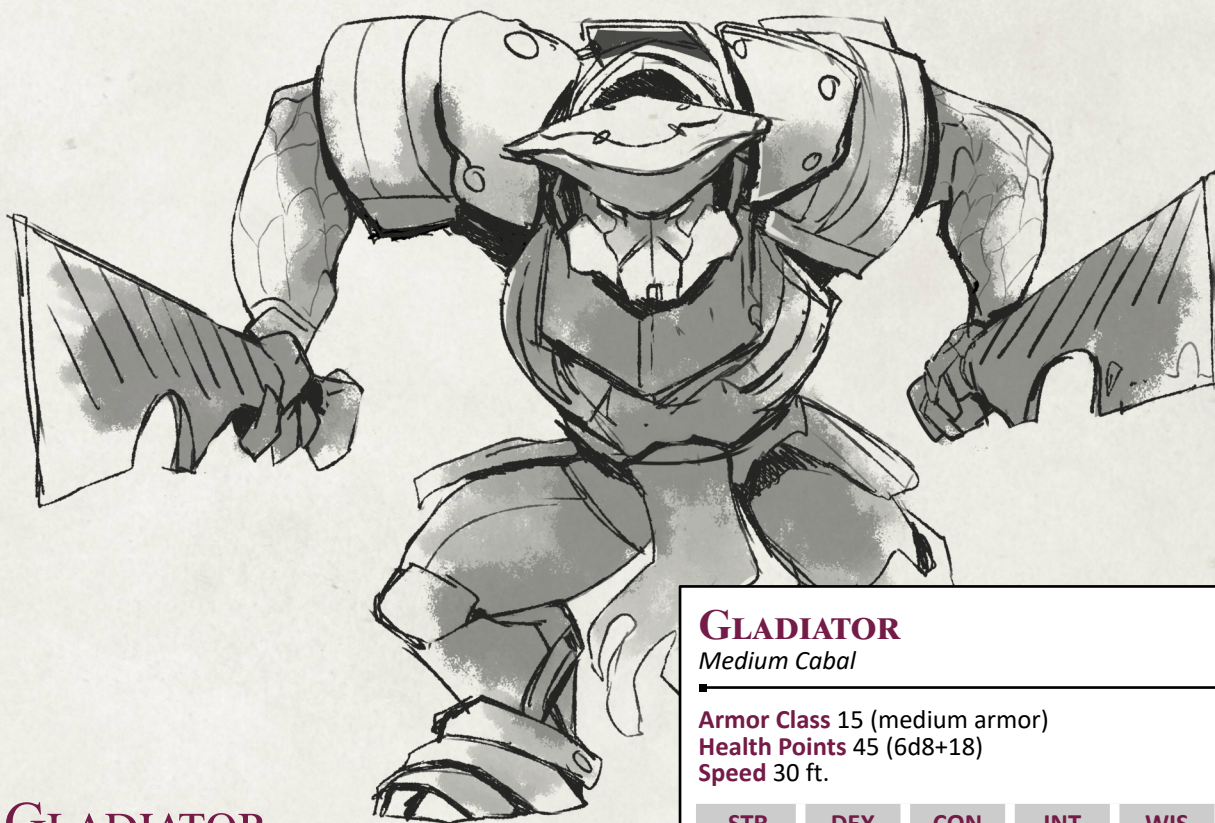
Headhunter Rifle. *Firearm Weapon Attack:* +6 to hit, scope 0/300/600 (long), one target. *Hit:* 8 (1d10+3) solar damage.

Study. The field scout chooses a target, one that it can clearly see, and marks that target as its quarry. For the next 10 minutes, the field scout has advantage on attack rolls it makes against the target and on ability checks it makes to track or locate the target.

The field scout can only have one target marked at a time. If the field scout uses this action at least 3 times within a period of 10 minutes on the same target, it can extend the duration of this effect to 1 hour. Afterward, for each use of this action on the same target, the duration increases by 1 hour.

REACTIONS

Callout. If an ally of the field scout makes an attack against the field scout's marked target, the field scout can grant its ally advantage on the attack roll. In order to do so, the field scout must be able to clearly see the marked target, as well as its ally. Alternatively, if the marked target makes an attack against an ally of the field scout, the field scout may cause the attack to have disadvantage.



GLADIATOR

Fearsome melee combat specialists. It is unknown whether this military rank is earned by combatants who once actually fought in the Cabal empire's gladiatorial arenas, but regardless, these frontline fighters are worthy of the title. Fully armored but lightly armed, gladiators stand seven or eight feet tall. They wear a variant of the Cabal armorsuit modified for greater flexibility in the limbs, but heavier protection of the shoulders and head. It includes a distinctive, flat-topped helmet with two broad, lateral prongs. Gladiators eschew all other weapons in favor of the *severus*, a large, square-tipped cleaver with a heated edge. Though it appears crude, when swung with great force the *severus* can make short work of even high-quality Guardian armor. Most gladiators carry two, and employ them to great effect.

Cabal infantry detachments use gladiators to break enemy lines under cover of a supporting barrage. Many Guardians wrongly assume the Cabal exclusively prefer ranged combat, only to be rudely and fatally surprised by a gladiator's onslaught. Tactically, gladiators are fairly predictable: they always charge directly at their opponents—sometimes dodging or moving through cover, sometimes making aggressive use of their jump packs to jump straight into an engagement—and let fly a flurry of heavy blows with their paired cleavers. However, their predictability does not make them any less challenging in a fight. Even Guardians who know to expect charging gladiators usually cannot match them hand to hand, and must carefully control engagement distances to keep gladiators out of striking range while maintaining suppressing fire.

GLADIATOR

Medium Cabal

Armor Class 15 (medium armor)

Health Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Str +6, Dex +5

Skills Acrobatics +5, Athletics +6, Intimidation +6, Medicine +3, Perception +5, Performance +6

Condition Immunities Frightened, Weakened

Senses passive Perception 15

Languages Ulurant

Challenge Individual CR 2 (450 XP), Classification CR 7 Soldier (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Military Training. The gladiator has advantage on its attack roll if at least one ally of the gladiator is within 5 feet of the target, and that ally isn't Incapacitated.

ACTIONS

Multiattack. The gladiator can use its berserker charge. It then makes two attacks with its *severus*.

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

Berserker Charge. The gladiator charges up to 30 feet (minimum 10 feet) in a straight line toward a target and swings its *severus* with all its might. The target must make a DC 14 Strength saving throw, taking 16 (3d8+3) solar damage and being knocked Prone on a failed save. On a successful save the target takes half as much damage and it not knocked Prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one weapon attack that would hit it.

HEADHUNTER

Small psion (Cabal)

Armor Class 17 (light armor)

Health Points 45 (10d6+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Dex +6, Int +8

Skills Arcana +8, Deception +4, Investigation +8, Perception +6, Stealth +6, Technology +8

Vehicle Proficiencies interceptor

Senses darkvision 120 ft., passive Perception 16, truesight 10 ft.

Languages Ulurant, telepathy 30 ft.

Challenge Individual CR 5 (1,800 XP), Classification CR 8 Elite (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Soldier's Psionics. The headhunter can take the Dash or Disengage action as a bonus action on its turn.

Neural Scope. While Aiming, the range of the headhunter's truesight becomes equal to the extended range of the weapon it is Aiming with, and the damage of its headhunter rifle increases by 1d10.

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

ACTIONS

Multiattack. The headhunter can use its jetpack. It then takes two shots with its headhunter rifle.

Headhunter Rifle. *Firearm Weapon Attack:* +8 to hit, scope 0/300/600 (long), one target. *Hit:* 10 (1d10+5) solar damage.

Jetpack (3 uses/brief rest). The headhunter uses its jetpack to leap to an unoccupied surface within 100 feet (mortar). If the headhunter ends this movement airborne, it begins falling.

LEGENDARY ACTIONS

The headhunter can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The headhunter regains spent legendary actions at the start of its turn.

Detect. The headhunter makes a Wisdom (Perception) check.

Psionic Blast (costs 2 actions). All creatures of the headhunter's choice within 10 feet must make a DC 16 Intelligence saving throw. On a failed save they take 10 (3d6) psychic damage and become Incapacitated until the end of their next turn. On a success they take half as much damage and are not Incapacitated.

HEADHUNTER

Psion specialist snipers. Aside from their long guns, headhunters are equipped the same as regular psion infantry. With their race's small, slim stature, they are especially well suited to hiding in cover and sniping from great distances. Were it not for the telltale laser sighting beam of their weapons, spotting headhunters would be nearly impossible, even for Guardians.

Psion snipers are known by the name of their signature weapon, the headhunter rifle. This precision-firing long-range gun is quite compact and relatively elegant in design for a Cabal weapon, yet performs with all the durability and reliability the Cabal military demands of its equipment. The headhunter rifle is essentially an ultracompact railgun with a reciprocating barrel for stabilized discharge. It features a large, built-in targeting module, which provides excellent optical sighting and onboard computational assistance for plotting each high-velocity shot.

HOPLITE

Psions trained to maximize the efficacy of their psychokinetic abilities in frontline combat. Hoplites typically wear standard psion armorsuits and carry the same slug rifles as regular psion infantry, so it can be difficult to tell them apart until they unleash their psionic attacks during engagement. However, they do hold higher rank and may belong to special units, so those familiar with Cabal insignia may be able to distinguish them.

All psions possess some degree of psionic aptitude, and even those in regular infantry roles can and do make use of those skills in battle. Hoplites are specialists, either recruited for demonstrating greater capacity for psionic power, or promoted for developing superior psionic performance in the regular ranks. They undergo rigorous additional training to magnify the strength of their psychokinesis and refine its application to fighting techniques. Given their special training, hoplites are often assigned to special forces groups and deployed for high-priority operations.

INCENDIOR

Frontline shock troops equipped to wreak fiery devastation on enemy combatants, vehicles, and structures alike. Incendiors wear standard Cabal armorsuits modified to carry back-mounted fuel and accelerant tanks which feed the aptly named magma thrower, an extremely high-temperature chemical incendiary weapon. Its searing stream will melt rock, burn through tank plating, disintegrate reinforced meta-concrete, and can dissolve Light-infused Guardian armor with sufficient exposure.

Incendiors are deployed with Cabal squads to reinforce their usual slow advance, or to guard Cabal installations, excavation sites, and other assets when

superlative deterrent force is called for. They use the flaming spray of their magma throwers to burn targets directly, or to hem them in with swaths of impassable inferno.

Some Guardians have received official Vanguard reprimands for excessive enthusiasm in attempting to capture and use incendiary weapons. On the other hand, many Guardians take particular pains to avoid engaging incendiaries—especially Hunters, who complain the risk of a singed cloak is too great.

HOPLITE

Small psion (Cabal)

Armor Class 16 (medium armor)
Energy Shields 52 (8d6+24) kinetic
Health Points 52 (8d6+24)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Str +3, Dex +6
Skills Acrobatics +6, Arcana +8, Athletics +3, Intimidation +4, Perception +5, Stealth +6
Vehicle Proficiencies interceptor
Senses darkvision 120 ft., passive Perception 16, truesight 30 ft.
Languages Ulurant, telepathy 30 ft.
Challenge Individual CR 4 (1,100 XP), Classification CR 7 Elite (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Paracausal Resistance. The hoplite has advantage on saving throws against spells, Light abilities, and Darkness effects.

Superior Tactics. The hoplite can take the Aim, Dash, Disengage, or Hide action as a bonus action on its turn.

ACTIONS

Multiaction. The hoplite can use its psionic wave. It then takes two shots with its slug rifle.

Slug Rifle. *Firearm Weapon Attack:* +6 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (1d8+3) solar damage.

Psionic Wave. A wave of void energy which travels along the ground in a 5-foot-wide line up to 40 feet long. The line can pass through most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. All creatures within 5 feet of where the wave stops must succeed on a DC 16 Dexterity saving throw or be launched vertically 20 feet.

Psionic Breach (recharge d6 [5]). The hoplite emits a blast of void energy in a 20-foot line that is 5 feet wide, which can go through most barriers but is blocked by 1 foot of stone, 1 inch of metal, half an inch of relic iron, or 3 feet of wood or dirt. All targets of the hoplite's choice in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) void damage on a failed save, or half as much on a success.

INCENDIAR

Medium Cabal

Armor Class 16 (heavy armor)
Energy Shields 45 (6d8+18) void
Health Points 67 (9d8+27)
Speed 25 ft.

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

Saving Throws Str +8, Con +7
Skills Athletics +8, Medicine +6, Perception +6
Damage Resistances bludgeoning, piercing, slashing, solar
Damage Immunities fire
Condition Immunities Burning
Senses passive Perception 16
Languages Ulurant
Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

Fuel Tank. The incendiary is equipped with a fuel tank on its back. If the fuel tank is breached it explodes, and all creatures within 10 feet of the incendiary must make a DC 15 Dexterity saving throw. They take 35 (10d6) explosive solar damage on a failed save, or half as much on a success. The incendiary automatically fails this saving throw.

In order for the fuel tank to be breached, the incendiary must take 28 or more health point damage from a single source.

Intense Flames. Creatures who begin Burning from the incendiary take 7 (2d6) solar damage at the start of each of their turns. A creature can use its action to put out the flames and end the Burning condition on one target.

ACTIONS

Magma Launcher (40 ft. sweeping line). All targets in the area must make a DC 16 Dexterity saving throw. On a failed save, they take 22 (5d8) solar damage and begin Burning for the next minute. On a successful save, they take half as much damage and do not begin Burning.

REACTIONS

Compression Blast. If a hostile creature ends its turn within 5 feet of the incendiary, the incendiary can cause all targets within 5 feet to make a DC 16 Strength saving throw. On a failed save they take 18 (4d8) solar damage, begin Burning, and are pushed back 10 feet, where they fall Prone. On a success, they take half as much damage, do not begin Burning, and are not pushed back.

INHIBITOR

Psions trained to optimize the defensive application of their psychokinetic abilities. Like other psion variants, inhibitors wear standard psion armorsuits, but they are notable in that they carry no weapons. Since they often serve as squad leaders or in special forces units, they may also be distinguishable by their rank markings.

Like other psion specialists, inhibitors receive additional training to develop their psionic abilities. Those who demonstrate the necessary aptitude and psychokinetic power to use those abilities protectively are selected to become inhibitors, and learn to provide cover and psionic shielding for allies. The specialization also includes some command training to enable inhibitors to advise squad leaders or issue orders themselves that best align unit tactics with the inhibitors' defensive skills.

INHIBITOR

Small psion (Cabal)

Armor Class 14 (light armor)

Health Points 26 (4d6+12)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	16 (+3)	24 (+7)	18 (+4)	16 (+3)

Skills Arcana +11, History +11, Insight +8, Perception +8

Damage Vulnerabilities bludgeoning

Senses darkvision 120 ft., passive Perception 18, truesight 60 ft.

Languages Ulurant, telepathy 120 ft.

Challenge Individual CR 5 (1,800 XP), Classification CR 11 Soldier (7,200 XP)

Proficiency Bonus	Hack DC
+4	—

Direct Forces. On each of its turns, the inhibitor can choose up to three nonhostile creatures who are equal to or less than the inhibitor's individual CR and within 80 feet of the inhibitor. Those three creatures can make a single attack against a target of the inhibitor's choosing. In order to do this, both the inhibitor and the chosen creatures must be able to see the target.

Troop Shielding. As a bonus action on its turn, the inhibitor can choose one creature it can see within 80 feet and grant that creature immunity to all damage and conditions until the start of the inhibitor's next turn. If the creature has any ongoing conditions, those conditions immediately end for it.

ACTIONS

Psionic Shield. The inhibitor places itself inside a 5-foot diameter transparent and hollow sphere, and remains there until the start of its next turn. All ongoing conditions end for the inhibitor, and while in the sphere, the inhibitor is immune to all conditions. Though creatures can freely pass through the sphere, the shell of the sphere acts as full cover otherwise. Finally, the inhibitor's movement speed becomes 0 while in the sphere, and it cannot gain any benefit to its movement speed.



LEGIONARY

Regular infantry, the main bulk of every Cabal military body. Around seven feet tall, legionaries are equipped only with basic standard-issue gear: the pressurized Cabal armor suit with its integrated boosted jump pack, and the reliably effective microrocket gun called a slug rifle. Like all Cabal troops, their armor bears the colors and devices of their respective detachments, though some legions use variant gear built to more sophisticated specifications, which makes them visually distinct in their own right.

Legionaries famously excel at the simple tactic of persistent, gradual advance. Usually some lay down covering fire while others move forward on foot or with boosted leaps. In this way they inexorably proceed in capturing ground, repelling hostile advance, or closing upon enemy targets.

Vanguard intelligence has not obtained much information about conscription practices in the Cabal empire, but whether willing recruits or not, discontentment among legionaries seems somewhat common. Advancement policies of the Cabal military have yet to be clearly determined, but evidently many legionaries serving in this system have found themselves stuck in longer deployments than they may have anticipated, and up against more troublesome adversaries than they may have imagined. Little wonder, then, that surveys of unaffiliated extrasolar populations have consistently found that most Cabal defectors in the system are former legionaries.

LEGIONARY

Medium Cabal

Armor Class 15 (heavy armor)

Health Points 38 (7d8+7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5

Skills Athletics +5, Medicine +2, Perception +3

Senses passive Perception 13

Languages Ulurant

Challenge Individual CR 1 (200 XP), Classification CR 4
Minion (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Squad Tactics. The legionary has advantage on weapon attacks it makes against targets that have been attacked by an ally of the legionary before the start of the legionary's turn.

ACTIONS

Multiattack. The legionary takes two shots with its slug rifle.

Slug Rifle. Firearm Weapon Attack: +5 to hit, scope 30/40/75 (close), one target. Hit: 6 (1d8+2) solar damage.

Jetpack (3 uses/brief rest). The legionary uses its jetpack to leap to an unoccupied surface within 100 feet (mortar). If the legionary ends this movement airborne, it begins falling.

MIND FLAYERS

Select high-ranking psions receive special training and conditioning to become mind flayers. These elite psion operatives gain augmented psychokinetic and telepathic powers, and are both highly valued and carefully controlled by the Cabal.

Mind flayers are usually slightly larger than typical psions, but otherwise show no outwardly visible physical differences. However, they are very clearly distinguished by their special equipment: besides more elaborate armorsuits, which sometimes feature crested headgear, flayers wear brightly glowing mantles in shockingly vibrant colors. The function of this raiment, or whether it even has a function at all, is unknown, but it is a telltale mark not worn by any other Cabal unit.

Although they carry conventional Cabal weapons, flayers' primary threat as combatants comes from their enhanced psychokinesis. They have much stronger psionic attacks than regular psions, and possess a wider range of varied combat abilities. These are often based upon an alignment with the fundamental energies of arc, solar, or void. Additionally, flayers' telepathy grants them preternatural foresight in battle, which is effective even against paracausal opponents like Guardians.

Despite their great combat efficacy, flayers are not produced in large numbers and are not deployed as regular units in the Cabal military. Instead, they seem to be regarded in most cases as highly specialized intelligence officers. Analysis of intercepted Cabal communications and records suggests flayers are feared by many Cabal commanders. The Vanguard believes their scarcity may be a matter of Cabal leadership's caution as much as it is the difficulty of the process of flayer training and transformation.

BURNING FLAYER

Medium psion (Cabal)

Armor Class 20 (medium armor)
Energy Shields 65 (10d6+30) solar

Ultra Health Point Pools:

97 (13d8+39) 97 (13d8+39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	22 (+6)	17 (+3)	15 (+2)

Saving Throws Str +4, Dex +8, Int +10, Wis +7

Skills Acrobatics +8, Arcana +10, Perception +7, Technology +10, and any four others

Damage Resistances arc, kinetic, psychic, void

Condition Immunities Burning, Charmed, Frightened, Grappled, Suppressed

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Ulurant, telepathy 120 ft.

Challenge Individual CR 16 (15,000 XP), Classification CR 11 Ultra (15,000 XP)

Proficiency Bonus	Hack DC
+4	—

Solar Prominence. When a creature deals fire or solar damage to the mind flayer's health points, the mind flayer can force the creature to make a DC 18 Wisdom saving throw. On a failed saving throw, the creature is Blinded until the end of its next turn.

Foresight (3/round). The mind flayer can choose to cause advantage or disadvantage on any attack roll, saving throw, or ability check a creature within 60 feet of it makes. The mind flayer can choose to do this even if the target creature is Hidden from it.

Paracausal Resistance. The mind flayer has advantage on saving throws against spells, Light abilities, and Darkness effects.

Superior Tactics. The mind flayer can take the Aim or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The mind flayer makes three weapon attacks.

Slug Rifle. *Firearm Weapon Attack:* +8 to hit, scope 30/40/75 (close), one target. *Hit:* 8 (1d8+4) solar damage.

Solar Seekers (range 90 ft., recharge d6 [5]). The mind flayer creates three solar seekers. Each seeker causes a target in range to make a DC 18 Dexterity saving throw, taking 22 (9d4) solar damage on a failed save, or half as much on a success. The seekers strike simultaneously, and the mind flayer can choose to have them strike a single target or multiple different targets.

LEGENDARY ACTIONS

The mind flayer can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The mind flayer regains spent legendary actions at the start of its turn.

Psionic Breach (costs 2 actions). The mind flayer emits a blast of energy in a 20-foot line that is 5 feet wide, which can go through most barriers but is blocked by 1 foot of stone, 1 inch of metal, half an inch of relic iron, or 3 feet of wood or dirt. All targets of the mind flayer's choice in the area must make a DC 18 Dexterity saving throw, taking 35 (10d6) explosive kinetic damage on a failed save, or half as much on a success.

Psionic Wave. The mind flayer sends out a wave of solar energy which travels along the ground in a 5-foot-wide line up to 40 feet long. The line can pass through most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. All creatures within 5 feet of where the wave stops must succeed on a DC 18 Dexterity saving throw or be launched vertically 20 feet.

ENRAGED

If the mind flayer is reduced to 0 hit points, it can drop to 1 health point instead and immediately use its enraged action. It cannot do this again until it completes a long rest.

Absorption Shields. The mind flayer recovers all points in its energy shields. Whenever the mind flayer is subjected to fire or solar damage, and it has at least one point in its energy shields, it takes no damage, and instead regains a number of shield points equal to the amount of fire or solar damage dealt.

HOLLOW FLAYER

Medium psion (Cabal)

Armor Class 20 (medium armor)

Energy Shields 65 (10d6+30) void

Ultra Health Point Pools:

97 (13d8+39) 97 (13d8+39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	22 (+6)	17 (+3)	15 (+2)

Saving Throws Str +4, Dex +8, Int +10, Wis +7

Skills Acrobatics +8, Arcana +10, Perception +7, Technology +10, and any four others

Damage Resistances arc, kinetic, psychic, solar

Condition Immunities Charmed, Frightened, Grappled, Suppressed, Weakened

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Ulurant, telepathy 120 ft.

Challenge Individual CR 16 (15,000 XP), Classification CR 11 Ultra (15,000 XP)

Proficiency Bonus	Hack DC
+4	—

Void Parity. When the mind flayer takes necrotic or void damage to its health points, it gains a +4 bonus to its AC until the start of its next turn.

Foresight (3/round). The mind flayer can choose to cause advantage or disadvantage on any attack roll, saving throw, or ability check a creature within 60 feet of it makes. The mind flayer can choose to do this even if the target creature is Hidden from it.

Paracausal Resistance. The mind flayer has advantage on saving throws against spells, Light abilities, and Darkness effects.

Superior Tactics. The mind flayer can take the Aim or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The mind flayer makes two weapon attacks.

Bronto Cannon. *Payload Firearm Weapon Attack:* DC 16, scope 50/80/120 (close), impact 5 ft. *Failed Save (half on success):* 15 (2d10+4) explosive void damage.

Void Prison (concentration, recharge d8 [6]). An immobile spherical field, 10 feet in diameter and composed of semi-transparent void energy, springs into existence around an area the mind flayer chooses within 180 feet. Any creature completely inside the sphere's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

The area of each field cannot overlap the area of another detainment field, but it can pass through corporeal matter with ease.

Despite the field being semi-transparent, the shell of the prison is considered total cover and blocks any form of matter from passing through it. It has an AC of 12 and 21 (6d6) health points, is considered a mounted object (can hover), and is immune to the damage and effects of any source that causes a Constitution, Intelligence, Wisdom, or Charisma saving throw. Finally, the shell of the sphere blocks any Light ability, spell, or other such effect from being cast into or out from the area of the prison.

A trapped creature is considered Restrained by the field and takes 21 (6d6) void damage at the start of each of its turns within the field.

A trapped creature cannot leave the area of the field by nonmagical or nonparacausal means. If a creature tries to use teleportation, interplanar travel, or time travel to leave the area of the field, it must first make a DC 18 Charisma saving throw. On a success it can use that means to leave, but on a failure the creature can't leave the field and wastes that use of its Light ability, spell, or effect.

LEGENDARY ACTIONS

The mind flayer can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The mind flayer regains spent legendary actions at the start of its turn.

Psionic Rupture. A target within 5 feet must make a DC 18 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a success.

Psionic Shield (costs 2 actions). The mind flayer places itself inside a 5-foot diameter transparent and hollow sphere, and remains there until the start of its next turn. All ongoing conditions end for the mind flayer, and while in the sphere, the mind flayer is immune to all damage and conditions originating from outside the sphere. Though creatures can freely pass through the sphere, the shell of the sphere acts as full cover otherwise and cannot be destroyed. Finally, the mind flayer's movement speed becomes 0 while in the sphere, and it cannot gain any benefit to its movement speed.

ENRAGED

If the mind flayer is reduced to 0 hit points, it can drop to 1 health point instead and immediately use its enraged action. It cannot do this again until it completes a long rest.

Absorption Shields. The mind flayer recovers all points in its energy shields. Whenever the mind flayer is subjected to necrotic or void damage from a hostile source, and it has at least one point in its energy shields, it takes no damage, and instead regains a number of shield points equal to the amount of necrotic or void damage that would have been dealt to it.

VOLTAIC FLAYER

Medium psion (Cabal)

Armor Class 20 (medium armor)

Energy Shields 65 (10d6+30) arc

Ultra Health Point Pools:

97 (13d8+39) 97 (13d8+39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	22 (+6)	17 (+3)	15 (+2)

Saving Throws Str +4, Dex +8, Int +10, Wis +7

Skills Acrobatics +8, Arcana +10, Perception +7, Technology +10, and any four others

Damage Resistances psychic, solar, void

Condition Immunities Charmed, Frightened, Grappled, Electrified, Suppressed

Senses darkvision 120 ft., truesight 60 ft., passive Perception 17

Languages Ulurant, telepathy 120 ft.

Challenge Individual CR 16 (15,000 XP), Classification CR 11 Ultra (15,000 XP)

Proficiency Bonus	Hack DC
+4	—

Arc Absorption. When the mind flayer takes arc or lightning damage to its health points, its voltaic strike automatically recharges.

Extreme Voltage. Creatures who are Electrified by the mind flayer take 7 (2d6) arc damage at the start of each of their turns.

Foresight (3/round). The mind flayer can choose to cause advantage or disadvantage on any attack roll, saving throw, or ability check a creature within 60 feet of it makes. The mind flayer can choose to do this even if the target creature is Hidden from it.

Paracausal Resistance. The mind flayer has advantage on saving throws against spells, Light abilities, and Darkness effects.

Superior Tactics. The mind flayer can take the Aim or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The mind flayer makes three weapon attacks.

Slug Shotgun. Firearm Weapon Attack: +8 to hit, scope 10/15/20 (close), one target. Hit: 9 (1d10+4) arc damage.

Voltaic Strike (recharge d8 [6]). The mind flayer chooses up to 2 locations on the ground within 120 feet. Targets within 5 feet of those locations, and up to 60 feet above those locations, must succeed on a DC 18 Dexterity saving throw or take 21 (6d6) explosive arc damage and become Electrified for 1 minute. An Electrified creature can attempt a DC 18 Constitution saving throw at the end of each of its turns, ending the effect early on itself on a success.

Afterward, the mind flayer leaves a cylinder of arc energy 5 feet across and 10 feet tall at each location, which lasts for 1 minute. If a creature other than the mind flayer starts its turn in a cylinder, or enters the space of a cylinder for the first time on a turn, it takes 10 (3d6) arc damage.

LEGENDARY ACTIONS

The mind flayer can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The mind flayer regains spent legendary actions at the start of its turn.

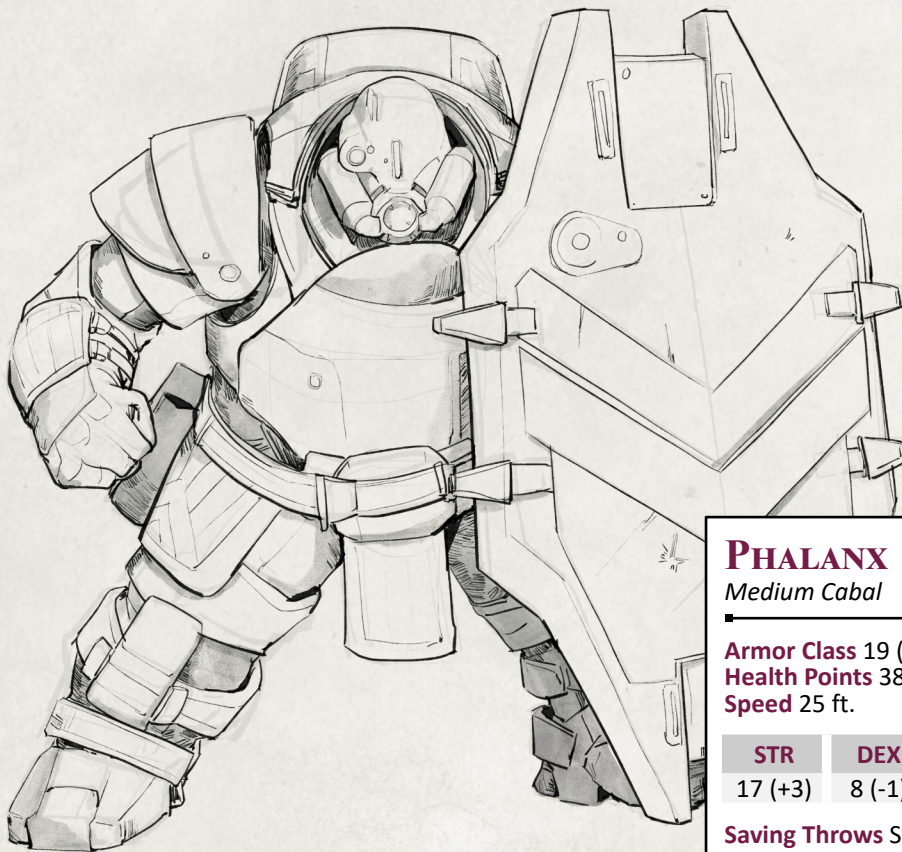
Psionic Blast (costs 2 actions). All creatures of the mind flayer's choice within 10 feet must make a DC 18 Intelligence saving throw. On a failed save they take 10 (3d6) psychic damage and become Incapacitated until the end of their next turn. On a success they take half as much damage and are not Incapacitated.

Psionic Blink. The mind flayer teleports to an unoccupied space within 30 feet, taking all carried and worn equipment of its choice with it.

ENRAGED

If the mind flayer is reduced to 0 hit points, it can drop to 1 health point instead and immediately use its enraged action. It cannot do this again until it completes a long rest.

Absorption Shields. The mind flayer recovers all points in its energy shields. Whenever the mind flayer is subjected to arc or lightning damage, and it has at least one point in its energy shields, it takes no damage, and instead regains a number of shield points equal to the amount of arc or lightning damage dealt.



PHALANX

The defensive line of Cabal infantry, each a veritable walking wall. Phalanxes are regular Cabal soldiers, about seven feet tall, equipped with standard armor and weapons, with the addition of a massive shield. Almost as tall as the Cabal who carry it on a reinforced arm mounting, this shield's resilience is comparable to the armor plating of Cabal troopship hulls. Impervious to small-arms fire, it incorporates sensors which provide ballistic readings and other tactical data to both the individual phalanx and the Cabal operations network.

Phalanxes support the typical slow advance strategy of Cabal troops by bringing cover along with the advancing line. Despite the extra mass of their huge shields, the jump pack of the standard-issue armorsuit provides enough lift for phalanxes to make the same boost-assisted leaps as their legionary counterparts.

Cabal military records and other documents obtained by the Cryptarchy indicate phalanxes and legionaries are technically of the same rank, but intercepted communications reveal an apparently long-simmering rivalry between the two classes of foot-soldier. Complaints compiled by field commanders show that phalanxes often believe they work harder because they bear the heft of their shields, as well as the additional responsibility of directly protecting comrades. On the other hand, legionaries evidently feel they are exposed to greater risk, and do the bulk of actual fighting. Communiques from higher-ranking officers consistently demonstrate exasperation over this issue.

PHALANX

Medium Cabal

Armor Class 19 (heavy armor + shield)

Health Points 38 (7d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	12 (+1)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Str +6

Skills Athletics +6, Perception +4

Senses passive Perception 14

Languages Ulurant

Challenge Individual CR 3 (700 XP), Classification CR 5 Elite (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Bulwark. The shield the phalanx carries grants it the effect of three-quarters cover. The shield is also heavily reinforced, allowing the phalanx to halt the effects of armor-piercing rounds or energy projectiles. Finally, if the phalanx is forced to make a payload saving throw, it takes half damage if it fails the saving throw and no damage if it succeeds.

Shield Defense. If a creature within 5 feet of the phalanx is subject to an attack or saving throw, the phalanx can grant the creature the benefit of its bulwark feature for that attack or saving throw.

Squad Tactics. The phalanx has advantage on weapon attacks it makes against targets that have been attacked by an ally of the phalanx before the start of the phalanx's turn.

ACTIONS

Multiattack. The phalanx takes three shots with its slug rifle.

Slug Rifle. *Firearm Weapon Attack:* +6 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (1d8+3) solar damage.

Jetpack (3 uses/brief rest). The phalanx uses its jetpack to leap to an unoccupied surface within 100 feet (mortar). If the phalanx ends this movement airborne, it begins falling.



PSION

Small psion (Cabal)

Armor Class 14 (light armor)

Health Points 18 (4d6+4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Dex +6, Int +7

Skills Arcana +7, Perception +5, Stealth +6

Vehicle Proficiencies interceptor

Senses darkvision 120 ft., passive Perception 15

Languages Ulurant, telepathy 30 ft.

Challenge Individual CR 2 (450 XP), Classification CR 5 Soldier (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Soldier's Psionics. The psion can take the Dash or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The psion can use its psionic wave. It then takes two shots with its slug rifle.

Slug Rifle. *Firearm Weapon Attack:* +6 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (1d8+3) solar damage.

Jetpack (3 uses/brief rest). The psion uses its jetpack to leap to an unoccupied surface within 100 feet (mortar). If the psion ends this movement airborne, it begins falling.

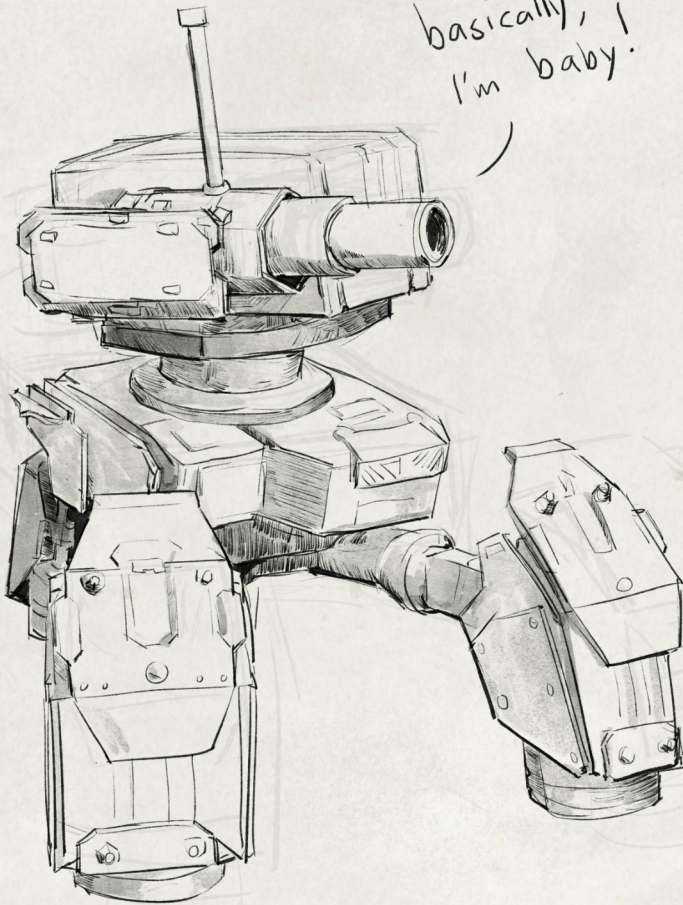
Psionic Wave (recharge d6 [5]). The psion sends out a wave of void energy which travels along the ground in a 5-foot-wide line up to 40 feet long. The line can pass through most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. All creatures within 5 feet of where the wave stops must succeed on a DC 14 Dexterity saving throw or be launched vertically 20 feet.

PSION

Specialized soldiers recruited from one of the races incorporated into the Cabal empire, psions possess psychokinetic abilities with useful combat applications. The psion species are relatively diminutive bipeds, usually standing only five feet or so tall—though rarely individuals have been reported with much greater stature. Psions' faces are concealed by their headgear, but accounts of field examinations confirm they have a single eye, centrally situated in a pronounced fold running most of the vertical length of the face, and connecting to the mouth below. Their limbs are slender, and with the light, fitted armor they wear in the Cabal army, they are quite agile.

Psion regulars carry slug rifles and fight alongside Cabal infantry, but psions are best known and most often deployed as snipers. In either role, their small, slim silhouettes make spotting and countering psion attackers particularly difficult, even when they can be caught out of cover. When engaged at close quarters, psions rely on their psychokinesis to disorient and repel attackers. Heavily armored Titans regularly report being tossed high into the air by psion blastwaves.

Psions are reportedly hyperintelligent, and it is even said they once possessed technology capable of predicting future events. It is no surprise, then, that Vanguard intelligence believes many more psions serve in logistical, navigational, and other operational roles than as foot soldiers.



SCORPIUS TURRETS

Automated sentries with anti-personnel weapons. Scorpion turrets are compact and rugged, with no frivolities in their design. They can be placed anywhere, and linked to alarm and other security systems to trigger rapid lockdown upon hostile detections from their visual or motion-activated sensors. Once placed, the scorpion sits on three reinforced legs connected to a central body. Swivel-mounted atop this body sits the boxy head, which contains the turret's sensors and carries its main weapon. Most often this is an extremely rapid-cycling repeater gun, but other weapon modules can be mounted, including a flamethrower, which is quite effective in close-quarters interior settings.

SCORPIUS TURRET

Medium construct (VI, Cabal tech)

Armor Class 14 (natural armor)

Health Points 16 (3d8+3)

Speed 0 ft. (mounted)

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

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 12, passive scanners 5 ft.

Challenge Individual CR 1/2 (100 XP), Classification CR 3 Soldier (700 XP)

Proficiency Bonus	Hack DC
+2	19

Target Acquired. Once the scorpion turret has identified a hostile creature, it has advantage on all attack rolls against that creature and disadvantage on all attack rolls against any other target. If the scorpion turret loses perception of its target for 1 minute or longer, it may choose a new creature for this feature.

ACTIONS

Machine Gun. *Firearm Weapon Attack:* +4 to hit, scope 50/100/200 (close), one target. *Hit:* 10 (2d10d1+2) kinetic damage.

VOLCANIC SCORPIUS TURRET

Large construct (VI, Cabal tech)

Armor Class 14 (natural armor)

Health Points 32 (5d8+10)

Speed 0 ft. (mounted)

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

Damage Immunities fire, poison, psychic, solar

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 12, passive scanners 5 ft.

Challenge Individual CR 2 (450 XP), Classification CR 4 Elite (1,100 XP)

Proficiency Bonus	Hack DC
+2	21

Aftermath. If the scorpion turret takes damage that would reduce it to 0 health points, it explodes, destroying itself. All targets within 5 feet must make a DC 12 Dexterity saving throw. Targets take 22 (5d8) solar damage and begin Burning for 1 minute on a failed save. On a successful save, they take half as much damage and do not begin Burning.

Intense Flames. Creatures who begin Burning from the scorpion turret take 3 (1d6) solar damage at the start of each of their turns. A creature can use its action to put out the flames and end the Burning condition on one target.

ACTIONS

Magma Launcher (40 ft. sweeping line). All targets in the area must make a DC 12 Dexterity saving throw. On a failed save, they take 18 (4d8) solar damage and begin Burning for the next minute. On a successful save, they take half as much damage and do not begin Burning.

VALUS

A high-ranking field officer in the hierarchy of a Cabal legion, nominally subordinate only to the primus. Valuses are equipped with the heavy armor and powerful weapons of the colossus loadout, and are sometimes permitted use of personally customized gear. Despite their status as commanders, valuses are without exception highly capable combatants as well as effective strategists. Even as individual adversaries, they are not to be taken lightly.

Valus is a high rank, but even a smaller legion includes hundreds of valus positions in its organization. Accordingly, while valuses do perform some of the strategic and managerial duties typical of command officers, they also frequently lead a variety of operations in person. Depending on the

responsibilities of a particular valus, these may include anything from regular patrols to frontline combat deployments to resource-extraction missions.

Although the Cabal military hierarchy does not formally distinguish one valus from another, in actuality they form an elaborate informal pecking order within a legion. In some cases this is at least in part a matter of seniority, but individual prowess and influence with the primus also have significant bearing on a valus' relative standing.

VALUS

Huge Cabal

Armor Class 22 (heavy armor)

Ultra Health Point Pools:

69 (6d12+30) 115 (10d12+50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	20 (+5)	17 (+3)	16 (+3)	16 (+3)

Saving Throws Str +9, Con +8, Cha +6

Skills Athletics +9, Perception +6, and any three others

Vehicle Proficiencies goliath

Damage Immunities bludgeoning, kinetic, piercing, slashing

Condition Immunities Frightened, Prone

Senses passive Perception 16

Languages Ulurant

Challenge Individual CR 12 (8,400 XP), Classification CR 8 Ultra (8,400 XP)

Proficiency Bonus	Hack DC
+3	—

Perseverance (1/long rest). If the valus fails a saving throw, it can choose to succeed instead.

Fortified Armor. While wearing armor, the valus ignores the effects of critical hits.

Command of the Valus (120 ft). Allies of the valus are immune to being Frightened while within range and able to clearly see it. If an ally was Frightened when it moves into range, the condition immediately ends for it.

ACTIONS

Slug Launcher. *Firearm Weapon Attack:* +9 to hit, scope 100/200/400 (medium), one target. *Hit:* 17 (2d10+6) arc damage and the target must succeed on a DC 17 Strength saving throw or be knocked Prone. If the target is already Prone, it is pushed back 10 feet instead.

Missile Barrage (recharge d6 [5]). The valus unleashes three barrages of micro missiles. For each barrage, targets

within 90 feet make a DC 17 Dexterity saving throw, taking 14 (4d6) explosive kinetic damage on a failed save, or half as much on a success. The missiles strike simultaneously, and the valus can choose to have them strike a single target or multiple different targets.

LEGENDARY ACTIONS

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

Reposition. The valus uses its jetpack to leap to an unoccupied surface it can see within 80 feet, without provoking opportunity attacks. If the valus ends this movement airborne, it begins falling.

Open Fire (costs 2 actions). The valus takes two shots with its slug launcher.

Quake (costs 2 actions). All creatures within 5 feet must make a DC 17 Strength saving throw. On a failed save, they take 36 (8d8) explosive kinetic damage and are pushed back 20 feet, where they fall Prone. On a success, they take half as much damage and are pushed back 10, but do not fall Prone.

ULTRA ACTIONS

If one of the valus' health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Indomitable. The valus regains a use of its Perseverance feature and deploys a force shield generator (Small device, mounted, AC 18, 42 health points, resistances to arc, solar, and void damage) in an unoccupied space within 10 feet. The generator is immune to any damage or conditions originating from a source that causes an Intelligence, Wisdom, or Charisma saving throw.

While deployed, the generator creates a semi-transparent and hollow sphere with a radius of 15 feet centered on it. Though the shell of the sphere is semi-transparent, it acts as full cover for attacks and effects that require line-of-sight, as well as areas of effect, that do not originate from the valus. A creature can move through the shell of the sphere as though it were difficult terrain.

VENATRIX

A specialized melee duelist, trained in the formal combat of the Rite of Proving and other Cabal battle traditions. According to custom, the venatrix must be female, but Cabal of any gender may serve in this role so long as they can grow or attach female-presenting tusks. Venatrices are seasoned Cabal warriors, seven to nine feet tall and especially well-muscled from the conditioning they undergo as hand-to-hand fighters. Under most circumstances they forego the pressure suits of Cabal soldiers, and instead wear fairly minimal plate and scale armor. They carry a small, round shield attached to one arm, and wield a stout, curved sword, an archaic relative of the more common Cabal *severus*.

Although meant for ritual combats, the venatrix is not a frivolous performer. Each one is extensively trained, typically from birth—or, as is sometimes the case, they are conditioned as clones. They are expert in close combat of all kinds, both using their weapons and in unarmed techniques of grappling, wrestling, and goring with their tusks.

As a holdover of traditional culture, the venatrix is not part of the Cabal military hierarchy as such. Those legions that eschew the old ways no longer recognize the position at all, but even when one is present, the venatrix does not occupy a ranked place in the normal chain of command. Instead, she is attached to a particular commander, and is dispatched according to their orders. Since their role is defined by the formalities of Cabal duelling, venatrices are usually used to settle disputes between Cabal. However, it is not unheard of for a venatrix to face a non-Cabal adversary who accepts the strictures of her challenge.

A VENATRIX'S CHALLENGE

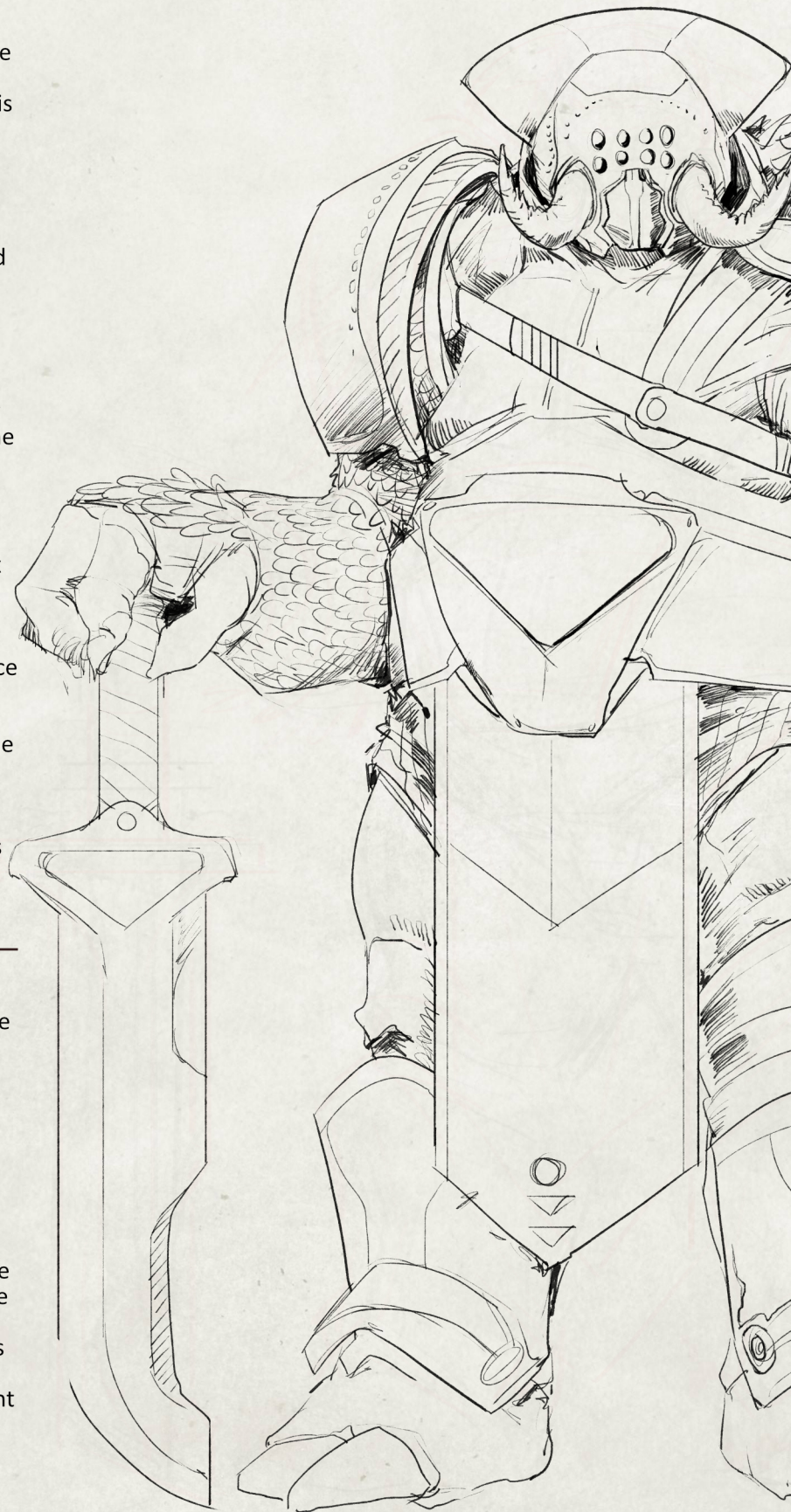
When the venatrix rolls initiative it points to a creature it can see and verbally challenges the creature to face it in single combat to the death, the rules for which are as follows:

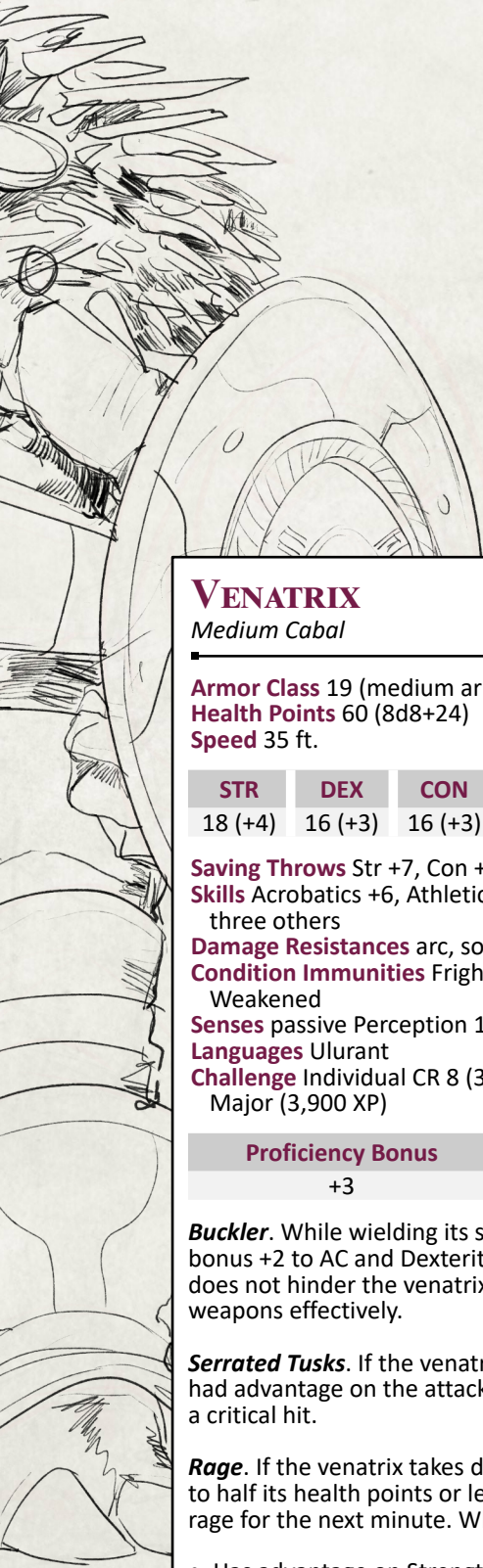
- Only melee weapons are allowed.
- Allies are not allowed to assist in any way.
- Using trickery such as active camouflage, smoke, or anything that might be considered a trap is strictly forbidden.

Additional conditions, such as the location of the fight and if any time will be given to prepare, can be negotiated. The venatrix will even offer their own weapon to their opponent, should they not possess suitable armaments for the duel.

Should the creature accept, the venatrix will fight it and only it. Allies of the venatrix will cease any hostilities, willing to respect the honor of the duel.

What happens to the loser may be negotiated before beginning the duel.





VENATRIX

Medium Cabal

Armor Class 19 (medium armor + shield)

Health Points 60 (8d8+24)

Speed 35 ft.

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

Saving Throws Str +7, Con +6, Cha +7

Skills Acrobatics +6, Athletics +7, Perception +5, and any three others

Damage Resistances arc, solar, void

Condition Immunities Frightened, Incapacitated, Weakened

Senses passive Perception 15

Languages Ulurant

Challenge Individual CR 8 (3,900 XP), Classification CR 8 Major (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Buckler. While wielding its shield, the venatrix has a bonus +2 to AC and Dexterity saving throws. The buckler does not hinder the venatrix's ability to wield two-handed weapons effectively.

Serrated Tusks. If the venatrix hits with its tusks, and it had advantage on the attack roll, the attack is considered a critical hit.

Rage. If the venatrix takes damage that would reduce it to half its health points or less, the venatrix can go into a rage for the next minute. While in this rage, the venatrix:

- Has advantage on Strength and Dexterity saving throws.
- Ignores effects from the first three levels of exhaustion.

- Can Dash as a bonus action, and none of its movement provokes opportunity attacks.
- Once during its rage, if the venatrix takes 30 or less damage that would reduce it to 0 health points, it can choose to fall to 1 health point instead.

The venatrix can also go into its rage if a creature breaks the rules of its challenge. If the venatrix begins its rage in this way, the following additional effects apply:

- Whenever the venatrix takes damage, it can reduce the damage it takes by 8 (1d10+3).
- The venatrix has advantage on all melee weapon attacks.
- The venatrix can take 3 reactions per round. It regains the use of all of its reactions at the start of its turn.

ACTIONS

Multiattack. The venatrix can make two melee attacks. It can substitute one or more of these attacks for a Grapple attempt.

Falchion. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage plus 7 (3d4) solar damage.

Tusks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, plus 7 (2d6) piercing damage if the target is Grappled by the venatrix when it hits.

REACTIONS

Halt. If a creature moves within reach of the venatrix's weapon, the venatrix can make an opportunity attack against that creature. Creatures hit by an opportunity attack from the venatrix are knocked Prone and have their movement speed reduced to 0 until the end of their turn.

WAR BEASTS

Pack predators bred by the Cabal military for use as trained attack animals. War beasts are descended from creatures domesticated by the Cabal in the distant past, but those bred for military service are extensively genetically engineered, and are likely produced using the Cabal's highly advanced rapid cloning technology rather than anything resembling traditional breeding. This common breed of war beast is a heavily muscular quadruped about four feet long with a thickly scaled hide. A prominent ridge of spinal scales ends in a short tail. A strong neck supports a short, snub-nosed head with two small eyes and a large mouth lined with long, pointed teeth. Their stout limbs end in short feet with large claws.

Military war beasts are outfitted with implanted battle gear consisting of angular reinforcing cranial and mandibular plates, metal foreclaws, and a small backpack module mounted above the shoulders. This pack carries a fan of sharp-edged blades, and is connected to the skull by a set of four thick tubes. This system's function is unknown, but it seems to carry the same hydrostatic organogel used to pressurize Cabal armorsuits.

War beasts are deployed as highly aggressive frontline support units, where their pack hunting instincts translate well into swarm tactics. Indeed, the existence of war beast alphas is evidence of the creatures' vestigial social structure and hierarchical pack behavior.



WAR BEAST

Medium beast (Cabal)

Armor Class 13 (natural armor)
Health Points 11 (2d8+2)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	5 (-3)	15 (+2)	2 (-4)

Skills Athletics +5, Perception +4, Stealth +3
Senses passive Perception 14
Languages understands Ulurant commands
Challenge Individual CR 1/4 (50 XP), Classification CR 2 Minion (450 XP)

Proficiency Bonus	Hack DC
+2	—

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

ACTIONS

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

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

ALPHA WAR BEAST

Medium beast (Cabal)

Armor Class 14 (natural armor)
Health Points 45 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	7 (-2)	16 (+3)	8 (-1)

Saving Throws Str +5, Dex +4
Skills Athletics +5, Perception +4, Stealth +4
Condition Immunities Charmed, Frightened
Senses passive Perception 17
Languages understands Ulurant commands
Challenge Individual CR 1 (200 XP), Classification CR 3 Elite (700 XP)

Proficiency Bonus	Hack DC
+2	—

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

ACTIONS

Multiattack. The alpha war beast can use its terrifying howl. It then makes two melee attacks.

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

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

Terrifying Howl. Each creature of the alpha war beast's choice within 300 feet and who can hear it must make a DC 13 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the alpha war beast's Terrifying Howl for the next 24 hours.

PSIONIC WAR BEAST

A variant breed of Cabal war beast with some psychokinetic abilities. They are quadrupeds about five or six feet long, with well-muscled limbs and clawed paws. Their hide lacks the prominent scales of other war beasts, and they have a longer snout with less prominent teeth. Their backs are lined with long spines and rough, shaggy hackles, and they have a spotty bioluminescent stripe running down each side. Though they resemble common war beasts in general, their markedly different physical characteristics suggest they represent a breed unmodified by Cabal genetic engineering, or else engineered in a significantly divergent direction. Some xenobiologists believe they are an entirely separate species.

Although less dangerous than typical war beasts in terms of aggression and sheer physical strength, this breed is much more keenly perceptive, and can attack with rudimentary psionic abilities as well as with teeth and claws. Whereas war beasts in regular military service are trained mostly to attack independently, psionic war beasts can form low-level psychic bonds with their handler, enabling them to receive more nuanced commands and relay simple thoughts communicating what they perceive. Psionic war beasts are thus used for guarding sensitive areas and supplementing the guards of high-status Cabal.

The Cabal Emperor Calus is known for his fondness of a pack of psionic war beasts, even to the point of giving them Cabal names. For this reason, the breed are sometimes called royal beasts.



PSIONIC WAR BEAST

Medium beast (Cabal)

Armor Class 17 (natural armor)
Health Points 45 (7d8+14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Cha +4

Skills Arcana +3, Perception +6

Condition Immunities Exhaustion

Senses passive Perception 16, truesight 15 ft. (blind beyond this radius)

Languages understands Ulurant

Challenge Individual CR 4 (1,100 XP), Classification CR 10 Soldier (5,900 XP)

Proficiency Bonus	Hack DC
+4	—

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

Paracausal Resistance. The war beast has advantage on saving throws against spells, Light abilities, and Darkness effects.

Compulsive Response. If another war beast uses its psionic howl, and the war beast is able to hear it, the war beast must join in on the howl, becoming Restrained until the start of the next turn of the war beast it is joining. The war beast cannot take actions, bonus actions, or reactions during this time.

ACTIONS

Psionic Howl (Range 200 ft). Until the start of the war beast's next turn, it is considered to be Restrained as it focuses on its howl. At the start of its next turn, creatures of the war beast's choice within range must make a DC 15 Charisma saving throw or gain 1 level of exhaustion for each war beast that has joined this howl.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) piercing damage and 10 (2d6+3) void damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage and 10 (2d6+3) void damage.

CHAPTER 5: THE TAKEN

After tens of thousands of long years of conquest and carnage, Oryx, King of the Hive, found himself struggling to feed the ceaselessly growing hunger of his worm. He and his sisters had obeyed the bargain of symbiosis they made with the worm gods, unfailingly pursuing the destruction of every race they encountered, especially those taking refuge in worlds nurtured by the Traveler, that flighty enemy of the worm gods and the Deep. Yet the mightier they became, the greater their worms' appetites, and Oryx and his sisters felt their power flagging. For a moment the siblings wondered whether the crusade of their Hive was at an end.

However, Oryx knew a way to keep existing. He realized their worms consumed them because they were given, contrary to the way of the Deep, which is to take what one must to survive. So he killed his sisters Savathûn and Xivu Arath, and with the Sword Logic took the vastness of their strength to add to his own. Then he went to Akka, the Worm of Secrets, and with the strength he had taken from his sisters, killed the worm god, and took from it the secret of speaking directly with the Deep itself. With this, Oryx gained a new power to take hold of living things and reshape their wills to his own. Thus Oryx became the Taken King.

Later, Savathûn and Xivu Arath were summoned back into existence through the Sword Logic of vast slaughter, yet Oryx alone kept the power to take. This power presents as an ontopathogenic effect that transforms its targets into willing servants of the Hive, enhanced with paracausal capabilities. Individuals first vanish into localized spacetime rifts, similar to what the Hive call wounds. Where these apertures go, or what exactly happens within, only Oryx knows—but when his victims return, they are utterly changed. No matter their species or former disposition, the Taken return with perfect allegiance to the Hive, their individual will not gone, but remade. Likewise, the Taken retain their original forms, but a strange metamorphosis is inflicted upon their bodies. Each radiates a luminous darkness, like the glaring emptiness between stars, punctuated by an eye of appalling brightness that stares unblinking from where a face used to be. This superficial change reflects the deeper subversion that endows each Taken entity with impossible abilities, as various as the species Oryx has subsumed with this power.

Since arriving in our system and stationing his Dreadnaught in orbit around Saturn, Oryx has taken armies' worth of Cabal, Fallen, Vex, and even local Hive to fill the ranks of his personal invasion force. They can step directly through the same wounds in space Oryx uses to take them, and so can appear without warning, seemingly anywhere, with no need for ships or transmat. The only known reliable indication of imminent Taken activity is a significant spike in sterile neutrino density, but even if that

increase is detected, it only provides a few moments' warning.

Guardians are frequently misled by past experience when first encountering Taken enemies. Since they still resemble familiar opponents, Guardians will usually rely on tried tactics against the Taken—but although they retain the shape of what they once were, the Taken fight almost entirely differently. In particular, their paracausal augmentations often counteract the weaknesses that were typical of their previous forms, leaving Guardians at a loss when they fall back on what they thought were reliable methods of engagement.

The arrival of Oryx and his Taken has greatly magnified the threat of the Hive, and opened an entirely new frontier of terror upon which humanity must defend itself. Many fear the question is not if the Taken can be repelled, but whether the Taken King can reach out his hand and take the people of the Last City, or even the Guardians who strive to protect them.

SHADOWS

The weakest creatures among the Taken are not real creatures at all, but mere shadows endowed with form. Unlike regular Taken, which still possess actual bodies, shadows are echoes of small, relatively simple creatures, formed from raw, inchoate matter loosely bound by the paracausal force of Hive sorcery. Taken shadows must be made or summoned in the shape of an actual, previously taken creature—such as a thrall—but appear like smoky, phantasmal silhouettes with no distinct features.

As paracausal specters, shadows are created by the Hive magic of taken wizards and others capable of summoning them. In the ascendant plane, they can also emerge from passive sorcerous wards that produce a continuous stream of shadow creatures. They generally act at the direction of their summoner, but are also capable of limited independent behavior without direct instruction, including patrolling and attacking. When defeated, shadows simply evaporate, leaving no trace of their existence.

SHADOW BEAST

Medium Taken (shadow)

Armor Class 10 (natural armor)
Health Points 17 (5d8-5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	9 (-1)	4 (-3)	15 (+2)	6 (-2)

Condition Immunities all

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

Challenge Individual CR 1 (200 XP), Classification CR 4 Minion (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Aspect of Shadows. When in dim light or darkness, the shadow has advantage on Dexterity (Stealth) checks it makes, and it cannot be detected by scanners.

ACTIONS

Multiattack. The shadow makes two melee attacks.

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

SHADOW DREG

Medium Taken (shadow)

Armor Class 12 (natural armor)
Health Points 22 (5d8)
Speed 35 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	8 (-1)	14 (+2)	3 (-4)

Condition Immunities all

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

Challenge Individual CR 2 (450 XP), Classification CR 7 Minion (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Aspect of Shadows. When in dim light or darkness, the shadow has advantage on Dexterity (Stealth) checks it makes, and it cannot be detected by scanners.

ACTIONS

Multiattack. The shadow makes two melee attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) void damage plus 6 (1d4+4) darkness damage.

SHADOW THRALL

Small Taken (shadow)

Armor Class 12 (natural armor)
Health Points 5 (2d6-2)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	8 (-1)	4 (-3)	12 (+1)	7 (-2)

Condition Immunities all

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

Challenge Individual CR 1/4 (50 XP), Classification CR 2 Minion (450 XP)

Proficiency Bonus	Hack DC
+2	—

Aspect of Shadows. When in dim light or darkness, the shadow has advantage on Dexterity (Stealth) checks it makes, and it cannot be detected by scanners.

ACTIONS

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



TAKEN ACOLYTE

Medium Taken

Armor Class 17 (natural armor)

Health Points 32 (5d8+10)

Speed 30 ft.

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

Skills Perception +5, Stealth +6

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages understands all, speaks krill

Challenge Individual CR 2 (450 XP), Classification CR 7 Soldier (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [Not Alone]. As a bonus action, the Taken can cause one creature within 30 feet of it to take 5 (2d4) arc damage, as a shadowy eye will briefly appear and attack the creature before disappearing. The Taken does not need to be able to see the creature to do this, but it must be aware of the creature's presence. Creatures that take damage in this way become marked for the Taken: it is always aware of the creature's exact location if it is within 30 feet of the Taken, and the Taken cannot have disadvantage on an attack roll it makes against the creature.

ACTIONS

Multiattack. The Taken acolyte takes three shots with its shredder.

Shredder. *Firearm Weapon Attack:* +6 to hit, scope 30/40/75 (close), one target. *Hit:* 8 (2d6d1+3) arc damage.

TAKEN ACOLYTE

Hive acolytes liberated from their cowering servitude to fight in the front lines of Oryx's Taken army. They retain the general shape of mature but not yet fully developed Hive, about six feet tall, their chitin plating partially grown. Any indicators of individuality, including brood lineage, have been annihilated. Not even their three eyes remain: they see only with the single, blankly glaring eye all Taken share.

Oryx has remade Taken acolytes with the ability to create their own covering fire. They can summon a floating turret that fires relentlessly upon any threat. Whether these so-called acolyte's eyes are some sort of artifice or a short-lived Taken creature of another kind is unknown. Although an acolyte's eye persists even after the acolyte that summoned or created it is gone, no Guardian has succeeded in capturing or recovering one, or even the remains of one. Field scans of the eyes have been reliably inconclusive, and Warlock schools are bitterly divided over the question of their true nature.

TAKEN BARON

High-ranking Eliknsi leaders suffered conscription into the ranks of the Taken along with their subordinates. As in their life before, taken barons are massive, standing at least ten feet tall, and present the silhouette of their resplendent armor and elaborately crested headgear. However, all distinctions of their rank and individuality of their former standing is erased. In Oryx's service, they are only Taken.

In their reshaping under the knife of Oryx's power, taken barons are made into huntmasters of shadows with the power to summon packs of half-real beasts to harry their prey. A Taken baron with all the battle-hardened strength and fighting technique of an Eliknsi warlord would already be a difficult enough adversary. With an endless train of ethereal attack dogs at their beck and call, they represent truly formidable threats, even alone, and even to a fireteam of seasoned Guardians.

Like many leaders or persons of high rank that become Taken, barons are often recognizable as the individuals they formerly were. Speculation among experts abounds, but no conclusive evidence has yet been found to resolve the question of whether something like a Taken baron is actually still aware of their previous identity.

TAKEN BARON

Large Taken

Armor Class 17 (natural armor)

Ultra Health Point Pools:

47 (5d10+20) 76 (8d10+32)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Str +7, Dex +3, Con +8

Skills Athletics +7, Perception +7, Survival +7, and any two others

Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Incapacitated, Petrified, Unconscious

Senses darkvision 200 ft., truesight 30 ft., passive Perception 17

Languages understands all, speaks Eliknsni

Challenge Individual CR 12 (8,400 XP), Classification CR 8 Ultra (8,400 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [the Hunt]. The Taken exudes a 60-foot spherical radius of Darkness which moves with the Taken. The sphere is magical difficult terrain for creatures of the Taken's choice.

Relentless Pursuit. When a creature attempts to move from a space within the Taken's sphere to a space outside the Taken's sphere, a summoned shadow beast within the aura can teleport to an unoccupied space within 5 feet of the creature and deal 7 (2d4+2) arc damage to it.

ACTIONS

Multiattack. The Taken summons 3 (1d4+1) shadow beasts into unoccupied spaces within 60 feet, then either takes two shots with a firearm or makes three attacks with a melee weapon.

Hunting Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) solar damage.

Shrapnel Launcher. *Firearm Weapon Attack:* +8 to hit, scope 15/25/40 (close), one target. *Hit:* 15 (2d10+4) void damage.

ULTRA ACTIONS

If one of the Taken's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Howl of the Pack. The Taken summons 6 (2d4+1) shadow beasts. Then, it lets out a terrifying howl. All creatures within 300 feet of the Taken who can hear the howl must succeed on a DC 15 Wisdom saving throw or become Frightened for 1 minute. A Frightened creature can repeat the saving throw at the end of each of its turns ending the effect on itself early on a success.

ENRAGED

If the Taken is reduced to 0 hit points, it can drop to 1 health point instead and immediately use its enraged action. It cannot do this again until it completes a long rest.

Endless Hunt. The Taken destroys all summoned shadow beasts, and gains a number of temporary hit points equal to the cumulative health of all destroyed shadow beasts. While the Taken has these temporary hit points, it cannot summon any shadow.



TAKEN CAPTAIN

Fallen captains transformed into Taken become some of Oryx's fiercest fighters. They tend to retain their original stature, around eight to ten feet, though higher-ranked Fallen who have become Taken champions can be larger. In their starry silhouette can be discerned the profile of all a Fallen captain's trappings—the crested helm, the tattered cape, dual shock swords—but markings of house allegiance, rank, honors, or other distinctions are all lost. Only the fiery shadow of the Taken remains, and the single glaring eye where once was an Elikzni's sharp four-eyed gaze.

Taken captains' strength and innate combat acumen is frightfully bolstered by paracausal abilities. They can move short distances in a seemingly instantaneous dash, making them both incredibly evasive and able to suddenly attack in close quarters. Yet they are most notorious for their ability to blind enemies at a distance, leaving their victims perilously vulnerable. Fortunately Guardians can evade this blinding attack if they know to anticipate it, but many are caught unaware, and cannot see their doom as it sets upon them.

TAKEN CAPTAIN

Medium Taken

Armor Class 18 (natural armor)
Energy Shields 90 (12d8+36) solar
Health Points 75 (10d8+30)
Speed 30 ft.

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

Saving Throws Str +7, Dex +5

Skills Athletics +7, Perception +5

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 15

Languages understands all, speaks Elikzni

Challenge Individual CR 6 (2,300 XP), Classification CR 6 Major (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [You Cannot Find Me]. If the Taken blinds a creature with its Blinding Bolt, it can use a bonus action to teleport to an unoccupied space it can see within 15 feet, taking all carried and worn equipment with it.

ACTIONS

Multiattack. The Taken can use its Blinding Bolt. It then makes two attacks with its shock smallsword.

Shock Smallsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) arc damage.

Blinding Bolt (recharge d6 [5]). The Taken hurls a 5-foot diameter sphere of Darkness along a 50-foot line. The first hostile creature the sphere touches must make a DC 15 Constitution saving throw. On a failed save the creature takes 24 (7d6) arc damage and becomes Blinded for 1 minute. On a success, the creature takes half as much damage and is not Blinded. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on its saving throw, or for which the effect ends, becomes immune to being Blinded in this way for 24 hours.

REACTIONS

Blink (3/brief rest). If the Taken is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the Taken's saving throw.

TAKEN CENTURION

Medium Taken

Armor Class 17 (natural armor)

Energy Shields 76 (8d8+40) arc

Health Points 104 (11d8+55)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Str +7, Dex+2

Skills Athletics +7, Perception +6

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Ulurant

Challenge Individual CR 7 (2,900 XP), Classification CR 7 Major (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [It Will Find You]. Targets have disadvantage on their saving throw against the Taken's Axion Dart unless they have advantage.

ACTIONS

Multiattack. The Taken can use its Axion Dart. It then takes two shots with a firearm.

Bronto Cannon. *Payload Firearm Weapon Attack:* DC 15, scope 50/80/120 (close), impact 5 ft. *Failed Save (half on success):* 20 (3d10+4) explosive void damage.

Axion Dart (recharge d6 [4]). The Taken launches a void seeker at a target within 60 feet. If the seeker is not destroyed, the target must make a DC 16 Dexterity saving throw, taking 31 (7d8) void damage on a failed save, or half as much on a success.

The void seeker is a Tiny construct (AC 22, immune to effects that cause saving throws) that is destroyed if it takes damage. The void seeker can only be targeted if a creature holds its action to make a ranged weapon attack against the void seeker. To determine whether the void seeker is within the weapon's range or scope, the creature uses the distance between itself and the Taken.

REACTIONS

Blink (3/brief rest). If the Taken is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the Taken's saving throw.

TAKEN CENTURION

The Cabal were among the first to have their ranks plundered by Oryx when he arrived in our system, and he took from their legions liberally. There is no conventional military structure or discipline among the Taken, so Taken centurions are not the wily field officers they were before. Standing seven or eight feet tall, they still wear their crested Cabal armorsuits, but all legion colors and marks of distinction are erased by their new uniform of eerie, inky glow. They fight as all Taken do, in mixed cohorts with no need of direct orders or chain of command.

Rank may be meaningless among the Taken, but Taken centurions are nevertheless still bulwarks on the battlefield. Their resilience is coupled with impossible, blink-quick dodginess, allowing them to elude attackers while sending out tracking axion darts to seek and strike back remotely. These inexorable projectiles often deliver the killing blow when the Taken centurion itself is well out of sight, or even after it has been defeated.



TAKEN CURSED THRALL

Cursed thrall changed into a new shape in service of the Taken King. Like regular thrall, they hunch about five feet tall, and like other Taken thrall, they appear as little more than flickering shadows of the emaciated form of juvenile Hive. However, a keen eye can tell them apart by their bound arms, and sometimes the greater intensity of the dark flames that wreath their heads.

In his terrible wisdom, Oryx granted these thrall a reprieve from the explosive doom of their previous form. As Taken, they now carry a new, reshaped curse: a wide, blighted aura follows them everywhere, weakening anything it touches. Rather than shambling close enough to catch something in its explosion, now these Taken cursed thrall can distend their sapping aura to pull in nearby victims for a slow, agonizing death.

Some Hunters tell campfire tales of attempts to use captured Taken cursed thrall on leashes as suppression weapons against other enemies. Whether such stories are true or not, they invariably end badly.

TAKEN CURSED THRALL

Medium Taken

Armor Class 17 (natural armor)

Health Points 67 (9d8+27)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	7 (-2)	9 (-1)	20 (+5)

Skills Perception +1

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11

Languages understands all, speaks none

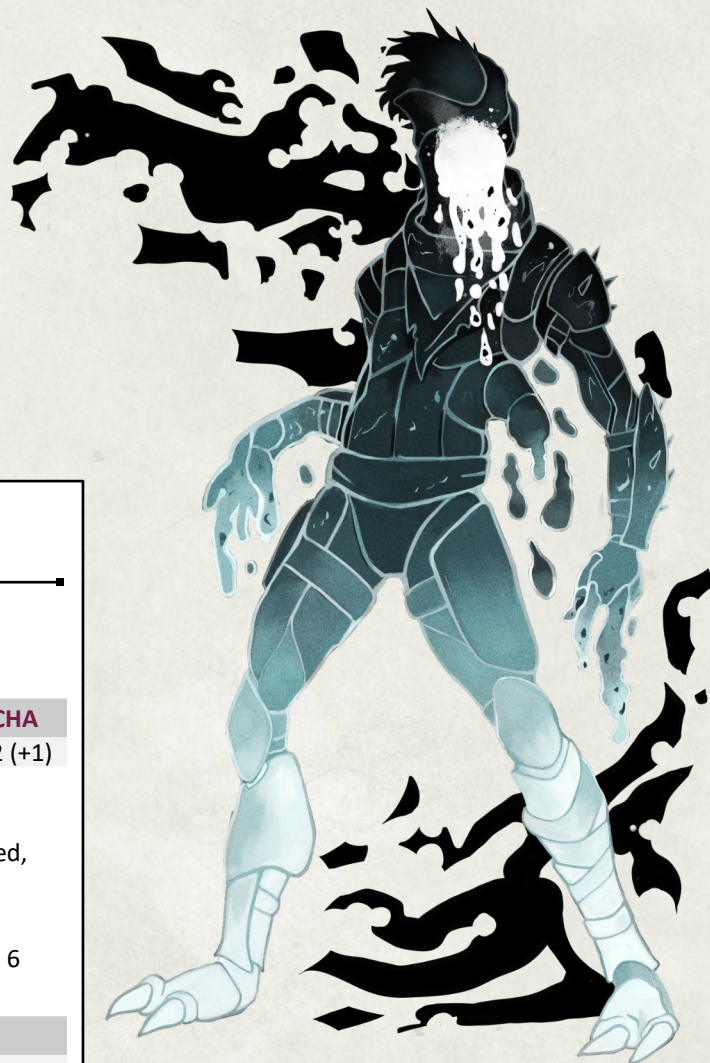
Challenge Individual CR 3 (700 XP), Classification CR 3 Major (700 XP)

Proficiency Bonus	Hack DC
+2	—

Blight-Bearer. An aura of sickly Darkness radiates in a 10-foot sphere around the Taken, centered on it. When the Taken moves, the aura moves with it. Non-Taken creatures that start their turn within the aura take 14 (4d6) Darkness damage and must make a DC 15 Charisma saving throw, becoming Suppressed for the next minute on a failed save. A Suppressed creature can repeat the Charisma saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that succeed on their saving throw, or for which the effect ends, become immune to being Suppressed in this way for 24 hours.

ACTIONS

Shaped Like [They Cannot Run]. All non-Taken creatures within 30 feet which are not behind full cover must make a DC 15 Strength saving throw. On a failed save they are knocked Prone and pulled up to 30 feet horizontally toward the Taken. On a success, they are pulled half as far but are not knocked Prone.



TAKEN DREG

Medium Taken

Armor Class 16 (natural armor)

Health Points 37 (5d8+15)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Perception +4, Stealth +5

Damage Immunities poison

Condition Immunities Charmed, Frightened, Petrified, Poisoned, Unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understands all, speaks Eliknsi

Challenge Individual CR 2 (450 XP), Classification CR 6 Soldier (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [Abundance]. Creatures who touch the Taken, or who hit it with a melee weapon while within 5 feet of it, take 5 (1d10) poison damage.

ACTIONS

Multiattack. The Taken can use its ether spray. It then makes two melee attacks.

Null Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or thrown 20/30 ft., one target. *Hit:* 4 (1d4+2) void damage.

Ether Spray (recharge d6 [5]). The Taken sprays a 15-foot cone of toxic ether from its mouth. All non-Taken creatures within the cone must make a DC 14 Constitution saving throw. Creatures that fail their saving throw take 14 (4d6) poison damage and become Poisoned for the next minute, while creatures that succeed take half as much damage and are not Poisoned.

Creatures Poisoned in this way have their movement speed halved and take 5 (1d10) poison damage at the start of each of their turns. A Poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures who succeed on the saving throw, or for which the effect ends, become immune to being Poisoned in this way for 24 hours.

TAKEN DREG

The Hive have preyed upon the Eliknsi since long before both races arrived in the Sol system. In the many long years of their journey through the interstellar dark, countless Fallen were taken by Oryx, from the loftiest nobles to the lowliest dregs. Taken dregs appear as ghastly echoes of their formerly reduced selves, still hunching only five or six feet tall, and still missing their docked arms. However, becoming Taken has endowed them with gifts of power beyond anything they could have had as the lowest among the Fallen.

Though many Taken creatures retain their weapons through their transformation, the humble, meager armaments of the dreg are gone. In their place, Oryx has granted Taken dregs powers of the Deep for their weapons, which no cruel captain can dock or take away. Instead of a shock pistol, Taken dregs can project a spray of noxious Darkness at will. Up close, they have no more need of shock knives, for they are surrounded by a poisonous aura that afflicts any who come near.



TAKEN GLADIATOR

Medium Taken

Armor Class 18 (natural armor)

Health Points 52 (7d8+21)

Speed 30 ft., climb 30 ft.

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

Saving Throws Str +7, Dex +5, Cha +7

Skills Athletics +7, Intimidation +7, Perception +6

Condition Immunities Charmed, Frightened, Petrified, Unconscious, Weakened

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Ulurant

Challenge Individual CR 4 (1,100 XP), Classification CR 7 Elite (2,900 XP)

Proficiency Bonus	Hack DC
+3	—

Endless Arsenal. On its turn, the Taken can summon and dissipate severus weapons as a free action.

Relentless (1/brief or long rest). If the Taken takes 17 or less damage that would reduce it to 0 health points, it instead falls to 1 health point.

ACTIONS

Multiattack. The Taken makes three melee attacks.

Severus. *Melee Weapon Attack:* +7 to hit, reach 5 ft., thrown 20/60 ft., one target. *Hit:* 7 (1d6+4) void damage.

Shaped Like [My Edge Will Find Them] (recharge d6 [5]). The Taken makes two thrown attacks with its severus. If either attack hits, the Taken can use a bonus action to teleport into an unoccupied space within 5 feet of the target and, in the same bonus action, swing both of its severuses at the target in one mighty blow. The target must make a DC 18 Strength saving throw, taking 27 (6d8) Darkness damage and being knocked Prone on a failed save. On a success the target takes half as much damage and is not knocked Prone.

TAKEN GLADIATOR

Powerful Cabal close-combat experts, reshaped by the will of Oryx. As Taken, these gladiators retain their bulky stature, their distinctive wide helmets, and their signature severus weapons, but their whole form is skinned in the simmering dark that covers all Taken.

As Cabal, gladiators' tactical shortcoming was their inability to fight outside of close quarters. As Taken, Oryx has liberated them from that weakness. Taken gladiators possess the power to follow where one of their severus blades goes. They will throw their paired cleavers, then instantly move to where either weapon has found a target, and strike again—often with lethally decisive effect.

Guardian field reports often note how unnerving it is to witness such large Taken move so abruptly from one place to another. Warlock analysis has not yet determined whether this kind of seemingly instantaneous motion is true teleportation or simply an inexplicably fast dash.

TAKEN GOBLIN

Though mostly considered robots, the Vex were not spared from Oryx's recruitment. While they retain the roughly six-foot shape of the goblin hull, taken goblins serve a new collective, and seem to have no connection or susceptibility to Vex influence. Apropos of their transformed allegiance, the telltale empty eye of the Taken stares from where the distinctive Vex monocular sensor was once housed. Their fan-shaped crested heads, and the rest of their mechanical bodies, shimmer with the same dark fire displayed by all Taken. Of their radiolarian fluid there is no outward sign.

Taken goblins remain fairly weak combatants individually, but their metamorphosis has endowed them with a singular power to furnish nearby allies with increvable protection. So long as a Taken goblin can maintain line of sight, sufficient proximity, and concentration, it seems able to render a friendly target effectively invincible for an indefinite duration. An entire school of Warlock scholars has sprung up to study this ability, but obtaining stable samples and avoiding overexposure to Taken radiation have proved difficult.

TAKEN GOBLIN

Medium Taken

Armor Class 17 (natural armor)
Health Points 22 (3d8+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	16 (+3)	14 (+2)	7 (-2)

Saving Throws Con +6

Skills Perception +5

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 15

Languages understands all, speaks Hexinary

Challenge Individual CR 3 (700 XP), Classification CR 8 Soldier (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Multiattack. The Taken takes three shots with its slap rifle.

Slap Rifle. *Firearm Weapon Attack:* +5 to hit, scope 25/50/90 (close), one target. *Hit:* 6 (1d8+2) arc damage.

Shaped Like [Reinforce Them] (concentration, recharge d6 [5]). The Taken projects a barrier around another creature within 20 feet. Until the start of the Taken's next turn, the creature is immune to all damage and conditions, and any ongoing conditions immediately end for it. The effect of this action can end early if the Taken loses concentration or is Incapacitated. A creature can only benefit from one source of this action at a time.

TAKEN HALLOWED OGRE

Even the largest and most egregious of the Hive are welcomed in Oryx's Taken army. Ogres maintain their hideous, misshapen form through their transformation, becoming only more horrible when wreathed in the inky flames and crawling glow of the Taken. Where before its unformed eyes were veiled by a pustulent membrane, now a single star-bright lacuna glares out from the shadowy bulk of a taken ogre's overgrown head. Their eye blasts are augmented in their new form, and carry an overwhelming wallop that can send even the most steadfast Titan sprawling.

TAKEN HALLOWED OGRE

Gargantuan (20 ft. by 20 ft.) Taken

Armor Class 18 (natural armor)

Ultra Health Point Pools:

108 (7d20+35) 108 (7d20+35) 108 (7d20+35)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Str +10, Con +9, Cha +8

Skills Athletics +15, Intimidation +8, Perception +7

Damage Resistances arc, darkness, psychic, solar, void

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Restrained

Senses blindsight 200 ft. (blind beyond this radius), passive Perception 17

Languages understands all

Challenge Individual CR 18 (20,000 XP), Classification CR 13 Ultra (20,000 XP)

Proficiency Bonus	Hack DC
+5	—

Scent of Blood. As a bonus action on its turn, the Taken can move up to its movement speed toward a hostile creature it can perceive that is not at its maximum hit points.

Shaped Like [Bottomless Rage]. When the Taken rolls initiative it selects one creature it can perceive. The Taken has advantage on attack rolls it makes against this creature, disadvantage on attack rolls it makes against any other creature, and the creature has disadvantage on any saving throws the Taken causes it to make. If this creature is reduced to 0 hit points, or if the Taken loses perception of the creature for 1 minute or longer, the Taken can select a new creature to be the target of this feature at the start of its next turn.

ACTIONS

Rotten Surge (recharge d6 [4]). The Taken makes five attacks with its eye blast.

Eye Blast. Ranged Weapon Attack: +10 to hit, range 200 ft., one target. *Hit:* 13 (2d10d1+5) arc damage and the target must succeed on a DC 18 Strength saving throw or be knocked Prone. If the target is already Prone, it is pushed back 5 feet instead.

Fists. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 7 (2d6+3) darkness damage.

LEGENDARY ACTIONS

The Taken can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Taken regains spent legendary actions at the start of its turn.

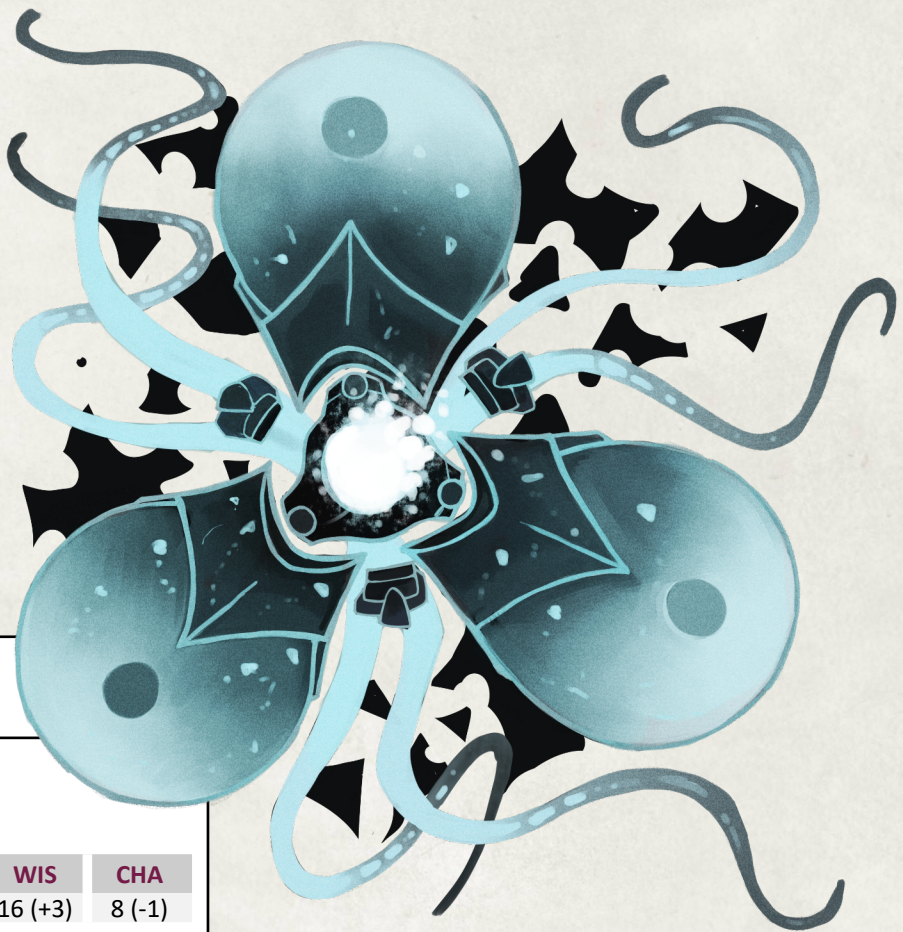
Taken's Ire. The Taken attacks once with its eye blast, or once with its fists.

Slam (costs 2 actions). All targets within 10 feet must make a DC 18 Strength saving throw. On a failed save, a target takes 36 (8d8) darkness damage on a failed save and is pushed back 30 feet, where it falls Prone. On a success, a target takes half as much damage and is pushed back 15 feet, but does not fall Prone.

ULTRA ACTIONS

If one of the Taken's health point pools is reduced to 0, and it has at least one health point pool remaining, it can immediately perform the following action.

Axion Barrage. The Taken unleashes 17 (4d4+10) axion darts. Each axion dart hunts down a creature within 90 feet, causing the creature to take 2 (1d4) explosive void damage. The darts strike simultaneously, and the Taken can choose to have them strike a single target or multiple different targets. A creature struck by 10 or more darts must also succeed on a DC 18 Strength saving throw, being knocked Prone and becoming Blinded and Deafened for 1 minute on a failed save. The creature can repeat a DC 18 Constitution saving throw at the end of each of its turns, ending both conditions on itself on a success.



TAKEN HARPY

Medium Taken

Armor Class 19 (natural armor)

Health Points 49 (9d8+9)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	8 (-1)

Skills Arcana +4, Perception +6

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Hexinary

Challenge Individual CR 5 (1,800 XP), Classification CR 8 Elite (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [Their Reflection]. When the Taken is targeted by a core Light ability or spell, roll a d6. On a roll of 1 to 4, the Taken is unaffected. On a roll of 5 or 6, the Taken is unaffected and it reflects the core Light ability or spell back at the caster as though it originated from the Taken, turning the caster into the target using the same attack roll, saving throw DC, and/or damage as the caster would have used against the Taken.

ACTIONS

Multiattack. The taken harpy takes four shots with its slap rifle.

Slap Rifle. *Firearm Weapon Attack:* +7 to hit, scope 25/50/90 (close), one target. *Hit:* 8 (1d8+4) void damage.

REACTIONS

Paracausal Vortex. If a creature within 10 feet of the Taken is targeted by a Light ability or spell that requires an attack roll or requires the target to make a saving throw, the Taken can use its reaction to cause itself to become the target of the Light ability or spell instead. In the case of saving throws, the Taken is the only creature subject to the saving throw when it does this.

TAKEN HARPY

The far-reaching hand of Oryx spared none among his enemies from being taken, including the Vex. Harpies were no exception. Their hulls retain their distinctive multi-finned construction, but now are wreathed in the creeping shade of the Taken. Their central eye is no longer the glowing sensor of the Vex, but the piercing white abyss of the single blank eye with which all Taken see.

As Vex, harpies' primary weakness was their need to stop moving in order to stabilize themselves in midair to use their weapons. As is often the case with the Taken, Oryx has reshaped Taken harpies with a gift of paracausal power that circumvents the weaknesses of their old form. Taken harpies' fins are changed into wings of shimmering, mirrorlike darkness, which harmlessly deflect attacks of Light—sometimes even reflecting them back to strike the attacker. Whatever quality allows them to do this also enables Taken harpies to redirect Light toward themselves, shielding other Taken from attack.

Guardian efforts to understand and harness Taken harpies' Light-reflecting capabilities have all been fruitless. A dedicated Warlock research group failed to identify the mechanism of the ability, nor any process to replicate the effect. Some Titans and Hunters have tried the more direct approach of collecting Taken harpy fins and wearing them as armor, but their experiments have reportedly shown little promise.

TAKEN HOBGOBLIN

Medium Taken

Armor Class 19 (natural armor)

Health Points 88 (14d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	18 (+4)	16 (+3)	11 (+0)

Saving Throws Int +8, Wis +7

Skills Perception +7

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 200 ft., passive Perception 17

Languages understands all, speaks Hexinary

Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

ACTIONS

Line Rifle. *Firearm Weapon Attack:* +12 to hit, scope 15/120/340 (long), one target. *Hit:* 15 (2d10+4) void damage.

REACTIONS

Shaped Like [a Fountain] (recharge d6 [5]). After taking damage, the Taken can send a barrage of void energy at the source of the damage, if the source is within 120 feet of the Taken. The source must make a DC 16 Dexterity saving throw, taking 35 (10d6) void damage on a failed save, or half as much on a success.

TAKEN HOBGOBLIN

Oryx's taking from the Vex swept up most known types of Vex units, including the sniping hobgoblin. Though its hull retains its distinctive broad horns, it is engulfed in the humming shadow that wreathes all Taken, and often appears indistinct at a distance. Taken hobgoblins fill the same tactical niche they did as Vex: long-range snipers, watching from afar for an opportune shot. Their transformation has replaced their former defensive capabilities with a regenerating swarm of tracking projectiles that vengefully retrace the path of any attack against the hobgoblin.

Among Warlocks and cryptarchs the argument over whether the Vex were really alive has raged almost as long as the Last City's scholars have been aware of the Vex's existence. However, the fact they can become Taken has led some to claim the Vex must fundamentally be living things, or else they would not be susceptible to Oryx's power to take. Some scholars in this camp cite the apparent vindictiveness of Taken hobgoblins as evidence that these former Vex show behavior more characteristic of genuine life—though such claims are rarely regarded seriously.

TAKEN HUMAN

Medium Taken

Armor Class 16 (natural armor)

Health Points 33 (6d8+6)

Speed 30 ft., climb 20 ft., swim 20 ft.

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

Skills Perception +2

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 30 ft., passive Perception 12

Languages understands all, speaks one modern human language

Challenge Individual CR 3 (700 XP), Classification CR 3 Major (700 XP)

Proficiency Bonus	Hack DC
+2	—

Shaped Like [Manipulation is Your Salvation]. If the Taken takes damage, but is not reduced to 0 hit points, all creatures of its choice within 60 feet of it, who can clearly hear the Taken, must make a DC 13 Wisdom saving throw, becoming Charmed by the Taken on a failed save. A creature Charmed by the Taken must attack at least one target of the Taken's choosing on each of its turns. A Charmed creature can repeat the saving throw at the end of each of their turns, ending the effect on itself early on a success.

ACTIONS

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

TAKEN HUMAN

Since first learning of the existence of the Taken, a single question has haunted the thoughts of every survivor of humanity, Guardian and Lightless alike: what happens if a human is taken?

The answer is as nightmarish as anything the grimmest Warlock has postulated, or the bravest Titan feared. Taken humans keep their shape and stature, but lose other distinctive characteristics to the wraithlike shroud of seething dark that envelops all Taken. Perhaps mercifully, their faces are gone, replaced by the heinous, glaring eye that makes their transformed nature unmistakable.

Humans are not as physically strong as other creatures subsumed into the Taken ranks, but in taking them, Oryx found a way to give them horrible power nevertheless. Those who report encounters with Taken humans describe them as silent and passive until attacked. When injured, they suddenly begin weeping and shrieking piteously, crying out to plead for mercy in twisted echoes of their old voices. Relenting to their wailing seems to subsume one's will to the Taken's, and even stalwart Guardians will turn on their allies.

Fortunately very few sightings of Taken humans have been confirmed. The Vanguard worries that encountering them in large numbers would cause massive attrition among Guardians.



TAKEN HYDRA

Huge Taken

Armor Class 23 (natural armor)

Health Points 184 (16d12+80)

Speed fly 30 ft. (can hover)

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

Saving Throws Int +10, Wis +9, Cha +9

Skills Deception +9, History +15, Investigation +10, Perception +9, Technology +15

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone, Restrained

Senses blindsight 120 ft., darkvision 600 ft., Passive Perception 19, passive scanners 10 ft.

Languages understands all, speaks Hexinary

Challenge Individual CR 13 (10,000 XP), Classification CR 13 Major (10,000 XP)

Proficiency Bonus	Hack DC
+5	—

Intelligent Initiative. The Taken can use its Intelligence modifier to determine its initiative, instead of its Dexterity modifier.

Shaped Like [Behind These Walls]. While not Incapacitated, the Taken's AC is increased by 5 (already shown in stats), and if the Taken is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Aeon Maul. *Payload Firearm Weapon Attack:* DC 18, scope 120/340/600, radius 5 ft. *Failed save (half on success):* 27 (5d10) explosive solar damage.

LEGENDARY ACTIONS

The Taken can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Taken regains spent legendary actions at the start of its turn.

Blinding Bolt. The Taken hurls a 5-foot diameter sphere of Darkness along a 50-foot line. The first hostile creature the sphere touches must make a DC 18 Constitution saving throw. On a failed save the creature takes 24 (7d6) arc damage and becomes Blinded for 1 minute. On a success, the creature takes half as much damage and is not Blinded. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that succeeds on their saving throw, or for which the effect ends, becomes immune to being Blinded in this way for 24 hours.

Teleport (costs 2 actions). The Taken teleports to an unoccupied spot within 120 feet, taking all carried and worn equipment of its choice with it.

TAKEN HYDRA

The large, hovering chassis of Vex hydras provide dire reinforcement as floating fortresses among Oryx's forces. Taken hydras maintain the considerable size and general topheavy design of their hulls, yet appear starkly different when engulfed in the writhing shadows that clothe the Taken. Their armament remains much the same, though their transformation has augmented their signature force shields.

Regular Taken hydras mostly appear as heavy support units, but hydra chassis housing higher-level Vex minds are also found among the Taken. Some observers of the Taken and Vex scholars alike wonder whether such Taken hydras' minds survive their transformation well enough to apply their oversight and coordination functions to other taken Vex—or even extend those functions to non-Vex Taken. Hive specialists argue such a translation of function would be pointless and meaningless, since the Taken are all already united in devotion to the will of the Taken King.

TAKEN KNIGHT

Battle-tested Hive exalted to serve as champions in the ranks of Oryx's Taken army. They retain the hulking, eight-foot profile of their heavily armored knight-morph form, but as with all Taken, the distinguishing details of their chitin plates are lost within a silhouette of starry nothingness. Where three eyes once glared from the crested head, only the single ever-staring eye of the Taken casts its gaze.

Most Taken knights carry the Hive projectile weapon called a boomer, though sometimes they still bear cleaver swords instead. In their transformation, all have lost the ability to summon a defensive wall and replaced it with the power to call forth goutts of searing flame that linger wherever they are spewed. These hateful fires make constant movement necessary when engaging a Taken knight, and a wrong step into its fiery spray can mean sudden, scorching demise.

TAKEN MINOTAUR

Vex heavy infantry swept up into the ranks of the Taken. The ten-foot form of the broad minotaur hull is still recognizable, but these no longer give off a metallic gleam—only the hollow starfire glow common to all Taken, of Vex origin or otherwise. Taken minotaurs fight very similarly to their former selves, mixing barrages from their torch hammers with short, abrupt teleportation for evasion and disruptive advance. However, their transformation has endowed them with the additional attribute of nearly perfect invisibility, only disrupted by heavy damage, or when they break cover to make a close-quarters attack. This stealth makes taken minotaurs a dreadful menace, almost undetectable even in the

open.

Since minotaurs are thought to be primarily designed for the construction and maintenance of Vex architecture, some scholars have voiced concern that in taking them, Oryx and the Hive may have obtained inside knowledge of the infrastructure of Vex spaces, or even the wider Vex network. Several

papers have sounded the alarm of possible Hive infiltration of the Vex gate system to extend their reach of deployment, or even mount an invasion across time. A few cryptarchs have even suggested the apparently ancient presence of the Hive god-prince Crota on the Moon may have been facilitated by transit through the Vex network—though even the most charitable circles regard such a notion as tenuous.

TAKEN KNIGHT

Medium Taken

Armor Class 20 (natural armor)
Energy Shields 68 (8d8+32) void
Health Points 102 (12d8+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Str +9, Con +7
Skills Athletics +9, Intimidation +5, Perception +5
Condition Immunities Charmed, Frightened, Petrified, Unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages understands all, speaks krill
Challenge Individual CR 8 (3,900 XP), Classification CR 8 Major (3,900 XP)

Proficiency Bonus	Hack DC
+3	—

Shaped Like [No More Fear]. If a creature is Burning from the Taken's flame spout, the Taken can move up to its speed toward that creature as a bonus action on its turn.

ACTIONS

Multiattack. The Taken can use its flame spout. It then takes a shot with its boomer cannon.

Boomer Cannon. *Payload Firearm Weapon Attack:* DC 17, scope 60/120/340, radius 5 ft. *Failed save (half on success):* 21 (3d10+5) explosive arc damage.

Flame Spout (recharge d6 [5]). The Taken launches solar flames at multiple points it can see within 80 feet. The area of the solar flames consists of up to three 5-foot cubes, which the Taken can arrange as it wishes. Each cube must have at least one face resting on a solid surface, and each cube must have at least one corner touching the corner of another cube.

Every creature in the area of any of the cubes must make a DC 17 Dexterity saving throw. Creatures that fail their saving throw take 36 (8d8) solar damage and begin Burning for the next minute. A creature can use its action to put out the flames and end the Burning condition on one target.

REACTIONS

Blink (3/brief rest). If the Taken is subject to a Strength saving throw, a Dexterity saving throw, or an attack from a source it can perceive, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment with it. Doing so grants disadvantage on the attack, or advantage on the Taken's saving throw.

TAKEN MINOTAUR

Large Taken

Armor Class 18 (natural armor)
Health Points 90 (12d10+24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	14 (+2)	15 (+2)	11 (+0)

Saving Throws Str +10, Int +7
Skills History +7, Perception +7, Stealth +6
Condition Immunities Charmed, Frightened, Petrified, Unconscious
Senses darkvision 120 ft., passive Perception 17
Languages understands all, speaks Hexinary
Challenge Individual CR 7 (2,900 XP), Classification CR 11 Elite (7,200 XP)

Proficiency Bonus	Hack DC
+4	—

Veil of Darkness. While under the effects of active camouflage, the Taken has truesight to a range of 30 feet and it must make Constitution saving throws to maintain its active camouflage, as if it were concentrating on it.

ACTIONS

Multiattack. The Taken takes three shots with its torch hammer.

Torch Hammer. *Payload Firearm Weapon Attack:* DC 18, scope 80/200/340 (close), radius 5 ft. *Failed save (half on success):* 18 (4d8) explosive solar damage.

LEGENDARY ACTIONS

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

Teleport. The Taken teleports to an unoccupied space it can see within 60 feet, taking all carried and worn equipment of its choice with it.

Shaped Like [They Cannot See] (costs 2 actions). The Taken grants itself active camouflage for the next minute, and all creatures that can see the Taken do this must succeed on a DC 18 Intelligence saving throw, becoming Blinded until the end of their next turn on a failed save.

TAKEN PHALANX

Medium Taken

Armor Class 22 (natural armor + shield)

Health Points 30 (4d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +7, Dex +6

Skills Athletics +7, Perception +5

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands all, speaks Ulurant

Challenge Individual CR 4 (1,100 XP), Classification CR 6 Elite (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Bulwark. The Taken's shield grants it the effect of three-quarters cover. The shield is also heavily reinforced, allowing the Taken to halt the effects of armor-piercing rounds or energy projectiles. Finally, if the Taken is forced to make a payload saving throw, it takes half damage if it fails the saving throw and no damage if it succeeds.

Shield Defense. If a creature within 5 feet of the Taken is subject to an attack or saving throw, the Taken can grant the creature the benefit of its bulwark feature for that attack or saving throw.

ACTIONS

Multiattack. The Taken can use its shield blast. It then takes two shots with its slug rifle.

Slug Rifle. Firearm Weapon Attack: +7 to hit, scope 20/60/120 (medium), one target. Hit: 11 (2d6+4) arc damage.

Shield Blast (recharge d6 [5]). All targets within a 15-foot cone must make a DC 15 Strength saving throw. On a failed save, a target takes 10 (3d6) kinetic damage and is pushed back 30 feet, where it falls Prone. On a success, a target takes half as much and is not pushed back.

REACTIONS

Shaped Like [Retaliation]. If a creature moves within 5 feet of the Taken, it can use its shield blast, if available.

TAKEN PHALANX

Oryx took great swaths of the Cabal legions present in our system when he arrived, so naturally many Cabal foot-soldiers are among the Taken. They retain the stature and details of appearance of rank-and-file Cabal infantry, around seven feet tall, toting massive, heavy shields as tall as they are. Yet that appearance is merely a faint afterimage beneath the scalding darkness in which all Taken are clothed.

Whereas in their former lives phalanxes' shields only provided cover, as Taken they have received an additional power to counteract the passivity of their defenses: when threatened, a Taken phalanx can emit a forcefully repellant blast from the surface of its shield. They use this ability to knock back oncoming attackers, displace enemies engaged in close quarters, and prevent hostiles from approaching defended positions. The blast has fair range and considerable breadth, and is difficult to interrupt since the phalanx itself takes cover behind the shield at the same time.

TAKEN PSION

Many of the Cabal special infantry from the psion client race were conscripted into Oryx's Taken army. They are still slim and diminutive, about five feet tall, with slender limbs and quick movements. Engulfed in the shadows of the Taken, they appear as thin, fleet specters, each with only a single searing eye where before a face had been.

Psions are deployed sparsely in the ranks of Cabal legions, but in becoming Taken, they have received a power to overcome their small numbers: each Taken psion can occasionally divide itself, inexplicably forming another fully formed Taken psion. While many Warlock scholars worry over this phenomenon's implications about the nature of consciousness, for most Guardians it poses primarily a tactical concern—especially because divided Taken psions can themselves divide again, meaning a small group can quickly become an overwhelming swarm.

TAKEN PSION

Small Taken

Armor Class 19 (natural armor)

Health Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	12 (+1)	17 (+3)	16 (+3)	10 (+0)

Skills Acrobatics +7, Perception +6, Stealth +7

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Ulurant

Challenge Individual CR 2 (450 XP), Classification CR 6 Minion (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Swarm Formation. If the Taken starts its turn with at least 5 other Taken psions within 15 feet that it can see and that are not obstructed by full cover, the Taken can use a bonus action to cause the group to morph into a swarm of Taken psions. Remove all affected Taken psions from the initiative order and replace them with the swarm of Taken psions creature, whose initiative becomes the initiative of the Taken psion that used this bonus action. The swarm of Taken psions starts at full health and takes its turn immediately.

ACTIONS

Multiattack. The Taken can use Shaped Like [Division]. It then takes a shot with its slug rifle.

Slug Rifle. *Firearm Weapon Attack:* +7 to hit, scope 20/60/120 (medium), one target. *Hit:* 11 (2d6+4) arc damage.

Shaped Like [Division] (recharge d6 [4]). The Taken creates a new Taken psion in an unoccupied space within 5 feet of it, which is added to the initiative order immediately.

SWARM OF TAKEN PSIONS

Huge swarm of Small Taken

Armor Class 17 (natural armor)

Health Points 82 (15d6+30)

Speed 30 ft.

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

Skills Perception +7

Condition Immunities Blinded, Burning, Charmed, Electrified, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Suppressed, Tethered, Unconscious

Senses darkvision 120 ft., passive Perception 17

Languages understands all, speaks Ulurant

Challenge Individual CR 6 (2,300 XP), Classification CR 6 Major (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Endless Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The swarm can't gain temporary hit points. The swarm regains 28 (8d6) health points at the start of each of its turns.

ACTIONS

Multiattack. The swarm takes five shots with its slug rifle, or three shots if it has half its health points or less.

Slug Rifle. *Firearm Weapon Attack:* +6 to hit, scope 20/60/120 (medium), one target. *Hit:* 10 (2d6+3) arc damage.

TAKEN THRALL

The lowest rank of Hive, transformed by the touch of the Taken King's power. They appear like flickering shades of young Hive, still bent below six feet tall, barely more than their underdeveloped exoskeletons, all gangly limbs and tearing claws. Yet now instead of ashen chitin, these thrall are skinned in flickering darkness interrupted only by the appalling glare of a single blazing eye.

In becoming Taken, thrall receive the seemingly minor gift of the ability to make short, jittery teleports. These evasive jumps interrupt their scuttling movement, making them difficult and unpredictable targets. Though among the weakest of all Taken, their tendency to suddenly appear up close, where their victims did not expect them to be, often make them a deadly surprise to Guardians who fail to approach with adequate caution.

TAKEN THRALL

Medium Taken

Armor Class 18 (natural armor)

Health Points 4 (1d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	11 (+0)	7 (-2)	13 (+2)	7 (-2)

Skills Perception +3

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses blindsight 30 ft., passive Perception 13

Languages understands all

Challenge Individual CR 1/2 (100 XP), Classification CR 3 Soldier (700 XP)

Proficiency Bonus	Hack DC
+2	—

Shaped Like [Sideways]. If a creature makes an attack roll against the Taken that misses, the Taken can teleport to an unoccupied space it can see within 10 feet, taking all carried and worn equipment with it. After doing so, all attack rolls made against the Taken have disadvantage until the start of the Taken's next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) solar damage.

Teleport. The Taken teleports to an unoccupied space it can see within 15 feet, taking all carried and worn equipment with it.

REACTIONS

Shade Shift. If the Taken is subject to an effect that causes a Dexterity saving throw, it can automatically succeed on the saving throw by teleporting to an unoccupied space within 10 feet. It takes no damage and is subject to no conditions from the effect when it does this.

TAKEN VANDAL

Skilled Fallen pirates conscripted to serve as snipers in Oryx's army of Taken. Six-foot shadows of the Elikzni warriors they once were, Taken vandals carry the same wire rifles they always used to great effect in sniping and long-range suppressive fire. However, their transformation has endowed them with a defensive power to counteract their former vulnerability when exposed to counterfire: they can summon a protective bubble surrounding themselves and other nearby Taken. Though only temporary, this ward is impervious to small-arms fire and necessitates reengaging with a change of tactics.

TAKEN VANDAL

Medium Taken

Armor Class 18 (natural armor)

Health Points 52 (7d8+21)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	14 (+2)	16 (+3)	10 (+0)

Skills Acrobatics +6, Perception +6, Stealth +6

Condition Immunities Charmed, Frightened, Petrified, Unconscious

Senses darkvision 120 ft., passive Perception 16

Languages understands all, speaks Elikzni

Challenge Individual CR 3 (700 XP), Classification CR 5 Elite (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

ACTIONS

Multiattack. The Taken takes two shots with its wire rifle, or three shots with its shrapnel launcher.

Wire Rifle. *Firearm Weapon Attack:* +6 to hit, scope 15/120/340 (long), one target. *Hit:* 10 (2d6+3) solar damage.

Shrapnel Launcher. *Firearm Weapon Attack:* +6 to hit, scope 15/25/40 (close), one target. *Hit:* 8 (1d10+3) arc damage.

Ward of Darkness (concentration, 1/brief or long rest). The Taken creates a semi-transparent and hollow sphere with a radius of 5 feet, centered on itself, which lasts for the next minute. The sphere does not move with the Taken. Though the shell is semi-transparent, it acts as full cover against projectiles and areas of effect that do not originate from a Taken creature. The shell of the sphere also prevents any Light ability, spell, or other such effect from being cast through it.

REACTIONS

Shaped Like [This Place is Mine]. After taking damage, the Taken can use its ward of darkness.

TAKEN WIZARD

Accomplished adepts of Hive magic exalted to serve as bastions of the arcane in Oryx's Taken army. Floating specters of chilling Taken fire in Hive wizards' shape, their glaring singular eyes behold an entirely new pattern of dread logic, and their perfected wills serve the Hive's higher purpose with a more complete devotion than was ever possible before.

In addition to the fearful arsenal of spellcraft inherited from their previous existence, Taken wizards are granted the power to summon forth endless hordes of shadow creatures—thin echoes of Taken beings with only vague substance, but very real malice. Usually taking the form of thrall, these shadows swarm any threat to their summoner, preventing attackers from concentrating on the Taken wizard.

TAKEN WIZARD

Medium Taken

Armor Class 22 (natural armor + arcane armor)

Energy Shields 156 (24d8+48) void

Health Points 65 (10d8+20)

Speed fly 35 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	21 (+5)	17 (+3)	21 (+5)

Saving Throws Con +7, Int +11, Cha +11

Skills Arcana +11, Insight +9, Perception +8, Religion +8, and any three others

Condition Immunities Charmed, Frightened, Petrified, Prone, Unconscious

Senses darkvision 120 ft., passive Perception 18

Languages understands all, speaks krill and up to three other languages

Challenge Individual CR 15 (13,000 XP), Classification CR 15 Major (13,000 XP)

Proficiency Bonus	Hack DC
+5	—

Arcane Armor. While the Taken has at least 1 energy shield point, it cannot fail concentration checks to maintain a spell it has cast, and its AC is increased by 5 (shown in stats).

Perseverance (3/long rest). If the Taken fails a saving throw, it can choose to succeed instead.

Shaped Like [Call Forth the Numberless] (3/brief rest). As a bonus action, the Taken can summon 5 (1d6+2) shadow thrall, which appear in unoccupied spaces within 30 feet. The shadows disappear when they drop to 0 hit points. In combat, the shadows obey all commands the Taken issues to them. If no command is issued, they use their action to attack the nearest hostile target.

ACTIONS

Solar Bolt. Ranged Spell Attack: +10 to hit, range 90 ft., one target. Hit: 17 (7d4) solar damage.

SPELLCASTING

The taken is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It knows the following spells:

Cantrips (at will): *mage hand, mind sliver, minor illusion*
1st level (4 slots): *bane, ray of sickness*
2nd level (3 slots): *blindness / deafness, ray of enfeeblement*
3rd level (3 slots): *fear*
4th level (3 slots): *blight, phantasmal killer*
5th level (2 slots): *shroud of darkness, teleportation circle*
6th level (1 slot): *true seeing*
7th level (1 slot): *power word: pain*
8th level (1 slot): *antimagic field* (also suppresses Light abilities and Darkness effects)

LEGENDARY ACTIONS

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

Detect. The Taken makes a Wisdom (Perception) check.

Deft Movement (costs 2 actions). The Taken moves up to its speed without provoking opportunity attacks.

Bolt Barrage (costs 2 actions). The Taken uses its solar bolt three times.

Cast a Spell (costs 1–3 actions). The Taken uses a spell slot to cast a cantrip, 1st-, 2nd-, or 3rd-level spell that it knows. Doing so costs 1 legendary action per level of the spell. A cantrip costs 1 legendary action.

CHAPTER 6: THE RISEN

This chapter contains a number of stat blocks meant to represent Risen creatures of various classes. The stats of these Risen are heavily simplified and intentionally divergent from what players have access to in the *Player's Guidebook*, as a way of both keeping things smooth at the table, and helping to show the wider picture of what a Risen can do.

All Risen creatures come with a Ghost.

Remember, even though these stat blocks are based on the classes from the *Player's Guidebook*, they shouldn't be treated any differently than how you would treat any other creature with a stat block. You calculate your encounters the same way and you utilize their stat blocks in the same way. The only difference is that you will need to reference the *Player's Guidebook* to determine what their Light abilities do, but this is no different than how spellcasting creatures work, too.

GHOST

Tiny construct (AI, Traveler tech)

Armor Class 15 (generalist shell)

Health Points 52 (15d4+15)

Speed fly 30 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	9 (-1)	12 (+1)

Saving Throws Dex +4, Int +4

Skills Acrobatics +4, History +4, Perception +1, Sleight of Hand +4, Technology +4

Vehicle Proficiencies jumpships (autopilot only)

Damage Vulnerabilities darkness

Damage Resistances bludgeoning, kinetic, piercing, slashing

Memory Bank 210 slots

Senses passive Perception 11, passive scanners 5 ft.

Languages City common, Risen, and can interpret RSL

Challenge Individual CR 1/2 (100 XP), *no classification*

Proficiency Bonus	Hack DC
+2	—

Crafted in Light. When the Ghost takes darkness damage, its hit point maximum is reduced by the same amount.

Ultralight. The Ghost's weight limit is 7 lbs. It cannot lift, push, pull, or drag a weight in excess of this limit. If the Ghost is ever carrying a physical weight in excess of its weight limit, it is considered Restrained.

Naturally Stealthy. The Ghost can attempt to hide even when it is only obscured by a creature or object that is at least one size larger than itself.

Integrated Communications. The Ghost is able to detect, read, and communicate across most digital and quantum signals. They can record video and audio, and they can always communicate internally with their Guardian via neural symbiosis.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

The ghost can also perform the Capture Light, Resurrect, and Heal actions (has 3 uses of restoration per long rest).

REACTIONS

Quick Thinking. If the Ghost is within 5 feet of its Guardian when it's forced to make a saving throw from an effect it can perceive, it can disappear into the pocket backpack of its Guardian instead. It is immune to all damage and effects of the saving throw when it does this.

BLADEDANCER

Medium Risen (any race)

Armor Class 16 (light armor)

Energy Shields 76 (17d8) unaligned

Health Points 9 (2d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +6, Int +6

Skills Acrobatics +6, Deception +4, Perception +6, Stealth +9, Technology +9

Vehicle Proficiencies jumpships, sparrows

Senses passive Perception 16

Languages City common, Risen, and RSL

Challenge Individual CR 3 (700 XP), Classification CR 5 Elite (1,800 XP)

Proficiency Bonus	Hack DC
+3	—

Expert Attack (1/round). The bladedancer deals an extra 10 (3d6) damage when it hits a target with an attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bladedancer that isn't Incapacitated and the bladedancer doesn't have disadvantage on the attack roll.

Risen. The bladedancer is a 4th-level Risen. Its Lightcasting ability is Intelligence (1st Light level, Light save DC 14, +6 to hit with Light attacks). It has the following core Light abilities:

Electrifying Strike: melee ability, 1 charge, recharge d6 [5] or a brief rest

Flux Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Hunter's Dodge: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Razor's Edge: super ability, 1 charge, recharge d20 [18] or a short rest, Destroy Creature CR 1/4 or lower

ACTIONS

Sniper rifle. *Firearm Weapon Attack:* +6 to hit, scope 0/300/600 (long), one target. *Hit:* 8 (1d10+3) kinetic damage.

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

REACTIONS

Opportunity Strikes. If a creature makes an attack roll that misses, the bladedancer can make a weapon attack against that creature.

DEFENDER

Medium Risen (any race)

Armor Class 16 (heavy armor)
Energy Shields 45 (6d8+18) unaligned
Health Points 7 (1d8+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	17 (+3)	10 (+0)	11 (+0)	18 (+4)

Saving Throws Str +5, Con +6
Skills Athletics +5, Persuasion +6, Medicine +3
Vehicle Proficiencies jumpships, sparrows
Damage Resistances arc, solar, void
Condition Immunities Charmed, Frightened
Senses passive Perception 10
Languages City common, Risen, RSL
Challenge Individual CR 4 (1,100 XP), Classification CR 6 Elite (2,300 XP)

Proficiency Bonus	Hack DC
+3	—

Bastion. Creatures of the defender's choice within 15 feet of it have resistance to arc, solar, and void damage.

Risen. The Defender is a 6th-level Risen. Its Lightcasting ability is Charisma (2nd Light level, Light save DC 15, +7 to hit with Light attacks). It has the following core Light abilities:

Disintegrate: melee ability, 1 charge, recharge d6 [5] or a brief rest

Suppressor Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Barricade: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Ward of Dawn: super ability, 1 charge, recharge d20 [18] or a short rest

ACTIONS

Multiattack. The defender makes two firearm weapon attacks.

Auto Rifle. *Firearm Weapon Attack:* +5 to hit, scope 30/40/75 (close), one target. *Hit:* 11 (2d6d1+6) kinetic damage.

REACTIONS

Defensive Instinct. The defender moves up to half of its speed toward another creature targeted by an attack roll. If the defender ends this movement within 5 feet of the creature, the attack roll has disadvantage. Whether or not the attack roll misses, the defender makes one firearm weapon attack against the creature that made the attack roll.

GUNSLINGER

Medium Risen (any race)

Armor Class 17 (medium armor)
Energy Shields 93 (17d8+17) unaligned
Health Points 5 (1d8+1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	9 (-1)	10 (+0)	17 (+3)

Saving Throws Dex +9, Cha +7
Skills Athletics +6, Medicine +3, Perception +4, Persuasion +11, Sleight of Hand +9
Vehicle Proficiencies jumpships, sparrows
Senses blindsight 30 ft., passive Perception 14
Languages City common, Risen, RSL
Challenge Individual CR 7 (2,900 XP), Classification CR 11 Elite (7,200 XP)

Proficiency Bonus	Hack DC
+4	—

Weapon of Choice. The gunslinger's hand cannon is its weapon of choice. The gunslinger has a +4 bonus to damage with it (already shown in stats) and cannot be disarmed of it.

Risen. The gunslinger is an 11th-level Risen. Its Lightcasting ability is Charisma (3rd Light level, Light save DC 15, +7 to hit with Light attacks). It has the following core Light abilities:

Throwing Knife: melee ability, 1 charge, recharge d6 [5] or a brief rest

Swarm Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Hunter's Dodge: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Six-shooter: super ability, 1 charge, recharge d20 [18] or a short rest, Destroy Creature CR 2 or lower

ACTIONS

Multiattack. The gunslinger takes three shots with its weapon of choice.

Hand Cannon. *Firearm Weapon Attack:* +9 to hit, scope 25/50/90 (close), one target. *Hit:* 13 (1d8+9) kinetic or solar damage (gunslinger's choice).

Outlaw's Draw (3/Brief Rest). The gunslinger takes a shot against every creature within 15 feet of a point it can see, that is also within the effective or extended range of its weapon of choice. The critical hit range of attacks made with this action is increased by 2. The gunslinger cannot benefit from the Aiming condition for this action.

REACTIONS

Watchful Eye. When a creature enters a space within 5 feet of the gunslinger, the gunslinger can move up to its speed without provoking attacks of opportunity and take its multiattack action after.

NIGHTSTALKER

Medium Risen (any race)

Armor Class 16 (medium armor)

Energy Shields 123 (19d8+38) unaligned

Health Points 32 (5d8+10)

Speed 45 ft. (ignores nonmagical and nonparacausal difficult terrain), climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	12 (+1)	20 (+5)	9 (-1)

Saving Throws Str +9, Dex +9

Skills Arcana +10, Medicine +6, Nature +10, Perception +10, Stealth +9

Vehicle Proficiencies jumpships, sparrows

Senses darkvision 60 ft., passive Perception 20, truesight 60 ft.

Languages City common, Risen, RSL

Challenge Individual CR 10 (5,900 XP), Classification CR 15 Elite (13,000 XP)

Proficiency Bonus	Hack DC
+5	—

Risen. The nightstalker is a 15th-level Risen. Its Lightcasting ability is Wisdom (4th Light level, Light save DC 18, +10 to hit with Light attacks). It has the following core Light abilities:

Smoke: melee ability, 1 charge, recharge d6 [6] or a brief rest

Spike Grenade: grenade ability, 1 charge, recharge d8 [7] or a brief rest

Hunter's Dodge: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Spectral Blades: super ability, 1 charge, recharge d20 [18] or a short rest, Destroy Creature CR 3 or lower

ACTIONS

Multiattack. The nightstalker makes two weapon attacks. If both attacks hit the same target, the target must

succeed on a DC 18 Constitution saving throw or become Weakened for the next minute. A Weakened target takes 15 (4d4+5) void damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (2d10+9) slashing damage.

Combat Bow. *Ranged Weapon Attack:* +9 to hit, scope 20/100/200 (medium), one target. *Hit:* 19 (3d6+9) kinetic damage.

NIGHTSTALKER'S FOCUS

The nightstalker has 12 focus, which it spends on focus actions. The nightstalker regains 1 focus at the start of each of its turns, or 2 focus if it did not spend any since the start of its previous turn. Once the nightstalker uses a focus action, it must wait until the start of its next turn before it can use one again.

Defensive Reflex (Costs 4 Focus). When a creature causes the nightstalker to make a saving throw to prevent itself from taking damage, it can take no damage if it succeeds on the saving throw, and half damage if it fails.

Detect (Costs 1 Focus). The nightstalker makes a Wisdom (Perception) check.

Predator's Eye (Costs 5 Focus). The nightstalker grants itself advantage on attack rolls until the end of its turn..

Shadestep (Costs 2 Focus). As a bonus action on its turn, or as a reaction when a creature makes an attack against the nightstalker, the nightstalker teleports to an unoccupied space within 10 feet, taking all carried and worn equipment of its choice with it.

Stabilize (Costs 3 Focus). The nightstalker ends one of the following conditions on itself: Blinded, Burning, Charmed, Deafened, Frightened, Poisoned.

STORMCALLER

Medium Risen (any race)

Armor Class 17 (light armor)

Energy Shields 150 (20d8+60) unaligned

Health Points 30 (4d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	14 (+2)	20 (+5)	11 (+0)

Saving Throws Dex +11, Wis +11

Skills Animal Handling +11, Nature +8, Perception +11, Technology +8

Vehicle Proficiencies jumpships, sparrows

Condition Immunities Blinded, Burning, Charmed, Deafened, Frightened, Poisoned

Senses passive Perception 21

Languages City common, Risen, RSL

Challenge Individual CR 12 (8,400 XP), Classification CR 17 Elite (18,000 XP)

Proficiency Bonus	Hack DC
+6	—

Harmony of the Storm. The stormcaller has advantage on all saving throws. Additionally, if another creature deals arc or lightning damage to the stormcaller, the stormcaller regains 5 arc charges and takes no damage instead.

Risen. The stormcaller is a 17th-level Risen. Its Lightcasting ability is Wisdom (5th Light level, Light save DC 19, +11 to hit with Light attacks). It has the following core Light abilities:

Thunderstrike: melee ability, 1 charge, recharge d6 [5] or a brief rest

Storm Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Rift of Light: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Landfall: super ability, 1 charge, recharge d20 [17] or a short rest, Destroy Creature CR 4 or lower

ACTIONS

Multiattack. The stormcaller teleports to an unoccupied space within 15 feet, taking all carried and worn equipment of its choice with it. Then, it makes two weapon attacks. It can substitute one of the attacks for casting a melee or grenade Light ability.

Trace Rifle. *Firearm Weapon Attack:* +11 to hit, scope 40/40/40 (medium), one target. *Hit:* 8 (1d6+5) void damage plus 11 (1d12+5) arc damage.

ARC ACTIONS

The stormcaller has 16 arc charges, which it spends on arc actions. The stormcaller regains 1 arc charge at the start of each of its turns, or 2 arc charges if it did not spend any since the start of its previous turn. Once the stormcaller uses an arc action, it must wait until the start of its next turn before it can use one again.

Galvanism (Costs 3 Charges). When the stormcaller rolls initiative, it can grant itself advantage on the initiative roll.

Lightning Conduit (Costs 8 Charges). As a reaction to taking damage from a creature within 30 feet, the stormcaller can immediately regain a melee ability charge and cast Thunderstrike with a range of 30 feet.

Recharge (Costs 6 Charges). As a bonus action on its turn, the stormcaller makes a melee, grenade, and superclass ability recharge roll, all with advantage. Then it regains 27 (5d8+5) energy shield points.

Windswift (Costs 4 Charges). As a bonus action on its turn, the stormcaller takes the Dash or Dodge action.

STRIKER

Medium Risen (any race)

Armor Class 17 (medium armor)

Energy Shields 102 (12d8+48) unaligned

Health Points 42 (5d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	10 (+0)	9 (-1)	12 (+1)

Saving Throws Str +7, Dex +7, Con +8

Skills Acrobatics +6, Intimidation +5, Perception +4

Vehicle Proficiencies jumpships, sparrows

Condition Immunities Frightened

Senses passive Perception 14

Languages City common, Risen, RSL

Challenge Individual CR 6 (2,300 XP), Classification CR 9 Elite (5,000 XP)

Proficiency Bonus	Hack DC
+4	—

Reckless. At the start of its turn, the striker can gain advantage on all attack rolls with melee weapons and with firearms with a close range band it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Risen. The striker is a 9th-level Risen. Its Lightcasting ability is Constitution (3rd Light level, Light save DC 15, +7 to hit with Light attacks). It has the following core Light abilities:

Storm Fist: melee ability, 1 charge, recharge d6 [5] or a brief rest

Flashbang Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Barricade: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Thundercrash: super ability, 1 charge, recharge d20 [17] or a short rest, Destroy Creature CR 2 or lower

ACTIONS

Multiattack. The striker makes three weapon attacks: two with a firearm and one unarmed strike. It can substitute the unarmed strike for moving up to its speed toward a hostile creature it can see.

Shotgun. Firearm Weapon Attack: +7 to hit, scope 10/15/20 (close), one target. Hit: 8 (1d10+3) kinetic damage.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) arc or bludgeoning damage (striker's choice).

Armor Break (3/Brief Rest). The striker makes five unarmed strikes against a single target. The target must make a Constitution saving throw with a DC of 14 + the number of hits, becoming Weakened for the next minute on a failed save. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success.

SUNBREAKER

Medium Risen (any race)

Armor Class 18 (heavy armor)
Energy Shields 127 (15d8+60) unaligned
Health Points 34 (4d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	12 (+1)	19 (+4)	10 (+0)

Saving Throws Str +10, Wis +9
Skills History +6, Religion +9, Survival +9
Vehicle Proficiencies jumpships, sparrows
Condition Immunities Blinded, Exhaustion, Frightened
Senses passive Perception 14
Languages City common, Risen, RSL
Challenge Individual CR 10 (5,900 XP), Classification CR 16 Elite (15,000 XP)

Proficiency Bonus	Hack DC
+5	—

Fight Forever. The sunbreaker regains 10 hit points at the start of each of its turns.

In the Heart of the Sun (1/Brief Rest). As a bonus action on its turn, the sunbreaker can emit bright light in a 30-foot radius around itself for the next minute while it concentrates. When a creature that can see the sunbreaker starts its turn within the bright light, the sunbreaker can force it to make a DC 17 Wisdom saving throw. On a failed save, a creature takes 10 (4d4) solar damage and, if the roll was failed by 5 or more, is Blinded for the next minute. On a success, a creature takes no damage and is not Blinded. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the sunbreaker until the start of its next turn. If the creature looks at the sunbreaker in the

meantime, it must immediately make the saving throw.

Risen. The sunbreaker is a 16th-level Risen. Its Lightcasting ability is Wisdom (4th Light level, Light save DC 17, +9 to hit with Light attacks). It has the following core Light abilities:

Sunstrike: melee ability, 1 charge, recharge d6 [5] or a brief rest
Thermite Grenade: grenade ability, 1 charge, recharge d8 [7] or a brief rest
Barricade: superclass ability, 1 charge, recharge d6 [6] or a brief rest
Forgemaster: super ability, 1 charge, recharge d20 [18] or a short rest, Destroy Creature CR 3 or lower

ACTIONS

Multiattack. The sunbreaker makes two weapon attacks with its light machine gun or its warhammer.

Light Machine Gun. Firearm Weapon Attack: +10 to hit, scope 20/40/80 (close), one target. Hit: 12 (2d10d1+5) kinetic damage plus 13 (3d8) solar damage.

Warhammer. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) bludgeoning damage, or 10 (1d10+5) bludgeoning damage if held with two hands, plus 13 (3d8) solar damage in either case.

Rocket launcher. Payload Firearm Weapon Attack: DC 18, scope 30/50/80 (close), impact 5 ft. Failed Save (half on success): 16 (2d10+5) explosive kinetic damage plus 13 (3d8) solar damage.

Sunburst. The sunbreaker casts Sunstrike. If it hits, the target begins Burning for the next minute. While it is Burning, the target is vulnerable to fire and solar damage. The target can repeat a DC 17 Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success.

SUNSINGER

Medium Risen (any race)

Armor Class 16 (heavy armor)
Energy Shields 39 (6d8+12) unaligned
Health Points 6 (1d8+2)
Speed 30 ft.

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

Saving Throws Con +4, Cha +5
Skills Acrobatics +3, Athletics +4, Perception +5, Performance +7
Vehicle Proficiencies jumpships, sparrows
Senses passive Perception 15
Languages City common, Risen, RSL
Challenge Individual CR 2 (450 XP), Classification CR 4 Elite (1,100 XP)

Proficiency Bonus	Hack DC
+2	—

Beyond the Veil (Recharges after a Long Rest or Resurrection). The sunsinger causes one ability check, attack roll, or saving throw from a creature it can see to succeed or fail.

Righteous Light. The sunsinger deals an addition 1d8 solar damage with all weapon attacks (already shown in stats).

Divine Blessing. The sunsinger can use heal one Risen creature within 40 feet for 5 (2d4) shield points as a bonus action on its turn.

Risen. The sunsinger is a 4th-level Risen. Its Lightcasting ability is Charisma (1st Light level, Light save DC 13, +5 to hit with Light attacks). It has the following core Light abilities:

Scorch: melee ability, 1 charge, recharge d6 [5] or a brief rest

Solar Grenade: grenade ability, 1 charge, recharge d8 [8] or a brief rest

Rift of Light: superclass ability, 1 charge, recharge d6 [6] or a brief rest

Radiance: super ability, 1 charge, recharge d20 [18] or a short rest, Destroy Creature CR 1/4 or lower

ACTIONS

Celestial Fire. The sunsinger casts Scorch with a range of 30 feet. If it is airborne, the sunsinger immediately makes a melee ability recharge roll after.

Broadsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 13 (2d6+2) slashing damage plus 4 (1d8) solar damage.

VOIDWALKER

Medium Risen (any race)

Armor Class 13 (light armor)
Energy Shields 110 (20d8+20) unaligned
Health Points 27 (5d8+5)
Speed 30 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Con +5, Int +9, Wis +7
Skills Acrobatics +4, Deception +9, History +9, Investigation +13, Perception +7, and any two others per long rest
Vehicle Proficiencies jumpships, sparrows, and any one other per long rest
Condition Immunities Unconscious
Senses darkvision 120 ft. (ignores magical and paracausal darkness), passive Perception 17
Languages City common, Risen, RSL, and any two others per long rest
Challenge Individual CR 7 (2,900 XP), Classification CR 10 Elite (5,900 XP)

Proficiency Bonus	Hack DC
+4	—

The Never-Ending Cycle. When the voidwalker casts a melee, grenade, or superclass ability, it makes a super ability recharge roll. When the voidwalker casts a super ability, it regains a melee, grenade, and superclass ability charge.

Risen. The voidwalker is a 10th-level Risen. Its Lightcasting ability is Intelligence (3rd Light level, Light save DC 17, +9 to hit with Light attacks). It has the following core Light abilities:

Energy Drain: melee ability, 1 charge, recharge d6 [4] or a brief rest

Axion Bolt Grenade: grenade ability, 1 charge, recharge d8 [6] or a brief rest

Rift of Light: superclass ability, 1 charge, recharge d6 [5] or a brief rest

Nova Warp: super ability, 1 charge, recharge d20 [16] or a short rest, Destroy Creature CR 1 or lower

ACTIONS

Fusion Rifle. Firearm Weapon Attack: +9 to hit, scope 15/25/30 (medium), one target. Hit: 15 (3d6+5) void damage.

Overchannel Light (3/Short Rest). The voidwalker casts a melee or grenade Light ability. It deals maximum damage instead of rolling.

REACTIONS

Blink. If the voidwalker is subject to a Strength or Dexterity saving throw, or an attack from a source it can see, it can teleport to an unoccupied space within 15 feet, taking all carried and worn equipment of its choice with it. Doing so grants disadvantage on the attack, or advantage on the voidwalker's saving throw.

MISCELLANEOUS

AWOKEN CORSAIR

Medium human (Awoken)

Armor Class 12 (light armor)

Health Points 33 (6d8+5)

Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +3, Wis +3

Skills Athletics +3, Perception +3, Survival +3, and any three others

Vehicle Proficiencies jumpships, sparrows

Senses passive Perception 13

Languages Risen, RSL, Awoken Speech

Challenge Individual CR 1/4 (50 XP), Classification CR 1 Elite (200 XP)

Proficiency Bonus	Hack DC
+2	—

Paracausal Resistance. The Corsair has advantage on saving throws against spells, Light abilities, and Darkness effects.

ACTIONS

Sidearm. *Firearm Weapon Attack:* +4 to hit, scope 20/30/40 (close), one target. *Hit:* 5 (1d6+2) kinetic damage.

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

Awoken Corsairs are a detachment of the Royal Armada of the Reef. They serve as combat pilots, scouts, and special forces infantry for the Awoken Queen. Because of the disproportionate gender distribution among the Awoken, most (though not all) Corsairs are women.

The Corsair uniform is a lightly armored, form-fitting pressure suit designed for mobility in space. The its headgear is usually worn open, partly revealing the wearer's face, but it seals for operation in vacuum. Standard armament is a Reefmade sidearm and a long, curved knife, but Corsairs sometimes carry a variety of other small arms.

Although usually more or less on the same side, relations between Corsairs and Guardians are often somewhat tense. Lacking the Traveler's gift and its benefit of resurrection, many Corsairs feel Guardians take their immortality too lightly.



BATDACTYL

Tiny beast

Armor Class 12 (natural armor)

Health Points 3 (1d6-1)

Speed 5 ft., fly 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Challenge Individual CR 0 (10 XP), Classification CR 0 Minion (10 XP)

Proficiency Bonus	Hack DC
+2	—

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

Swoop. The batdactyl doesn't provoke opportunity attacks when it flies into or out of an enemy's reach.

ACTIONS

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



Batdactyl is the colloquial name for a species of seemingly reptilian flying creatures found on Venus. They have brown bodies and light tan wings like a bat, but a tail that more resembles a lizard's. They stand upright and hop along the ground like birds when not in flight. Another very similar species has been identified on Nessus, though it has a more colorful pink and purple body with a head that resembles a gecko with goat eyes.

BEE

Tiny beast

Armor Class 16 (natural armor)

Health Points 1

Speed fly 40 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	23 (+6)	8 (-1)	2 (-4)	13 (+1)	5 (-3)

Skills Nature +0, Perception +3

Damage Immunities psychic

Condition Immunities Charmed, Frightened

Senses passive Perception 13

Challenge Individual CR 1/8 (25 XP), Classification CR 1 Minion (200 XP)

Proficiency Bonus	Hack DC
+2	—

Allergic Reaction. If the bee stings a creature, that creature must roll a d20. On a 1 or 2, the creature develops an allergy to bee stings and takes an additional 25 (10d4) poison damage.

Unimposing Size. The bee can occupy the space of another creature, and vice versa. It costs no additional movement for the bee to move through the space of another creature.

ACTIONS

Sting. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage. The bee also deals 1 piercing damage to itself on a hit.

CITY MILITIAMAN

Medium human (any race)

Armor Class 14 (light armor)

Health Points 16 (3d8+3)

Speed 30 ft., climb 20 ft., swim 20 ft.

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

Skills Athletics +4, Perception +3, and any three others

Vehicle Proficiencies jumpships

Senses passive Perception 13

Languages Risen, RSL, and City common

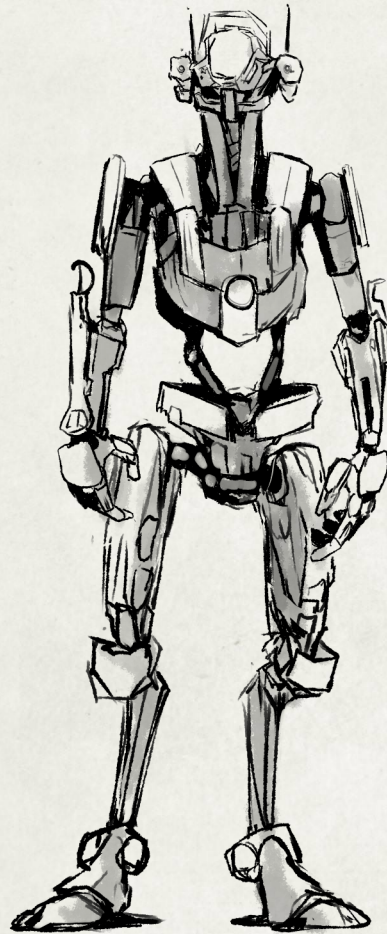
Challenge Individual CR 1/2 (100 XP), Classification CR 2 Soldier (450 XP)

Proficiency Bonus	Hack DC
+2	—

Squad Tactics. The City militiaman has advantage on weapon attacks it makes against targets that have been attacked by an ally of the City militiaman before the start of the City militiaman's turn.

ACTIONS

Auto Rifle. *Firearm Weapon Attack:* +4 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (2d6d1+2) kinetic damage.



Frames are humanoid, non-sentient machines built to serve in a variety of roles, mostly acting as assistants, janitors, or secretaries. They often have rudimentary ‘personalities’ due to accretive quirks in their programming that naturally develop over time. Frames that work with a particular person or in a single role for extended periods, such as the Crucible quartermaster Arcite 99-40, tend to develop the strongest expression of these traits.

FRAME

Medium construct (VI, City tech)

Armor Class 13 (natural armor)

Health Points 5 (1d8+1)

Speed 30 ft.

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

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses darkvision 30 ft., passive Perception 13

Languages Risen, RSL, and all modern languages of humanity

Challenge Individual CR 1/8 (25 XP), Classification CR 1 Minion (200 XP)

Proficiency Bonus	Hack DC
+2	—

Vanguard Network (range 30 ft). The frame can create a wireless link between itself and other creatures with the Vanguard Network feature that are within range. Linked creatures can share information such as their operational status, the friendly/hostile status of other creatures, and the location of creatures they can see.

ACTIONS

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

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

COMBAT FRAME

Medium construct (VI, City tech)

Armor Class 14 (natural armor)

Health Points 26 (4d8+8)

Speed 30 ft.

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

Damage Immunities poison, psychic

Condition Immunities Blinded, Burning, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses passive Perception 12

Languages Risen, RSL, and all modern languages of humanity

Challenge Individual CR 1/2 (100 XP), Classification CR 2 Soldier (450 XP)

Proficiency Bonus	Hack DC
+2	27

Vanguard Network (range 30 ft). The frame can create a wireless link between itself and other creatures with the Vanguard Network feature that are within range. Linked creatures can share information such as their operational status, the friendly/hostile status of other creatures, and the location of creatures they can see.

ACTIONS

Auto Rifle. *Firearm Weapon Attack:* +6 to hit, scope 30/40/75 (close), one target. *Hit:* 7 (2d6d1+2) kinetic damage.

IRON WOLF

Medium beast

Armor Class 13 (natural armor)
Health Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	7 (-2)	14 (+2)	8 (-1)

Skills Athletics +4, Perception +4, Stealth +4
Senses passive Perception 13
Languages understands Risen commands
Challenge Individual CR 1/4 (50 XP), Classification CR 2
Minion (450 XP)

Proficiency Bonus	Hack DC
+2	—

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

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

Takedown. If the iron wolf has Grappled a Medium or smaller creature, it can use its bonus action to cause the creature to make a DC 13 Strength saving throw. The creature is knocked Prone on a failed save. The DC increases by 2 for each iron wolf already grappling the creature.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage and the target is Grappled by the iron wolf (escape DC 13). A Medium or smaller creature Grappled in this way also becomes Restrained.



The **iron wolves** are a particular lineage of wolf, bred and raised by the ancient Iron Lords, the first of the Risen to join together to protect the remnants of Humanity. They are tough and fearless creatures, unswayed by the sound of gunfire or the howls of their enemies.



NESSIAN TOAD

Tiny beast

Armor Class 9 (natural armor)
Health Points 1
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	7 (-2)	1 (-5)	8 (-1)	2 (-4)

Senses passive Perception 9
Challenge Individual CR 0 (10 XP), Classification CR 0
Minion (10 XP)

Proficiency Bonus	Hack DC
+2	—

Poisonous Flesh. If a creature consumes the Nessian toad, it must succeed on a DC 9 Constitution saving throw or become Poisoned for 8 (2d4+3) days.

Sticky Feet. The Nessian toad can move up, down, and across vertical surfaces and upside-down along ceilings without having to make an ability check.

Standing Leap. The Nessian toad's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

PILGRIM

Medium human (any race)

Armor Class 12 (light armor)

Health Points 11 (2d8+2)

Speed 30 ft., climb 20 ft., swim 20 ft.

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

Skills Perception +2, Survival +2, and any three others

Senses passive Perception 12

Languages any one modern human language

Challenge Individual CR 1/8 (25 XP), Classification CR 1 Minion (200 XP)

Proficiency Bonus	Hack DC
+2	—

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., thrown 20/30 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Sidearm. *Firearm Weapon Attack:* +3 to hit, scope 20/30/40 (close), one target. *Hit:* 4 (1d6+1) kinetic damage.





SWARM OF BATDACTYLS

Large swarm of Tiny beasts

Armor Class 12 (natural armor)

Health Points 77 (14d10)

Speed 10 ft., fly 30 ft.

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

Saving Throws Dex +4

Skills Perception +4

Senses passive Perception 14

Challenge Individual CR 1 (200 XP), Classification CR 1 Major (200 XP)

Proficiency Bonus	Hack DC
+2	—

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

Swoop. The swarm doesn't provoke opportunity attacks when it flies into or out of an enemy's reach.

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

ACTIONS

Multiattack. The swarm makes four attacks with its beak. If the swarm is at half health points or less, it only makes two beak attacks instead.

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

SWARM OF BEES

Medium swarm of Tiny beasts

Armor Class 17 (natural armor)

Health Points 36 (8d8)

Speed fly 40 ft. (can hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	24 (+6)	10 (+0)	2 (-4)	14 (+2)	5 (-3)

Skills Nature +0, Perception +4

Damage Vulnerabilities cold, fire, solar

Damage Immunities psychic

Condition Immunities Blinded, Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses passive Perception 13

Challenge Individual CR 3 (700 XP), Classification CR 3 Major (700 XP)

Proficiency Bonus	Hack DC
+2	—

Allergic Reaction. If the swarm stings a creature, that creature must roll a d20. On a 1 or 2, the creature develops an allergy to bee stings and takes an additional 25 (10d4) poison damage.

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

ACTIONS

Multiattack. The swarm attacks four times with its sting. If the swarm has half its hit points or fewer, it makes two attacks instead.

Sting. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage and the swarm also deals 4 piercing damage to itself.

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