

KENDAL SANTOR'S TREATISE ON **THE MOURNLAND**

A Comprehensive Guide to
Eberron's Greatest Mystery

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FOREWORD

Every project takes on a unique life of its own and this one was no exception. What began as a desire to consolidate information on the Mournland for a campaign I'm running turned into a 77-page collaboration with over 20 fantastic creators from the DMsGuild and beyond. The support and enthusiasm for new things in the Guild community is absolutely amazing and I am grateful every day for discovering "my people."

The most challenging aspects of this book were to present previously existing information in a new way, and new information in a way that felt like it must have been there all along. I'm incredibly proud of how this book turned out and my fervent hope is that you find something to delight you and your players within its pages. Eberron is a fantastic setting and I thank Keith Baker, Ruty Rutenberg, and the team at Wizards of the Coast for bringing it back to life in Fifth Edition.

From here, I'll hand you over to the honorable Kendal Santor d'Sivis and his irascible "partner" Ikar the Black...

—Alan Tucker



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INTRODUCTION

The Mourning was certainly the single most important event in the history of Khorvaire—if not the entirety of Eberron. Tens of thousands of lives lost, and others warped and deformed beyond recognition. Yet the land—though altered likely irrevocably—remains and life continues.

In this treatise, I will explore this vastly changed landscape, now known as the Mournland, and shed light on its mysteries, dangers, and possibilities. Within its pages, you will find information on the important regions of what is now, for all intents and purposes, an alien world. I will explain the fantastic environmental changes and effects, as well as introduce you to a menagerie of fauna and other entities that call the Mournland home. In addition, I will discuss some of the more popular theories about why this tragic event occurred and how we might prevent a

similar happening in the future.

Knowledge, like any natural resource, must be mined, processed, and distributed to those in need. May the knowledge in this book illuminate a path through the mists.

—Kendal Santor d'Sivis

Head of the Ninth College of House Sivis
Stack Keeper Emeritus, Library of Korranberg

*You said this was to get
me those new hires, Zil.
How's this wad of paper
gonna fit on a job board?
- Ikar*

ENVIRONMENT

The region of Khorvaire, formerly known as the Kingdom of Cyre, is now unlike any other in the whole of Eberron. It is not a place for the casual traveler or sightseer. Atmospheric anomalies plague the land, creating travel hazards that are as unpredictable as they are life-threatening. Some areas have been completely transformed into unrecognizable wastelands; others remain nearly untouched. The only constant is chaos.

THE DEAD-GRAY MIST

Surrounding the entirety of the Mournland—and even covering it—is an oppressive fog, dubbed the dead-gray mist. Although the mist moves and is occasionally disbursed by large wind gusts, it is a seemingly permanent feature of the Mournland's border. Ranging in thickness from several hundred feet to a few miles, the supernatural fog pervades the skin as well as the mind. Travelers report feelings of depression and claustrophobia while within the mist. The lack of direct sunlight and field of vision cause many to lose their bearings and wander aimlessly for long periods of time. This effect is somewhat more manageable with repeated exposure—according to researchers and scavengers who regularly venture into the Mournland—but is never completely obviated.

*Obvi-what? You got to
be like one of them
Lhazaars what
navigate in a storm.
Just keep walking
straight. - Ikar*

Dead-Gray Mists

While traveling in the dead-gray mists, visibility is restricted to 5 feet and those who fail a DC 18 Survival check become disoriented and travel in a random direction for 1d4 hours.

The mist rises above the ground to a height of 100 to 200 feet and completely obfuscates the Mournland from above, making exploration and mapping via airship or other airborne means of travel nearly impossible. From the surface, beyond the mist barrier, view of the sky is obscured as well and light from the sun is diffused to create a surreal indoor feel in an outdoor world. Nighttime in the Mournland is unnaturally dark, as the light from the moons and stars isn't strong enough to penetrate the overhead layer of mist. There is, however, a soft glow produced from many areas—especially near the Stagnation and the Glowing Chasm—which provides a dim light throughout the surrounding land.

Although largely lifeless, the areas of the dead-gray mist are sometimes hunted by the Mournland's unnatural predators. How they successfully navigate the confusing fog is still unknown, but some sages have postulated the creatures may have developed echolocation, similar to bats. Further research is needed, but the dangers involved may override the value of that particular knowledge.





WEATHER

While dangerous, the dead-gray mists aren't as actively harmful as the storms that roam the expanses of the Mournland.

These storms are as unpredictable in their composition as they are in their frequency and scope. Precipitation comes in the form of everything from normal water to caustic acid to... other substances. Wild reports of weather phenomena—some substantiated, some not—of mucus, blood, and even body parts such as eyeballs have reached my desk from the Mournland. I am loathe to give credence to some of the more fantastical accounts, however, there is real danger in these meteorological tantrums. Acid, poison, and other effects such as severe lightning and wildfire, have caused serious injury and even death in more than a handful of instances.

Scholars are relatively certain these aberrations

in weather are magical in nature and may originate from areas deep in the Mournland such as the Glowing Chasm or fissures in the Glass Plateau, which are discussed later in this work. This theory is partially substantiated by the presence of persistent magic, referred to as “living spells,” which seem to congregate in the vicinity of these areas. Magic, in a raw, unfettered form, spilling forth from open wounds across the Mournland could spell disaster for Khorvaire and beyond if left unchecked. Confirmation of these theories—and methods to reverse the effects—are of paramount importance and brave researchers are needed to perform this “heavy lifting” for science.

Storm Creation

It is up to the DM to decide whether, or how often, their party encounters a storm while adventuring in the Mournland. Storms can be important story-telling moments, or present challenges for the characters that can't be solved with sword strokes. Use the following system to create random storms, or serve as inspiration for creating your own. Consider your party's ability to mitigate the damage before unleashing a day-long, severe, regional storm of acid and lightning—or some other particularly deadly horror.

After the party finishes a long rest, roll a d12, where each number represents a two-hour block of time during the upcoming day and night. This signals the time when a storm commences. Next, roll 1d10 and multiply the result by 1d4 (creating a number from 1-40) to determine the number of hours the storm lasts. Establish its intensity and scope by rolling another d12. Finally, roll a d20 to determine the storm's type/composition.

STORM INTENSITY AND SCOPE

d12 Severity, Size

- | | |
|----|------------------------|
| 1 | Mild, localized |
| 2 | Mild, neighborhood |
| 3 | Mild, provincial |
| 4 | Mild, regional |
| 5 | Moderate, localized |
| 6 | Moderate, neighborhood |
| 7 | Moderate, provincial |
| 8 | Moderate, regional |
| 9 | Severe, localized |
| 10 | Severe, neighborhood |
| 11 | Severe, provincial |
| 12 | Severe, regional |

Definition of terms:

Mild: 1d4 damage of each type each hour

Moderate: 1d8 damage of each type each hour

Severe: 1d12 damage of each type each hour

Localized: 1 mile radius

Neighborhood: 5 mile radius

Provincial: 10 mile radius

Regional: 25-50 mile radius

Had to bog down almost a week 'cause of rain what fell upwards. Was made of snot, too. - Ikar

STORM TYPE/COMPOSITION

d20 Precipitation and/or Effects

- | | |
|----|---|
| 1 | Acid |
| 2 | Acid with freezing wind |
| 3 | Acid with lightning |
| 4 | Blood |
| 5 | Blood with flames |
| 6 | Blood with freezing wind |
| 7 | Blood with lightning |
| 8 | Body parts (<i>DM's choice of eyeballs, fingers, toes, other internal organs, or any combination thereof</i>) |
| 9 | Freezing wind with lightning |
| 10 | Hail |
| 11 | Hail with freezing wind |
| 12 | Hail with lightning |
| 13 | Mucus |
| 14 | Mucus with freezing wind |
| 15 | Mucus with lightning |
| 16 | Sand with flames |
| 17 | Sand with freezing wind |
| 18 | Sand with lightning |
| 19 | Water with freezing wind |
| 20 | Water with lightning |

Damage Types:

Acid: acid

Blood and mucus: (*optional*) DM can choose necrotic, psychic, or even have characters make saving throws against diseases if desired.

Body parts: (*optional*) bludgeoning

Freezing wind: cold

Hail: bludgeoning

Lightning: lightning

Sand: slashing

SPELLCASTING

In addition to the aberrant nature of the storms, the act of spellcasting itself can be unpredictable. Divination magic is wholly unreliable when cast within the Mourmland, or when seeking information about something within its boundaries while in other parts of Eberron. It is the main reason why the origin of the Day of Mourning remains a mystery.

Beyond divination, any magic cast by hand is subject to variance. Sometimes the spell simply fails entirely; other times, it is cast with enhanced effect. A few spellcasters have reported material components not being consumed, or being transmuted into a wholly different substance. Regardless, the act of casting magic while in the Mourmland should be carefully considered at all times.



Spellcasting Rule (Optional)

Each time a spell is cast within the Mourmland, whether an attack against another creature or not, the player rolls a d20. Just like with a melee attack, the spell has the possibility of a critical success or failure. On a 20, one of the spell's effects is doubled—damage, duration, area of effect, or number of targets—chosen by the DM. If a 1 is rolled, the spell has no effect and the spell slot is lost. If material components are called for, they are also consumed.

HEALING

Healing—by spells, potions, or natural means—is demonstrably diminished, or even ineffective altogether. Spells which grant additional stamina, however, such as *aid*, function normally. Fortunately, these negative effects don't seem to extend to pocket dimensions created inside the Mourmland. Casting healing—or any other spell—while inside a *rope trick*, for example, nullifies the unpredictability of spellcasting and works as it should. The fact that the Mourmland's deleterious influence on magic doesn't extend beyond this plane of existence is a small comfort to those concerned about the possible expansion of the Mourning.

Goodberries and Goodberry Wine

In addition to the substantial nutrition and minimal healing *goodberries* provide, within the Mourmland they also enable characters to gain the usual benefits from spending hit dice during a short rest which they otherwise could not.

Bottles of *goodberry wine* contain 6 cups, or doses, of life-giving liquid. Once consumed, each dose restores 3d4 + 10 hit points (even if the imbiber is inside the Mourmland) and provides enough nourishment to sustain a Small or Medium sized creature for 24 hours.

More importantly for those exploring the Mourmland, if the imbiber finishes a long rest within 12 hours of consuming a glass of *goodberry wine*, they recover hit points and hit dice as normal for finishing a long rest (hit points and hit dice are typically not recovered after long rests within the Mourmland).

Characters, however, cannot benefit from more than one *goodberry*, or dose of *goodberry wine*, in a 24-hour period.

There are a few notable exceptions to the Mournland's healing inefficacy. Paladins can perform their Lay on Hands ritual normally, according to all accounts I've read, and monks, who have extraordinary control over their own bodies, are able to mend their own wounds, but not those of others. Lastly, *goodberries*, created by druids or rangers, remain a viable healing method, though the difficulty of keeping fresh berries suitable for the spell, as well as the near impossibility of finding edible fruit within the Mournland, makes them scarce comfort. Many explorers have taken to carrying quantities of *goodberry wine*, a fruity drink with little alcoholic content that retains, and even enhances, the effects of *goodberry*. A number of brewers of this beneficial beverage have appeared in the towns bordering the Mournland, hoping to cash in on the growing community of scavengers braving the hostile territory.

Noteworthy as well is that warforged continue to function normally while in the Mournland. In essence, their constructed nature allows the common repair techniques developed by artificers to function upon them as efficiently as healing spells. Items which mimic these effects are likewise still functional. No doubt this is why so many warforged call the wasteland home, and one in particular, the self-styled Lord of Blades, has attracted a significant following.

WANDERING FONTS

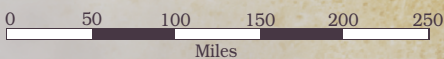
One more "environmental" anomaly I should mention is what explorers have described as "wandering fonts." These pools of clear liquid can manifest seemingly anywhere in the Mournland, at any time. They last anywhere from 2 to 5 hours, according to the reports I have received, before vanishing without a trace. The liquid can be either extremely beneficial—curing wounds as effectively as the most potent healing potions—or outright deadly. No one has discovered a reliable method for determining the water's effects before imbibing them, which, needless to say, creates a harrowing choice for anyone not already on death's door when encountering one of these mysterious pools.

Wandering Font Table

Characters have a 10% chance to encounter a wandering font each day. Roll on the table below to determine its effects and 1d4 + 1 for the number of hours it remains.

d6	Font Type & Effect	d6	Font Type & Effect
1	Poison (4d10) damage	4	Heal (4d8) hit points
2	Heal (2d10) hit points	5	Poison (6d6) damage
3	Poison (3d12) damage	6	Heal (2d20) hit points





- | | | | | | | | |
|------------|---|------------|---|-------------------|---|----------------|---|
| Capital | ★ | Small City | ● | Fort/Keep | ■ | Lightning Rail | — |
| Large City | ● | Village | ● | Place of Interest | ◆ | Major Road | — |

GEOGRAPHY & PLACES OF INTEREST

Cyre, a once proud and powerful kingdom, was irrevocably altered on the Day of Mourning. While many structures were inexplicably unaffected, the majority of Cyre is unrecognizable today. As such, we must acquaint ourselves with the new features of this warped landscape and what remains of the old.

FIELD OF RUINS

Many forget a gigantic battle was underway in western Cyre on the Day of Mourning. Forces from four nations—Cyre, Breland, Thrane, and Darguun—clashed in a struggle involving thousands of troops. When the Mourning swept across the realm, these soldiers died, yet their bodies have remained untouched by the ravages of time. Indeed, this is the case for all who perished on that day, but the Field of Ruins is the largest and most glaring example of this strange phenomenon. Explorers venturing into the grim remnants of the Last War have spent time erecting small shrines, or even attempting to bury some of the dead, perhaps hoping to bring some peace to the tortured land and its inhabitants.

As a result of the massive upheaval which created the Glass Plateau, a looming cliff face now splits in two what was once an unbroken, rolling plain. The eastern portion rises a hundred feet above the west in some places, and brave explorers have reported seeing caves and tunnels leading into the cliffs, possibly home to some of the Mournland's new denizens. It is interesting to note, however, that the scavenging beasts inhabiting the wastes almost never disturb the corpses of those who fell during the Mourning. It's as if the unnatural stasis preserving the bodies makes them unpalatable. I must requisition one of the fallen soldiers returned so we can determine if the effect remains once the corpse leaves the area.



WHITEHEARTH

Rumors tell of a House Cannith installation on the southwestern edge of the Field of Ruins, known as Whitehearth. Cannith had workshops throughout Cyre, yet this one seems to have an extra aura of mystery surrounding it. Some have postulated Cannith was in the process of building a “super weapon” there and that those experiments caused or contributed to the Mourning. Until this foundry is located and explored, I cannot corroborate any of these speculations.

BARREN KEEP

Constructed upon an Irian manifest zone that once promoted healing and health among those stationed there, Barren Keep seems to have been left relatively intact by the Mourning. The manifest zone, though, changed quite drastically, connecting to Irian’s opposite: Mabar. Those few who have found themselves in this out-of-the-way keep report that the magic in the area not only blocks healing, but actively drains vitality.

Though the fates of those within the keep on the Day of Mourning is unknown, it’s assumed that a large stockpile of Cyran military gear remains inside. Any warforged stationed there presumably abandoned the fort—either to join the Lord of Blades or wander the wastes on their own—but there is no proof of a mass exodus. Barren Keep remains a target for treasure hunters and salvagers, but no one has survived in the manifest zone long enough to find more than a paltry handful of arrows or bolts scattered outside.

On the other hand, the area is also avoided by the warped beasts and living spells wandering the Mournland. This leads us to assume that those creatures are also adversely affected by the manifest zone. If true, this may make the keep a safe haven, assuming you can avoid or blunt the deleterious effects of the area upon you and your companions.

Barren Keep Manifest Zone

For every hour spent in the vicinity (1 mile) of Barren Keep, characters must succeed on a DC 12 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save or half as much damage on a success. Characters’ maximum health is also reduced by this number as long as they remain within the area of the keep.

GLASS PLATEAU

Beyond the Field of Ruins to the east lies the Glass Plateau. This massive formation of volcanic glass is nearly 250 miles long from north to south, and 50 to 75 miles wide from east to west. The Cannith city of Making was located near the center of this treacherous upheaval and is presumed destroyed, but no one has been able to negotiate the full extent of the plateau to make a certain determination of the city’s fate.

The glass comprising the plateau is dark in the interior like traditional obsidian, but lightens gradually toward the edges, ultimately becoming nearly transparent. It grows in jagged spikes, some several stories high near the center. How or why it formed this way is another mystery of the Mournland. Recently, new lava has begun to slowly flow from the western side, creating more of the treacherous glass and making ascent from that direction almost impossible. If growth of the plateau continues, Darguun border towns such as Gorgonhorn or Olkhaan could eventually be at risk. Obtaining accurate readings on the rate of lava flow is, of course, a hazardous task, but one that may be vital to understanding the cause of the Mourning and whether we need to fear it happening again.

The plateau itself is almost devoid of life as we understand it. The sheer difficulty of the terrain makes normal locomotion problematic at best, meaning predators and prey alike avoid the region. It does, however, seem to attract many of the fascinating entities known as living spells. Please refer to the Bestiary section of this treatise for more information on these magical manifestations.

Can always tell the amateurs. They're the ones going for Barren Keep thinkin' it's easy pickins. They either figure out their mistake right quick, or they never come back - Ikar



SEASIDE

On the southern coast of the eastern peninsula, which juts into Kraken Bay, rests the town of Seaside. One of the last areas to see the effects of the Mourning, many citizens escaped with their lives by piling onto ships in the harbor and even diving into the sea. According to witnesses, the mists and conflagration that enveloped Cyre ended precisely at the shoreline and anything beyond it was spared. In the days following the Mourning, those who ventured inland weren't immediately killed and a determined few tried to reclaim the once-beautiful city. Unfortunately, ghosts and other apparitions have made that a daunting task. In spite of the difficulties, some fishing outfits continue to use Seaside's docks as a base of operations for harvesting the rich waters of Kraken Bay, though they tend to avoid entering the city proper.

SHAELAS TIRALETH

The feyspire known as the Court of the Silver Tree, Shaelas Tiraeth, was located in the southern portion of Cyre on the Day of Mourning. To my knowledge, no one has explored that region and returned to tell the tale, but I have received a handful of accounts from people who have seen the tip of the spire on rare days when the mists don't fully obscure the land. The fate of those who called Shaelas Tiraeth home is a mystery, but we can only assume they were as affected by the catastrophe as everything else. They either perished or were twisted by the powerful magics.

Many speculate the Mourning is directly, or indirectly, related to all the fey strongholds' inability to return to the fey realm of Thelanis. Eladrin from some of the other spires have begun to reach out to leaders in Khorvaire—in either curiosity or frustration—seek-

ing information that may help them return to their homeland. Having the fey irrevocably stuck in our world could be a boon or bane, depending on their famously capricious mood.

CRIMSON WATER

Moving north from the southern coast, and east of the Glass Plateau, we find a small, blood-colored sea, commonly called the Crimson Water. This lake was formerly the site of a popular resort for nobility and wealthy merchants. The water held a pink tinge from some heavy iron deposits in the silt covering the bottom. The Mourning, though, seems to have made a mockery of this once scenic area by tainting the water and populating it with deadly creatures. Some brave or foolhardy souls have attempted to plunder the resort for imagined riches, only to barely escape with their lives. Others weren't even that fortunate.

TRONISH

Once a bustling city, Tronish has fallen to the warped fauna that roam most of the Mournland. Scavengers based out of Griffonclaw, in Valenar to the east, often report huge numbers of monstrous aberrations patrolling the streets of Tronish. Their behavior seems to indicate a greater intelligence than one might expect of such beasts. Whether the potent magics unleashed that fateful day have heightened the intellectual powers of these creatures, or an outside force is at work is impossible to say at this time.

A single, vague report from a half-starved, delirious scavenger states there are people living in Tronish. According to this source, the people are healthy, hearty and, "bloomin' prettier than an Irian crystal in moonlight." Unfortunately, the scavenger died of his accumulated injuries shortly after giving his account. Clearly, more exploration of these ruins is needed.

Some 'ave taken t' callin' them "Mourning angels" or somesuch. None of my men though, we're good, Six-fearin' folk.- Ikar





LAKE CYRE

A few miles north of Tronish is Lake Cyre. While the mists still cling to the western shoreline, the Mourning's corruption seems to be seeping into the waters of the lake. This influence has seeped eastward in the years since the Mourning so that now the waters for nearly thirty miles from the shore have darkened to an inky black and underwater visibility is next to nothing. Ships sailing the western side of the lake have spotted some extremely large, serpentine creatures patrolling the waters and attacks have been known to happen to smaller vessels. If the rate of expansion remains constant, the entire lake will be under the influence of the taint in twenty years or less.

Fishing in Lake Cyre has been on the decline since the Day of Mourning from the growing corruption, the enormous predators, or both. This downturn in production is now beginning to affect food supplies for Gatherhold, which sits on the eastern shore of the large lake. If it continues—which all indications are that it will—the economy of the area will be affected drastically. More importantly, the lake could be an avenue for the effects of the Mourning to spread. In the

coming years the warped creatures of the lake may escape into the rivers, since the waters don't have the dead-gray mists as a natural barrier. Some beasts do occasionally wander out from the misty veil in other areas, but so far border patrols have managed to keep them at bay. What would happen to the ecosystems of the Talenta Plains and Valenar if Mourning-spawned creatures suddenly began invading unchecked from Lake Cyre?

Lake's also one of the best ways in. Mages like y'scholarliness gotta come up with something afore we all get eaten by some thing down there. - Ikar

METROL

The former capital of Cyre, Metrol, remains largely intact and is a popular target for scavenging—at least during the daylight hours. The nights belong to the ghostbeasts. While these creatures can be found anywhere in the Mournland, they are most heavily concentrated in and around the city of Metrol. Please refer to the Bestiary for more information regarding these frightening creatures.

The Vermishards—natural, or at least natural-looking, pillars and plateaus which supported the noble estates and palaces—remain as Metrol’s famous landmarks. They are often targeted by scavenging parties, although they are difficult to reach. Other treasures waiting to be rediscovered are the Wynarn Institute of Art and the Cathedral of the Sovereign Host. Parts of the city have been ruined or even somehow rearranged by the Mourning and thus, even one familiar with the city in its former glory can easily get lost in its streets. The prize most sought after though, is the Royal Treasury of Galifar, more commonly referred to as the Vault. The kingdom stored vast sums of coins and other artifacts there—untold riches—yet it has eluded discovery. Some even suggest it was transported to another dimension or plane altogether.

Officially sanctioned expeditions into the Cyran capital have been promoted by several groups, including House Orien, House Ghallanda, Prince Oargev of New Cyre, and even King Kaius III of Karrnath. Most have been focused on the lightning rail station in Metrol, which still hasn’t been located, in hopes of restoring it and bringing that stub back on line. A working lightning rail would speed up the process of reclaiming the city and possibly even begin a tourist trade catering to those curious about the Mournland. I can’t imagine that being a good idea, but if House Ghallanda is involved, you can bet they will encourage tourism and “adventure.”

And like as not they'll try to
rope in people like us to
them guiding. I don't have
time to coddle some soft-footed
noble who flinches at thunder!

- Ikar



GLOWING CHASM

One of the most frightening and unexplained features of the Mournland is the vast open wound across the northern end of the region, simply called the Glowing Chasm. Easily one hundred miles long and up to five miles wide in places, the jagged scar in the landscape constantly sheds a pale purple light of unknown origin. No one who has entered the chasm has returned to report their findings. The area is a haven for creatures that have been warped and twisted by the Mourning and possibly even by energies released by the chasm itself. Was this the genesis of the destruction on that fateful day? Or was it simply a devastating byproduct of something else? All we do know is there are powerful forces at work here and we hope to someday unravel the truth.

FORT BRIGHT

The Cyran army outpost of Fort Bright still stands on the northern edge of the Mournland. Its original purpose was to monitor troop movements in Karrlakton, across the Cyre River. Several airships were stationed there and I've heard stories that a few escaped the destruction of the Mourning, flying above the mists only to crash into the Nightwood north of Karrlakton. I have not been able to substantiate these particular tales, but their ilk are not uncommon and some have proven true. I am eager to interview anyone with first-hand knowledge of the Day of Mourning and the Library of Korranberg will handsomely reward any verifiable information brought to us.

A company of mercenaries, known during the Last War as the Bronze Hawk and led by Lzira "the Hawk" Orestos, is said to still roam the territory in the vicinity of Fort Bright. They could be using the structure as a base of operations, although it is hard to believe anyone could survive this long in the Mournland without some sort of outside support. Possibly they have been warped by the magic of the place and are no longer wholly human, gnome, or otherwise.

SWOZ

Originally built atop a series of cliffs overlooking the Cyre River, the city of Swoz, on the northern edge of the Mournland, was a popular vacation spot with breathtaking views of Karnnath. During the Last War, it served as an important intelligence-gathering station because of its proximity to the rival nation. Even during the war, Karnns and citizens of other nations would visit Swoz to enjoy its scenery and famous fine-dining experiences. Today, the only dining occurring in the city is by the current fearsome inhabitants feast on unlucky scavengers or thrill-seekers.

Much of the city was flooded as the land shifted, and nearly two-thirds of the cliffs supporting Swoz sunk below the water level of the river. Because of its easy access, the majority of easy to retrieve treasures have been looted from Swoz and it has become a less popular target for scavengers. In addition, several varieties of warped, aquatic carnivores now make the drowned buildings their home and defend their territory with ferocity. Ships navigating the river stay along its northern banks when passing by Swoz, and smartly so.



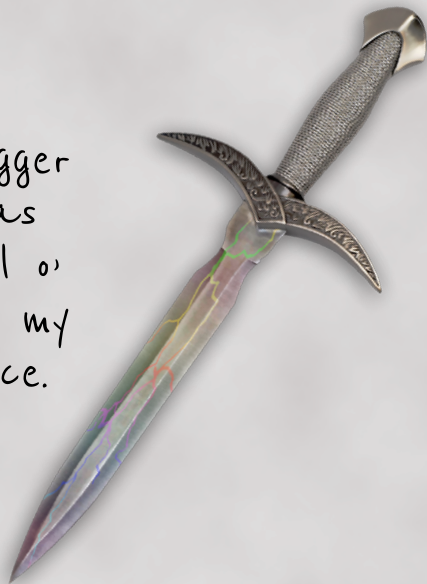
DOLLEN ON THE RIVER

While not the only city on the Cyre River, Dollen on the River was a premier shipyard. Being the nearest major shipyard to the island of Thronehold meant it handled many royal contracts. Indeed, the very ship that Queen Mishann sailed to the royal palace was built at Dollen on the River. Tough times, however, fell upon this ship-building town long before the Mourning. Where it had previously relied on timber harvested from the Nightwood, that source was soon cut off by the ignition of the Last War.

In part due to the tough economic conditions, the authorities in Dollen on the River had begun actively collaborating with Karrnath in the latter years of the War. They hoped that being annexed by that country would revive their economy. In what has been called a mercy, many of Dollen's young folk were on the opposite side of the Cyre River on the day of the Mourning, preparing to help Karrnath invade once more. Kaius III offered them honorary citizenship when it became clear that the Mourning had claimed their homes, but it was little comfort to those who remained behind.

Many of these refugees settled in the nearby town of Vurgenslye. Few have the fortitude to head back to the Cyre River, but they left their boats beached there in a makeshift yard, in the hopes that they will one day be used to return home. The short-term success of expeditions into the Mourmland have emboldened some of the refugees, and their local warlord is eager to have them off her list of concerns. As such, plans are afoot for the refugees to return to Dollen on the River and prove that you can live on the edge of the Mourmland.

This 'ere dagger
at my hip was
my first haul o'
Cyrite. Saved my
life more'n once.
- Ikar



ESTON

House Cannith built a significant manufacturing facility around a group of hills with rich veins of iron and adamantine in the northwest of Cyre. Over the years, a bustling city grew around these smelters and forges, becoming known as Eston. The Mourning did significantly more damage to Eston and the surrounding area than Metrol and a few of the other settlements. The mines collapsed utterly, leaving a sunken bowl where once proud hills stood. Much of the city proper fell to ruin from the quakes rumbling through the region as the earth around the mines shifted and sunk. Despite the difficult terrain, Eston still attracts a number of scavenging parties eager to unearth House Cannith secrets and artifacts.

In addition to the adamantine deposits, this area boasts the largest concentrations of "cyrite" in the Mourmland. Scholars theorize that cyrite is a solidified form of whatever magics fueled the various changes to Cyre during the Mourning. As such, many metallurgists are reluctant to maintain decent stocks of it for experimentation, despite multiple alchemical analyses showing its harmlessness. Those who have spent time working with cyrite can craft highly effective weapons and armor from it, stirring rumors as to its origin and properties.

Arcane Steel

Cyrite holds an edge like steel and is similar in color, but somewhat darker. It also has faint, multi-colored lines running through it like a prism of lightning.

Weapons and ammunition (such as arrows or bullets) fashioned from this rare metal are considered magical for overcoming resistances. Armor made from cyrite grants a +1 to saving throws against spells and spell-like abilities targeted against the wearer. Shields crafted from cyrite, however, do not gain any additional properties.

There is an added cost in gold for anyone wishing to have something forged from the special metal, due to its rarity and difficulty in finding someone experienced in working it. Add 250 gp when crafting or purchasing a weapon made of cyrite and 500 gp for armor of any type that includes metal in its construction. Ammunition costs 5 gp more per piece.



KALAZART

Built roughly in the center of the former nation of Cyre, Kalazart was best known for being a crossroads between Metrol and Vathirond. Trade goods from all over Khorvaire passed through its marketplace—most of the time on their way somewhere else. Kalazart was a city of traders, not fighters, as evidenced by its swift surrender to a force from Thrane in 983 YK. The Mourning was as unkind to Kalazart as it was to most of Cyre, leveling many of its buildings and tearing apart its roadways.

The carnage has, though, apparently unearthed an interesting discovery beneath the city: a centuries-old, monolithic temple from the Dhakaani Empire. Hundreds—perhaps thousands—of their dead were interred there and may account for the unusual number of undead reported to patrol the area around Kalazart. Patrons from Darguun have begun to field expeditions to Kalazart, no doubt in search of relics from their past glory, but have thus far had little success in exploring the ruins as they have been overwhelmed by undead and other horrors.

STAGNATION

Between the Glowing Chasm and the Glass Plateau is a wetland area known as the Stagnation. Like the chasm, the shallow lake in the middle of this region gives off its own luminescence, but of a light blue color. The water is reported to be thick, viscous, and carry an odor of death. Remarkably, however, it has a sweet taste reminiscent of honeysuckle and lavender. I cannot fully verify this account, and shudder to think of anyone desperate enough to attempt quenching their thirst with such seemingly foul water. Rumors also ascribe transformative powers to those who imbibe the liquid, though that is not necessarily a positive property. A wide variety of creatures call this strange bog home and it is generally avoided by those traveling across the Mourmland.

PERSONALITIES

Many throughout Khorvaire have deep connections to the Mournland. Cyran refugees are scattered all across the continent, but only a few still actively pursue interests in the ruined nation. Whether they desire redemption, seek to profit from the tragedy, or even call the wastes home, some of the most prominent of these entities invested in the Mournland are detailed here.

PRINCE OARGEV IR'WYNARN

Leader of New Cyre, the prince attempted to represent the Cyran refugees at the Thronehold Summit following the Last War. He was rebuffed by Queen Aurala of Aundair, with a line that has since been immortalized in the broadsheets, “Cyre no longer exists, and refugees have no place at these proceedings.” Oargev has since redoubled his efforts to gather his people again.

Still, with New Cyre more of a refugee camp than anything approaching the glory of the old country, most would say Oargev has a long way to go. The Prince tackles this task with aplomb, hiring mercenaries and salvage groups to make runs into the ruins of the old capital, Metrol, to find the lost royal regalia. He also seeks other items important to the Cyran crown: documents, property rights maps, and even declarations of nobility lost in the Mourning.

He also fights for the welfare of his people. Cyrans have settled across the Five Nations, even though Breland was the only country to offer them official refugee status. Prince Oargev dreams of a day when Cyre will rise again, and the Cyran Appreciation will once again be the zenith of culture in Khorvaire—even if he has to carve a new kingdom from Breland itself.

Prince Oargev

If stats become necessary for Prince Oargev in your campaign, use the **noble** from the *Monster Manual* and add the inspiring leader feat from the *Player's Handbook*.



IKAR THE BLACK

A ruthless and effective salvager, Ikar the Black is owner of Ikar's Retrievals and one of the foremost experts at surviving the Mournland. Though most knowledgeable about the area surrounding the ruins of Metrol, Ikar and his band can be contracted to go nearly anywhere in the Mournland and retrieve almost anything, for the right amount of Galifars. Though his team has a high casualty rate, no one can doubt their effectiveness.

A former Karrnathi soldier, his hard-earned expertise has won him open contracts with Prince Oargev and the current Karrnathi government, in addition to private work retrieving specific items or even exploring certain settlements. He is, however, strictly a salvager, and refuses contracts involving excessive amounts of fighting or extended periods in especially dangerous areas. For those he can be hired as an escort, but offers no further assistance.

Persistent rumors hold that unimportant items are sometimes "lost" in transit by Ikar's band, only to find their way into the hands of the Order of the Emerald Claw, a group of disgraced Karrnathi patriots. Investigations by Karrnathi officials and House Deneith have both turned up no evidence, and Ikar continues to do a brisk business.



IKAR THE BLACK

Medium humanoid (half-orc), lawful evil

Armor Class 16 (studded leather +2)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orcish

Challenge 6 (2,300 XP)

Brave. Ikar has advantage on saving throws against being frightened.

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

Relentless Endurance (1/Day). When Ikar is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

Savage Attacks. When Ikar scores a critical hit with a melee weapon attack, he rolls one of the weapon's damage dice one additional time and adds it to the extra damage of the critical hit.

ACTIONS

Multiattack. Ikar makes three melee attacks or two ranged attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

REACTIONS

Parry. Ikar adds 3 to his AC against one melee attack that would hit him. To do so, Ikar must see the attacker and be wielding a melee weapon.

I'd like you to
remove these 'ere
allegations from
your draft, alright,
'scholarliness?
- Ikar

LORD OF BLADES

Deep in the Mournland, there is an army being built in the ashes of Cyre. The charismatic Lord of Blades gathers dispossessed and disgruntled warforged, unsatisfied with their meager “freedoms” so graciously bestowed upon them by humanoid society. The Lord of Blades preaches to them, sharing his vision of construct supremacy in the coming age of

iron and steel, when the weaker “fleshy races” will bow to warforged might.

The Perfect Form. The Lord of Blades is a terrifying opponent in personal combat, having modified his warforged body to reflect his vision of perfection. From his back sprout unique bladed appendages that superficially resemble wings. Though they do not grant him the power of flight, the Lord of Blades can use them to lash out at enemies that attack him. He has altered himself so extensively that he is now a true construct. He does not require air, food, drink, or sleep.

Mastery of Artifice. In addition to his physical



might, the Lord of Blades is a genius artificer. He expertly weaves the fundamental strands of magic together to create enhance items and constructs. He knows several spells unique to artificers, and has used his skills to create his two signature homunculi, **Hilt** and **Pommel**, who always remain at his side.

—conversion by Anthony Turco

MORE THAN A MACHINE

The stories about this enigmatic warforged are as much legend and myth as fact. Some say he is the first warforged to be released into freedom, others say he was the last off the creation forges. Scholars speculate he was built by the original designer of the war-

forged, Aaren d’Cannith, and a few even claim he was King Boranel’s faithful bodyguard and freedom fighter, Bastion. Not even his followers, ardent as they are, know who the Lord of Blades was before he emerged as their leader.

Whatever his origin, his present is clearly defined. The Lord of Blades has channeled the energy of his kin into a small but fanatic following. He preaches a homeland for warforged in the ruins of Cyre, from where they will sweep out to claim the lands from the flesh races. The individual followers interviewed all agree on that point, though vary wildly on many other beliefs. Whether this is a change in the teachings, or indications of individual madness, is unknown.

LORD OF BLADES

Medium construct (warforged), lawful evil

Armor Class 21 (integrated protection)

Hit Points 123 (17d10 + 30)

Speed 25 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	19 (+4)	11 (+0)	16 (+3)

Saving Throws Con +8, Wis +5

Skills Athletics +9, Intimidation +8, Thieves’ Tools +7

Damage Resistances bludgeoning, piercing, and slashing damage from attacks made with non-adamantine weapons

Damage Immunities poison

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

Senses darkvision 60ft., passive Perception 10

Languages Common, Dwarven, Giant

Challenge 14 (10,000 XP)

Adamantine Fortification. The Lord of Blades turns any critical hit against him into a normal hit.

Integrated Protection. The Lord of Blades is immune to disease. He has shaped his body to sport heavy plating, granting him an armor class equal to 16 + his proficiency bonus.

Legendary Resistance (2/day). If the Lord of Blades fails a saving throw, he can choose to succeed instead.

Blade Wings. The Lord of Blades has magically sharp blades that extend from his body like wings. A creature that touches the Lord of Blades, or hits him with a melee attack while within 5 feet of him, takes 10 (2d8 + 1) slashing damage, plus an additional 5 (1d8 + 1) slashing damage if the creature is a humanoid.

Infused Items. The Lord of Blades carries four items he has infused with magical properties. He wields a +1 adamantine sixblade, a unique magical weapon with three slicing blades fanning out from each end of a long haft. He also has a *wand of magic missiles* and the following warforged components: a +1 shoulderbow attached

to his right shoulder, and a wand sheath within his left arm. These components allow the Lord of Blades to attack with the bow and activate the wand without occupying his hands.

Spellcasting. The Lord of Blades is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at-will): *fire bolt*, *mending*, *ray of frost*, *shocking grasp*
 1st level (4 slots): *arcane weapon**, *expeditious retreat*, *faerie fire*, *feather fall*

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

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

4th level (1 slots): *freedom of movement*, *vitriolic sphere*

ACTIONS

Multiattack. The Lord of Blades makes three attacks.

Adamantine Sixblade. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus an additional 3 (1d6) slashing damage if the target is humanoid.

Shoulderbow. Ranged Weapon Attack: +8 to hit, ranged 80/320 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage. The Lord of Blades does not have disadvantage on ranged attacks with his shoulderbow when within melee reach of an enemy.

LEGENDARY ACTIONS

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

Attack. The Lord of Blades makes one adamantine sixblade or shoulderbow attack.

Grab. The Lord of Blades attempts to grapple one creature within 5 feet.

Infuse (Costs 2 Actions). The Lord of Blades casts one of his prepared artificer spells, expending a spell slot as normal.

*New Artificer Spell (from Unearthed Arcana)

ARCANE WEAPON

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You channel arcane energy into one simple or martial weapon you're holding, and choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weapon isn't magical, it becomes a magic weapon

Aint never run into this guy nor his buddies. Not gonna go lookin' either - Ikar



for the spell's duration.

As a bonus action, you can change the damage type, choosing from the options above.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 8 hours.

HILT AND POMMEL

The Lord of Blades is always accompanied by his two signature homunculi, Hilt and Pommel. They are identical iron defenders, quadrupedal constructs that resemble large dogs or wolves. Hilt and Pommel have been customized to the Lord of Blade's liking, their personalities enhanced for viciousness and their bodies reinforced and strengthened to tear opponents limb from limb.

Construct Nature. Hilt and Pommel are constructs imbued with the life force or soul of their creator. They do not require air, food, drink, or sleep.

HILT/POMMEL

Medium construct, lawful evil

Armor Class 20 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	7 (-2)

Saving Throws Con +7, Wis +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Dwarven, and Giant, but can't speak

Challenge 6 (2,300 XP)

Homunculus. Hilt and Pommel use the Lord of Blade's proficiency bonus (+5) instead of their own, and add it as a bonus to their AC and damage rolls (included in the attack).

Synchronized Defense. While Hilt or Pommel can see the Lord of Blades, they have advantage on all saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Synchronized Attack. If Hilt or Pommel can see the Lord of Blades when he makes an attack, the homunculus can use its reaction to make an attack.

WHAT CAUSED THE MOURNING?

There are many theories as to why the Mourning happened and what we can do to prevent similar events in the future. All of them are plausible in some respects and likely none of them are completely accurate. I will at least outline the most popular ideas, in no particular order, and let you, the reader, decide what to believe.

DIVINE INTERVENTION

Some followers of both the Silver Flame and the Sovereign Host believe that the Mourning was a form of retribution for the Last War itself. This theory is, of course, extremely unpopular among Cyran refugees, since it seems to place blame directly on Cyre. Historians point out that Cyre was not the original aggressor of the Last War. If the Mourning was indeed a divine punishment for subverting the line of succession, it

should have happened to Breland, Thrane, or Karrnath. The then-princes of those countries denied the succession of Mishann, the rightful heir to the kingdom of Galifar.

A related theory is that it wasn't the Sovereigns, but dragons to blame. According to this idea, the dragons intervened to prevent some worse danger to the whole of Eberron. Their wrath was brought down onto Cyre in a supremely powerful spell or series of spells. Scholars of dragons and their affairs, however, discount this reason, citing the beasts' notorious avoidance of interacting with the rest of the world.

PLANAR BREACH

While minor planar breaches and influence are not uncommon on Eberron, notably the manifest zones, as well as the wild zones and reality storms in Sarlona, there has not been a major incursion in recorded Galifaran history. Some propose, however, that the Mourning is evidence of such an incursion, and that the country named Cyre has been replaced in huge portions by the planes of Mabar or Dolurrh, due to the appearance and reshaping of much of the land.

I have also heard it theorized that Cyre has disappeared into a demiplane. In this case, it would be less of a planar breach into Eberron as it would be a 'bubbling' of sorts into a temporary area of planar space. This is a well-studied phenomenon, with House Ghallanda regularly hosting magnificent mansions entirely within such demiplanes. If this is the case, my question is twofold: how could such a spell cover an entire kingdom; and secondly, how long would such a demiplane last?

EXPERIMENT GONE AWRY

One of the more plausible and popular theories is the Mourning was the result of some sort of Cannith machine or experiment gone horribly wrong. With the vast majority of the House's leadership having been in Cyre on the day and presumed dead, it is safe to assume that House Cannith at least did nothing deliberate to cause the Mourning.

As for this hypothetical experiment, some contend it was a shield to protect Cyre from invasion, given Cyre's tenuous position at the literal center of the Last War. Others suggest it was a terrifying weapon that would have finished the war conclusively in Cyre's favor, bringing the other nations to the negotiating table much as the Mourning did. More outlandish theories claim it was a divination machine, or army-summoning





device. Even an attempt to create a kingdom-wide manifest zone channeling the peace of Syrania has recently been proposed by scholars.

I have also heard whispers of the discovery and examination of a strange substance—purportedly a large, buried chunk of a long-dead moon—which may have been the catalyst of the destructive energies that swept across the land. This hypothetical thirteenth moon, Crya, even had connections with the near-mythical Mark of Death, or so I'm told.

Regardless of what Cannith may have been working on, a more pertinent question might be: what caused it to go wrong? Cannith is hardly known for simple errors in calculation. Was it active sabotage? If so, by whom? Free agents? Spies from one of the other nations? Adaran terrorists from across the ocean? Were the answer to be known definitively, that knowledge might allow someone to harness the power of the Mourning, reverse it, or even unleash it on whomever they choose—a sobering thought indeed.

FEY CURSE

Before King Galifar conquered the continent, the area that was known as “central Cyre” was the kingdom of Metrol. The rulers of that land were not particularly noteworthy by the standards of pre-Galifaran nobility, and were among Galifar's first and least difficult conquests. As such, most histories give them a paragraph at most. Later, those noble lines were moved to the region now known as Valenar and were summarily overthrown when the elves annexed the area.

But like most pre-Galifaran kingdoms, Metrol had its own royal line. Now, they are little more than ordinary citizens of the Five Nations, but in some philosophies, a royal bloodline holds much power. These ideas are especially important to the fey of Thelanis, in particular the feyspire of Shaelas Tiraeth. The eladrin in this spire were searching for a particular individual, who they were reluctant to describe to outsiders. With the disposition of Shaelas Tiraeth and its inhabitants unheard from since the Mourning, the results of their search, if any, remains a mystery.

Conjecture states the fey may have done something to the royalty of old Metrol: a curse, storyline, or magic ritual that—intentionally or not—brought about the Mourning. In this case, the fey may have the solution to undo it, were someone to gain their confidence. Given the time frames in which the fey generally operate, it may take several centuries for such a curse or ritual to be reversed.

MAGIC OVERUSE

While not a common theory, this remains popular among the druids of the Eldeen Reaches, especially the terroristic Ashbound. The excessive amounts of destructive arcane magic used during the Last War triggered an unforeseen consequence: the complete removal of natural magic, leaving behind only mutative arcane magic.

Living spells, mutated beasts, and warped space are all consequences of arcane magic left to run amok, say the proponents of this theory. The fact that injuries don't heal and medical magic fails are both pointed out as evidence. Obviously, according to the druids, a place so unnatural that people and animals cannot survive in is evidence of how arcane magic damages the world if used to excess.

DEMONIC ENTITY

A final theory to consider is the release of an Overlord. Unlike the planar breach theory, we do have an example of this happening: the partial release of Bel Shalor in the area that is now the city of Flamekeep. The actions of a few brave individuals, most notably the paladin Tira Miron, ended that threat before it could fully materialize. The Mourning, however, could possibly be the release of a similar entity.

The known Overlords each have different areas of influence, yet no single one would account for the wide and varied effects on the Mournland. Most theories posit that an unknown Overlord, previously sealed and unrecorded, was unleashed upon Cyre. Other theories declare two or more were partially released. In either case, little obviously fiendish or Khyberian activity has been noted in the Mournland.

Alternatively, the release of a fiend weaker than an Overlord must also be considered. There are very few fiends with enough power to immediately corrupt their surrounding terrain. Were they released on the surface of Eberron, beings such as these would be hard to miss. It is unlikely at best that they would be content to remain within the Mournland for long. If a fiend or Overlord is responsible, is it simply gathering power before making a push into the rest of Khorvaire?

Aint seen none of this stuff.
And I been in plenty of
times - Ikar

BESTIARY

Following is a catalog of the creatures who hunt, survive, and even thrive across the length and breadth of the Mournland. This information is the result of tireless research, though it is by no means to be considered exhaustive. New entities are being discovered on a regular basis, though many are simply warped cousins to those already been identified.

WARPED MONSTERS

A great many of the Mournland's inhabitants were once creatures we commonly encounter throughout Khorvaire, but have been twisted and warped by the magics of the initial event, or effects emanating from the Glowing Chasm. A common name for these creatures, especially those that seem to be of fey origin, is "mistlings," likely due to the observations of them sometimes "leaking" dead-gray mist. Regardless of what they are called, the vast majority of them are dangerous in the extreme and should generally be avoided.

CREATING A WARPED MONSTER

To make your own warped monsters for your adventure or campaign, begin by taking an existing creature from the *Monster Manual*, or some other resource, and roll on the **Warping Table** (page 30) a number of times equal to the CR divided by 3, rounded down, with a minimum of 1. Then proceed to the indicated subtable and continue rolling until you have all the additional elements selected.

Rolling the same number multiple times on the Warping Table is perfectly acceptable, as there are a number of options available in each subtable. You can also simply use the tables as inspiration, picking and choosing a number of effects that spark your interest, or that will give your party an added challenge.

Here are two examples to illustrate how to create a warped monster:

Take a standard **ogre** from the *Monster Manual*. Its CR is 2, so you roll once on the Warping Table. A roll of 1 results in the Added Armor/Protection Subtable, and a subsequent roll of 9 gives us an unusually large ogre.

Additionally, all creatures who live in the Mournland have developed a resistance to magic due to the strange and harsh conditions, giving them advantage on saving throws against spells and other magical effects. The

WARPED OGRE

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Con (+5)

Skills Stealth +5

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

Magic Resistance. Due to the harsh arcane energies of its habitat, the warped ogre has magical resistance. It makes any saving throw against spells and other magical effects with advantage.

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft., or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

warped ogre's modified stat block is shown above.

The size and hit die have changed, giving our big boy a few more hit points, along with a reach of 10 feet, rather than 5. The magic resistance is also added. None of the other statistics change, but because of the real health increase as well as the new resistance, the ogre's effective hit points are enough to bump it up from challenge rating 2 to 3.

Now, let's examine one a bit more complex. Prior to the Mourning, Cyre had many areas of lush forest and we can imagine a once-friendly **treant** becoming corrupted by the destructive magics of that fateful day. The treant's challenge rating is 9, which gives us 3 rolls on the Warping Table. Our first roll is another 1, taking us back to the Added Armor/Protection Subtable. This time we roll an 8 on our d10, giving our evil treant Regeneration/Healing, which states: "At the beginning of its turn, the creature heals hit points equal to one quarter of its normal attack damage." Looking at the treant's original stat block, we see that the average damage from its slam attack is 16. One quarter of that is 4, so our warped treant will regenerate 4 hit points at the start of each of its turns.

For our second roll on the Warping Table, we get a 6, which sends us to the Spell-Like Ability Subtable.

Here, we roll a 2 on the d12, resulting in our treant having a breath weapon! One additional roll on the Added Damage Type Subtable comes up with a 6 on the d8, meaning the breath weapon will be poison. Checking the Draconic Ancestry table for dragonborn in the *Player's Handbook*, we see that poison is dealt in a 15-foot cone and requires a Constitution saving throw. The damage equals half of the creature's original hit dice—12d12 in this case—so the warped treant will deal 6d12 poison damage with its breath and has a recharge of 5-6 each turn. The DC for the saving throw is found on the Monster Statistics by Challenge Rating table in Chapter 9 of the *Dungeon Master's Guide*. The treant's original challenge rating is 9, which gives a "Save DC" of 16.

The last roll on the Warping Table is a 5, leading us to the Legendary Action/Resistance Subtable. We roll a 4 on the d6, granting our treant 1 legendary resistance per day.

To the right, you can see the resulting stat block for our warped treant, who is now chaotic evil, of course! We add the standard magic resistance for creatures warped by the Mourning, as well as the extra abilities we rolled previously. It retains its previous abilities as written, since none of them conflict with any results we got from the tables. Finally, we have a look at the challenge rating. The regeneration, as well as the magic and legendary resistances add to the warped treant's overall survivability, but not significantly for a challenge rating 9 monster. The breath weapon, however, does increase the average damage output per turn enough that an increase to CR 10 is probably warranted.

Now your warped ogre and warped treant are ready to take on your party venturing into the Mourmland!

CALCULATING YOUR WARPED MONSTER'S NEW CHALLENGE RATING

When you create a warped monster, be sure that you review the challenge rating of the new creature carefully. A creature that deals more damage, has higher hit points, or higher AC can create a substantial increase in difficulty for your characters. Also consider the healing-averse environment of the Mourmland and how that could affect combat with the creature. It is better to err on the side of caution where that is concerned. Take a moment to review "Creating a Monster" from Chapter 9 in the *Dungeon Masters Guide* so you understand how these changes will make this creature, and your encounters, more difficult to overcome for your party.

WARPED TREANT

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 10 (5,900 XP)

Magic Resistance. Due to the harsh arcane energies of its habitat, the warped treant has magical resistance. It makes any saving throw against spells and other magical effects with advantage.

Legendary Resistance (1/Day). If the warped treant fails a saving throw, it can choose to succeed instead.

Regeneration. The warped treant regains 4 hit points at the start of its turn.

Siege Monster. The warped treant does double damage to objects and structures.

ACTIONS

Multiattack. The warped treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Poison Breath (Recharge 5-6). The warped treant exhales poison in a 15-foot cone in front of it. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 39 (6d12) poison damage on a failed save, or half as much damage on a successful one.

Animate Trees (1/Day). The warped treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as the warped treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the warped treant. The tree remains animate for 1 day or until it dies; until the warped treant dies or is more than 120 feet from the tree; or until the warped treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Warped Monster Tables

WARPING TABLE

d6 Result

- 1 Added Armor/Protection (Subtable 1)
- 2 Added Damage Type (Subtable 2)
- 3 Enhanced/Extra Senses (Subtable 3)
- 4 Extra Limbs (Subtable 4)
- 5 Legendary Action/Resistance (Subtable 5)
- 6 Spell-like Ability (Subtable 6)

ADDED ARMOR/PROTECTION (SUBTABLE 1)

d10 Result

- 1 Bony/Chitinous Plates (bonus AC)
- 2 Condition Immunity
- 3 Damage Immunity (Added Damage Type Subtable 2)
- 4 Damage Resistance (Added Damage Type Subtable 2)
- 5 Disengage
- 6 Enhanced Dexterity
- 7 Reaction Parry/Dodge
- 8 Regeneration/Healing
- 9 Size Upgrade (hit dice/hp)
- 10 Spines (damage when hit)

ADDED DAMAGE TYPE (SUBTABLE 2)

d8 Result

- 1 Acid
- 2 Cold
- 3 Fire
- 4 Lightning
- 5 Necrotic
- 6 Poison
- 7 Radiant
- 8 Thunder

ENHANCED/EXTRA SENSES (SUBTABLE 3)

d6 Result

- 1 Blindsight
- 2 Darkvision
- 3 Keen Hearing
- 4 Keen Smell
- 5 Tremorsense
- 6 Truesight

Note: Reroll if the creature already has the rolled result.

See the next page for explanations regarding each of the subtable results and how they may affect the CR of your warped monster creation.

Note: Be mindful of the hindrances to healing within the Mourmland when developing encounters for your party. Weaker adversaries become more challenging when there is little or no in-combat healing available to the characters.

EXTRA LIMBS (SUBTABLE 4)

d10 Result

- 1 Arms or Tentacles (extra attacks)
- 2 Arms or Tentacles (grapple & restrain, climbing)
- 3 Legs (bonus speed)
- 4 Legs (charge ability)
- 5 Tail (piercing attack)
- 6 Tail (slam attack)
- 7 Wings (flight)
- 8 Wings (flight & wing attack)

LEGENDARY ACTION/RESISTANCE (SUBTABLE 5)

d6 Result

- 1 Legendary Action (1; extra attack or reuse ability)
- 2 Legendary Action (2; extra attack or reuse ability)
- 3 Legendary Action (3; extra attack or reuse ability)
- 4 Legendary Resistance (1/day)
- 5 Legendary Resistance (2/day)
- 6 Legendary Resistance (3/day)

SPELL-LIKE ABILITY (SUBTABLE 6)

d12 Result

- 1 Anti-magic
- 2 Breath Weapon (Added Damage Type Subtable 2)
- 3 *Charm person*
- 4 *Detect thoughts or telepathy*
- 5 *Fear*
- 6 *Invisibility*
- 7 *Levitate or Fly*
- 8 *Light or Darkness*
- 9 *Misty step*
- 10 Paralyzation
- 11 Shapechange
- 12 Spell Reflection

Warped Monster Subtable Result Explanations

Added Armor/Protection Subtable Results

- Bony/Chitinous Plates (bonus AC):** The creature has grown bony or chitinous plates, granting it +2 AC.
- Condition Immunity:** Choose two conditions to which the creature is now immune.
- Damage Immunity (Added Damage Type Subtable):** The creature has become immune to the rolled damage type.
- Damage Resistance (Added Damage Type Subtable):** The creature has become resistant to the rolled damage type.
- Disengage:** The creature can disengage as a free action and does not provoke attacks of opportunity.
- Enhanced Dexterity:** The creature has become exceptionally nimble, adding +1 to its AC and initiative rolls.
- Reaction Parry/Dodge:** The creature gains a reaction allowing it to either parry or dodge a single successful attack against it.
- Regeneration/Healing:** At the beginning of its turn, the creature heals hit points equal to one quarter of its normal attack damage.
- Size Upgrade (hit dice/hp):** The creature grows to the next size level. Adjust hit die type and hit points (Small, d6; Medium, d8; Large, d10; Huge, d12; Gargantuan, d20).
- Spines (damage when hit):** The creature has become covered in spines, which deal half its normal attack damage whenever it is struck by its attacker.

Added Damage Type Subtable Results

- (Damage Type): The creature deals additional damage of the type indicated equal to half of its normal attack damage.

Enhanced/Extra Senses Subtable Results

- Blindsight:** The creature gains 60 ft. of blindsight.
- Darkvision:** The creature gains 60 ft. of darkvision.
- Keen Hearing:** The creature gains advantage on Wisdom (Perception) checks that rely on hearing.
- Keen Smell:** The creature gains advantage on Wisdom (Perception) checks that rely on smell.
- Tremorsense:** The creature gains 60 ft. of tremorsense.
- Truesight:** The creature gains 60 ft. of truesight.

Extra Limbs Subtable Results

- Arms or Tentacles (extra attacks):** Add one or more arms or tentacles which give the creature an additional attack of damage and type equal to its normal attack.
- Arms or Tentacles (grapple & restrain, climbing):** Add one or more arms or tentacles to the creature which give it the ability to grapple and restrain targets (escape DC equal to its original challenge rating "Save

- DC"), as well as a climb speed equal to its normal movement speed.
- Legs (bonus speed):** The creature has an additional pair of legs, increasing its movement speed by 50% (e.g. 30 ft. becomes 45 ft.).
- Legs (charge ability):** The creature has an additional pair of legs, granting it the charge ability for half its movement and an additional die of its normal attack damage on a hit.
- Tail (piercing attack):** Add a tail which grants an extra attack for the creature's normal attack damage as piercing.
- Tail (slam attack):** Add a tail which grants an extra attack for the creature's normal attack damage as bludgeoning.
- Wings (flight):** Add wings to the creature which allow it to fly at its current movement speed.
- Wings (flight & wing attack):** Add wings to the creature which allow it to fly at half its current movement speed, but grant an additional wing attack for its normal attack damage as bludgeoning.

Legendary Action/Resistance Subtable Results

- Legendary Action (1, 2, or 3; extra attack or reuse ability):** The creature has 1, 2, or 3 legendary actions per round it can use for either an additional regular attack or to reuse a special ability.
- Legendary Resistance (1, 2, or 3/day):** The creature is able to choose to succeed on a failed saving throw 1, 2, or 3 times per day.

Spell-Like Ability Subtable Results

- The creature gains the ability to cast the indicated spell 3 times per day, or gains the spell-like ability as described below (save DC equal to its original challenge rating "Save DC"):
- Anti-magic:** The creature suppresses magic in a 10-foot radius around itself. Refer to the *anti-magic field* spell for more details.
- Breath Weapon (Added Damage Type Subtable 2):** After determining the damage type, consult the Dragonborn Draconic Ancestry table in Chapter 2 of the *Player's Handbook* for size, shape, and type of saving throw (DM's choice for necrotic, radiant, or thunder damage results). Damage equals half the creature's original hit dice (e.g. a warped hill giant would deal 5d12 damage with a breath weapon). The breath weapon recharges on a 5 or 6.
- Paralyzation:** One of the creature's attacks gains the ability to paralyze the target for one minute on a failed save. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- Shapechange:** Once per day, the creature can use its action to polymorph into one creature of the DM's choice.
- Spell Reflection:** As a reaction, the creature can choose to reflect a spell cast against it back at the caster (Recharge 6).

LIVING SPELLS

These embodiments of pure magic are among the most terrifying results of the Mourning. Presumably, these spells were being cast at the time of the cataclysm and somehow gained a form of sentience or free will as their casters perished. They are independent creatures, acting on instincts we have yet to fathom. Any type of spell can be encountered as a living spell, but since battle magic was the most common form of spell being cast during the Last War, destructive spells such as *fireballs* or *cloudkills* are the most prevalent. Some cataloged examples are detailed, as well as some attributes ascribed to the group as a whole.

The highest concentration of these entities occurs around the Glass Plateau, however, they can be encountered anywhere in the Mournland. It is not known if living spells are related to the wandering fonts that occur, but living spells are generally aggressive when faced with other creatures and they also roam the land with an apparent purpose. What that purpose might be, we have yet to determine.



CREATING A LIVING SPELL

In your campaign, any spell that can affect another creature can be the basis for a living spell. Spells that do damage are most common, but you can construct one from a *hold person*, or even a charm spell if so desired. Combinations of spells can also be used to create formidable adversaries for your party. Detailed below is a step-by-step process for creating these unique creatures.

- **Type:** All living spells are classified as oozes for the purpose of play. A *detect magic* spell can detect a living spell and identify the school of magic of the spell or spells that make it up.
- **Size:** A living spell's size is determined either by its area of effect, or the level at which it was cast:

Lines, Cones, & Cubes: A living spell created from a spell that produces a line, cone, or cube effect is Large if the effect was 20 feet or smaller, Huge if the area was up to 60 feet, or Gargantuan if longer than 60 feet.

Spheres & Cylinders: A living spell created from a spell that produces a sphere or cylinder effect is Large if the radius of the area of effect was 10 feet or smaller, Huge if the radius was up to 20 feet, or Gargantuan if more than 20 feet.

For spells without an area of effect, use the level at which it was cast to determine size. Spells level 0-2 are Medium size, 3-5 are Large, 6-8 are Huge, and level 9 spells are Gargantuan.

—Living spell template and stat blocks by Anthony Turco and adapted from the Korranberg Chronicle: Threat Dispatch, available on the DMsGuild

- **Alignment.** A living spell is unaligned.
- **Armor Class.** A living spell has an Armor Class value equal to 10 + the spell level or the level at which it was cast. This is considered natural armor.
- **Hit Points.** A living spell has a number of hit dice equal to twice the spell's level or the level at which it was cast, and its size determines its die type, as normal for creatures (Medium, d8; Large, d10; Huge, d12; Gargantuan, d20). It adds its Constitution modifier to its hit dice to determine its average hit point total, as normal.
- **Speed.** A living spell's speed is dependant on the size and shape of its area of effect:
 - Lines:** Spells that generate lines have a speed equal to the length of the line.
 - Cones & Cubes:** Spells that create cones or cubes have a speed equal to twice the length of the effect.
 - Spheres & Cylinders:** Spells that create spheres or cylinders have a speed equal to twice the radius of the effect.
- **Ability Scores.** A living spell's Strength, Dexterity, and Constitution scores are equal to 10 + the spell level or the level at which it was cast. Its Intelligence score is 1. Its Wisdom and Charisma scores are equal to 7 + the spell level or the level at which it was cast.
- **Saving Throws.** A living spell is not proficient in any saving throws.
- **Skills.** A living spell is not proficient in any skills.
- **Damage Immunities.** If a living spell deals damage, it is immune to the type of damage it deals. (e.g. a living fireball is immune to fire damage, a living thunderwave is immune to thunder damage, etc.)
Furthermore, all living spells are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Condition Immunities.** As an ooze, all living spells are immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, and prone. In addition, they cannot be grappled, paralyzed, petrified, poisoned, restrained, or stunned.
- **Senses.** A living spell has blindsight out to 60 feet. It is not blind beyond this radius, despite lacking any visible sensory organs. Its passive Perception is calculated as normal (10 + its Wisdom modifier).

- **Languages.** Living spells do not speak or understand any language.
- **Traits.** All living spells have the following traits:
 - Dispel Vulnerability.** If targeted with a *dispel magic* spell, a living spell does not end if successfully affected (DC 10 + the spell level or the level at which it was cast); instead, its current and maximum hit points are reduced by 1d6 per level of the *dispel magic* (minimum 3d6). Further, a living spell's current and maximum hit points are reduced by 10d6 every round it starts its turn in the area of an *antimagic field*. It cannot regain these lost hit points or restore its hit point maximum. If reduced to 0 hit points, it dissipates.

Envelop. The living spell can occupy other creatures' spaces and vice versa, and it can move through any opening that isn't airtight. Any creature whose space the living spell moves into is immediately and automatically grappled (escape DC equal to 10 + the spell level or the level at which it was cast). A living spell cannot drag creatures it has grappled with it when it moves.

At the end of each of the living spell's turns, every creature grappled by it is affected by every spell that the living spell is comprised of. The save DC to resist each spell is equal to 12 + the spell level or the level at which it was cast.

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

- **Actions.** A living spell has no attacks or special actions, though it can take the Dodge, Disengage, and Dash actions as normal.
- **Challenge Rating.** Every living spell is unique; its challenge rating can be determined by reviewing "Creating a Monster" in Chapter 9 of the *Dungeon Master's Guide*.

Use the following guidelines to help you determine its final challenge rating:

Its effective hit points are higher than its actual hit points due to its multiple damage immunities.

Assume a living spell of Medium or Large size affects one creature per turn with its Envelop trait, and a living spell of Huge or Gargantuan size affects two creatures per turn.

Following are some examples of known living spells:

LIVING CLOUDKILL

This deadly living spell appears as a churning green fog that creeps along the ground. Often times, vague glimpses of skulls or other imagery of death can be seen within the swirling of its mist.

Magic Nature. Living spells do not require air, drink, food, or sleep. A *detect magic* spell can detect conjuration magic from the living cloudkill. This living cloudkill was cast at 6th level.

LIVING CLOUDKILL

Huge ooze, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 40 ft.

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

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

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

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

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

Dispel Vulnerability. If targeted with a *dispel magic* spell, a living cloudkill does not end if successfully affected (DC 16); instead, its current and maximum hit points are reduced by 1d6 per level of the *dispel magic*. Further, its current and maximum hit points are reduced by 35 (10d6) damage every round it starts its turn in the area of an *antimagic field*. It cannot regain these lost hit points or restore its hit point maximum. If reduced to 0 hit points, it dissipates.

Envelop. The living cloudkill can occupy another creature's space and vice versa, and it can move through any opening that isn't airtight. Any creature whose space the living cloudkill moves into is immediately and automatically grappled (escape DC 16). A living cloudkill cannot drag creatures it has grappled with it when it moves.

At the end of each of the living cloudkill's turns, every creature grappled by it is affected by a *cloudkill* spell cast at 6th level (they must succeed on a DC 18 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much on a successful one).

LIVING FIREBALL

A living fireball is a constant, ever-blossoming conflagration. Flames roil from its center outward, an everlasting explosion despite the lack of apparent fuel.

Magic Nature.

Living spells do not require air, drink, food, or sleep. A *detect magic* spell can detect evocation magic from the living fireball. This living fireball was cast at its minimum of 3rd level.



LIVING THUNDERWAVE

The presence of a living thunderwave is presaged by a ceaseless ongoing peal of thunder audible up to 300 feet away. It appears as a roiling shimmer of pure sound in the air, constantly blasting dust and loose objects away from it.

Magic Nature. Living spells do not require air, drink, food, or sleep. A *detect magic* spell can detect evocation magic from the living thunderwave. This living thunderwave was cast at 1st level.

LIVING THUNDERWAVE

Large ooze, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d10)

Speed 30 ft.

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

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

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

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

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

LIVING FIREBALL

Huge ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d12 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	10 (+0)

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

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

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 6 (1,800 XP)

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

Dispel Vulnerability. If targeted with a *dispel magic* spell, a living fireball does not end if successfully affected (DC 13); instead, its current and maximum hit points are reduced by 1d6 per level of the *dispel magic*. Further, its current and maximum hit points are reduced by 35 (10d6) damage every round it starts its turn in the area of an *antimagic field*. It cannot regain these lost hit points or restore its hit point maximum. If reduced to 0 hit points, it dissipates.

Envelop. The living fireball can occupy another creature's space and vice versa, and it can move through any opening that isn't airtight. Any creature whose space the living fireball moves into is immediately and automatically grappled (escape DC 13). A living fireball cannot drag creatures it has grappled with it when it moves.

At the end of each of the living fireball's turns, every creature grappled by it is affected by a *fireball* spell (they must succeed on a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one).

Dispel Vulnerability. If targeted with a *dispel magic* spell, a living thunderwave does not end if successfully affected (DC 11); instead, its current and maximum hit points are reduced by 1d6 per level of the *dispel magic*. Further, its current and maximum hit points are reduced by 35 (10d6) damage every round it starts its turn in the area of an *antimagic field*. It cannot regain these lost hit points or restore its hit point maximum. If reduced to 0 hit points, it dissipates.

Envelop. The living thunderwave can occupy another creature's space and vice versa, and it can move through any opening that isn't airtight. Any creature whose space the living thunderwave moves into is immediately and automatically grappled (escape DC 11). A living thunderwave cannot drag creatures it has grappled with it when it moves.

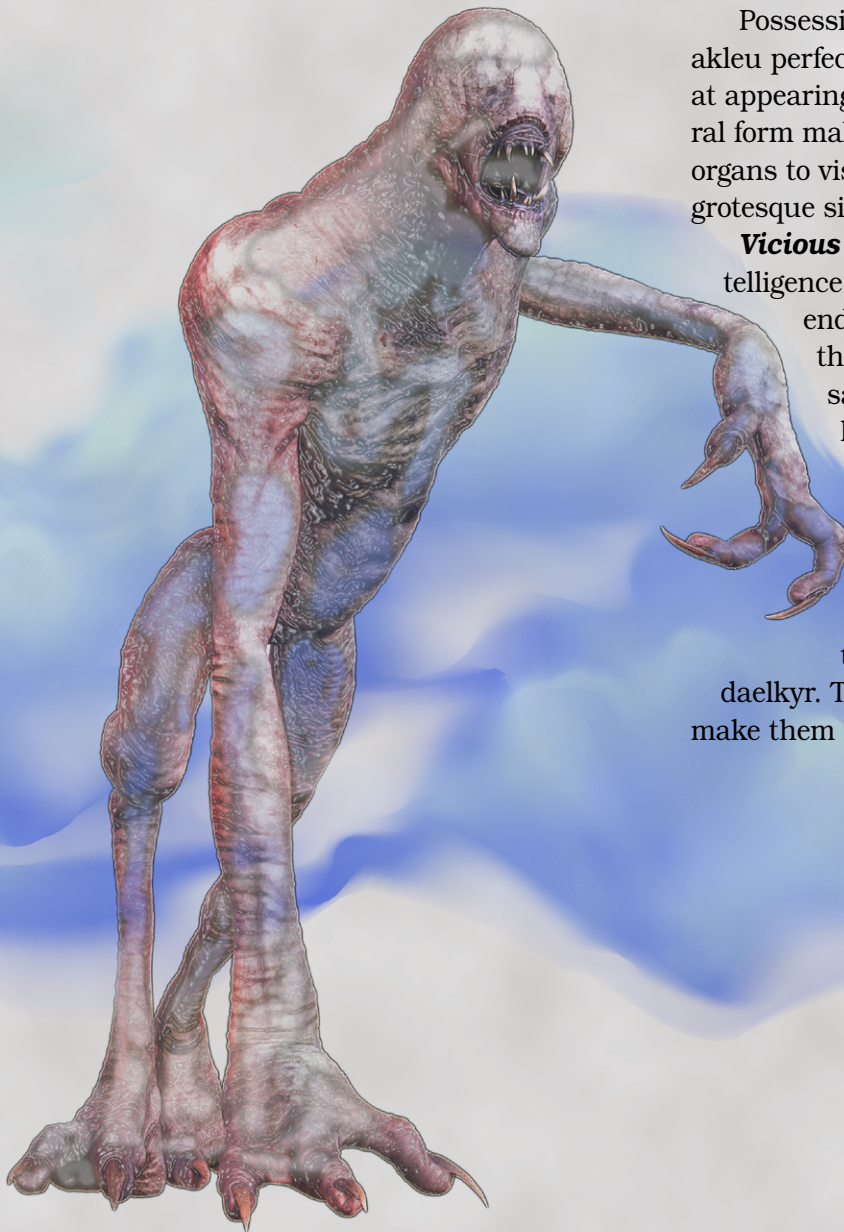
At the end of each of the living thunderwave's turns, every creature grappled by it is affected by a *thunderwave* spell (they must succeed on a DC 13 Constitution saving throw, taking 9 (2d8) thunder damage and pushed 10 feet on a failed save, or half as much damage and no push on a successful one).

CREATURES

The majority of the Mournland's flora and fauna can be categorized as twisted offshoots of creatures we are already familiar with. Some, however, appear to be completely different species and are described here, as well as other anomalous denizens.

Many of these creatures are remarkably resistant to magic—most likely as a result of the Mourning or its continuing after effects. As we've noted, areas such as the Glowing Chasm and the Stagnation still ooze magical energy in staggering quantities. Creatures who inhabit this land are steeped in magic and don't seem to mind its potential hazards.

Suffice to say, entering the Mournland without a strong sword and arm to swing it is a recipe for disaster for all but the most adept spellcasters.



AKLEU

Most akleu range from 6 to 7 feet tall, though they often walk hunched over, or even on all fours (especially when sprinting). Those directly serving the daelkyr on Eberron have trained and practiced so their bodies appear almost fully transparent. The akleu remaining in their natural habitat on Xoriat have internal organs and bones that can be seen through the translucent flesh. All akleu have distinctive fully black eyes that lack transparency.

Otherworldly Hunters. Even if the akleu's form was not largely transparent, it would look distorted and twisted. Native to the nightmarish jungles of Xoriat, the akleu have elongated, clawed arms, suited for climbing any surface, and a maw of shark-like teeth that deliver an agonizing poison to their prey.

Possessing a naturally transparent body makes akleu perfect predators. While trained akleu are adept at appearing almost fully transparent, their natural form makes their soft bones and purplish inner organs to visible through their flesh, creating a truly grotesque sight.

Vicious Killers. Possessing above-average intelligence, the akleu use it entirely for murderous ends. Whether hunting solo or in packs, their instinct is to kill and they derive great satisfaction from the act itself. Though they have been known to hunt in groups of up to eight, they lack any sort of organized society.

Assassins for the Daelkyr. Perfect camouflage, intelligence, and the ability to operate independently have made the akleu a surgical strike weapon for the daelkyr. Their rarity and single-minded efficiency make them highly prized minions.

—conversion by Andrew Bishkinskyi

AKLEU

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +8, Con +6, Wis +5

Skills Acrobatics +11, Perception +8, Stealth +11

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

Senses darkvision 60 ft., passive Perception 18

Languages Daelkyr, Undercommon

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the akleu has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Transparency. The akleu's transparent body makes it difficult to target by sight. Attack rolls against it have disadvantage and it cannot be targeted by spells that require the target to be seen. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the akleu is incapacitated or has a speed of 0. Attacks from creatures that possess senses that do not rely on sight—such as tremorsense or blindsight—or that have highly developed smell or hearing, are not affected by this trait.

Evasion. If the akleu is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the akleu instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the akleu deals an extra 14 (4d6) 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 akleu that isn't incapacitated and the akleu doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The akleu makes one claw attack and one bite attack.

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Visages of Madness

It is perhaps due to the Mournland's unique, nightmarish ecology that visitors from the realm of madness would choose it for their incursions. After all, where better to hide an abominable, alien form than in a land where all forms are twisted and unrecognizable?

As is often the case with the inscrutable denizens of Xoriat, the history of its creatures in the Mournland is largely unknown. Were vicious akleu assassins in Cyre when the cataclysm struck, or did they find the dead-gray mist created a perfect hunting ground to move into? Were the tsochari (page 73) already here investigating a great arcane weapon that caused the cataclysm? Or did they come after—their appetite for arcane knowledge driving them across the cosmos to study the remains of unimaginable power?

The Xoriat creatures presented here are not related to the Mournland directly, but they have both come to lurk in its dark corners—hunting, learning, and pursuing their alien goals.

Suggestions on using the akleu:

Feral Akleu. On Xoriat, the akleu are feral hunters. The Mournland provides the perfect hunting ground for those that wish nothing more than to kill.

Missionless Akleu. If the akleu were in Cyre doing some daelkyr's bidding, their mission is now gone and they're left purposeless. It would not be unreasonable for an akleu to have found a new master, especially one that shared their appetite for killing.

Newly Sent Akleu. For campaigns with a stronger daelkyric influence, it is possible that akleu have been newly sent on devious tasks.

Suggestions on using the tsochari:

Cataclysm Investigators. Tsochari value nothing as much as arcane knowledge. The most likely thing to have led them to the Mournland is investigation of the cataclysm itself or its lingering effects. Whether they came before, during or after, were involved, or wish to find a way to replicate the effects, they can make for a variety of interesting storylines.

Arcane Secrets. If there is an arcane secret to be found anywhere, it is possible and likely that the tsochari are looking for it. They can be great foes or competitors in the search for magical treasure. They may also be—in an obvious or hidden form—unlikely taskmasters, employing adventurers to retrieve artifacts.

BOG WYRM

The bog wurm can be found in any wet terrain and is usually not far from a water source. The ancient Cyran name for this fearsome beast is *Ixspilatyl* or “demon snake.” Cyran sages believed the bog wurm to be a species of demon-spawn sired by the mighty dragon Khyber.

Robust Survivor. The bog wurm is one of the few creatures known to have lived in Cyre before the cataclysm and still thrives in the barren wastes. Their form has changed from what the old texts describe but they have lost none of their malice or appetite. Adult bog wyrms can grow up to 10 feet long and

weigh 450 lbs. They can be brown, black, dark green, or tan and have large thick scales resembling an alligator. They have a muscular, snake-like body and an almost draconic head with reptilian eyes. Older bog wyrms have longer temporal and cranial spurs, but often these tusks break from fighting. They also have a rigid spur on the tip of their tail used to spear unwary foes.

Horrific Predator. Bog wyrms have few predators and live alone unless mating. They lay eggs in wet, mossy nests and young reach maturity in 2 years. The bog wurm does not swallow its prey whole as most ophidians do. They instead tear it into manageable pieces with their elongated canines.

Vicious Tactics. Bog wyrms use their natural camouflage and the terrain to their advantage, lying in murky water waiting to strike. The bog wurm wraps its powerful body around prey, crushing the life out of it or holding it underwater until it drowns.

—by Jeremy Schulz-Arnold

BOG WYRM

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Con (+5)

Skills Stealth +5

Senses passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Reverse Grappler. Whenever the bog wurm becomes grappled or begins its turn grappled by a creature, it may use its reaction to make a grapple attack against the creature grappling it. The target's contested check is made with disadvantage. If the bog wurm succeeds, it is no longer grappled and its target is grappled. If the check fails, the bog wurm remains grappled. The bog wurm cannot use this ability if it already has a creature grappled.

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

ACTIONS

Multiattack. The bog wurm makes two attacks, one with its tail and a constrict, or one with its bite and a constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the creature is grappled (escape DC 14). Until this grapple ends, the creature is restrained and the bog wurm can't constrict another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.



BRIARVEX

A few months after the Mourning, reports began to surface—primarily from Dargu-un—of large “plant men” wandering out from the dead-gray mists. The creatures were extremely aggressive when confronted, but seemed mostly interested in finding forests to disappear within. In the time since, these plant men, dubbed briarvexes, have been seen in many forests around Khorvaire. It is unknown whether the Mourning spawned these creatures or if they were in Cyre all along and merely wished to escape the wasteland.

Prickly Punch. Briarvexes are quite strong and can cause serious damage with their large fists. In addition, their hands are covered in sharp thorns, which tend to break off when in combat, leaving their target covered in painful splinters. Some say that briarvexes retain control over these lost body parts and can continue to inflict pain through them even while separated.

Vine Control. The briarvex is deeply connected with the plant life around it and can even command plants to grow and latch on to creatures nearby. The briarvex, meanwhile, can move through the tangled terrain with ease and are surprisingly stealthy for such large creatures.

—conversion by Alan Tucker



BRIARVEX

Large plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 86 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	9 (-1)

Skills +3 Perception, +5 Stealth

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

Thorn Burrow. Whenever the briarvex hits with a thorny fist attack, some of the thorns break off and embed themselves into the target. As a bonus action, the briarvex can command any thorns embedded in one creature it can see within 60 feet to burrow deeper into its flesh, dealing 7 (2d6) piercing damage. A creature can use an action to remove any thorns from themselves, or an ally within 5 feet.

Entangle (3/Day). The briarvex can cast the *entangle* spell, centered on itself. This does not require the briarvex's concentration and lasts for 1 minute. The escape DC is 12.

ACTIONS

Multiattack. The briarvex makes two attacks.

Thorny Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

CENTIMANI THISTLE

Glowing vines slowly undulate in the air near a rocky cave entrance. A gentle aura radiates from this enormous plant, no matter the season. The crackle of arcane magic fills the air and spiders over the flesh of creatures that enter its domain. Vines slap the ground and whip out as intruders get within reach.

The centimani thistle is an aggressive, arcane plant, also known as the Plant of the Magi. It lives near cave entrances, well-shaded rocky areas, and can survive in other planar territories. It has many illuminated, wandering vines ready to magically snare or snap at anything that wanders near.

An alluring glow emanates from the centimani thistle's sense and casting organs which attracts creatures. The plant can evoke magical energy from its central eye or deliver an arcane blow to any creature that comes in contact with the tips of its vines. Known species of the centimani thistle display fire, lighting, or frost arcane abilities.

Drought Movement. If water becomes scarce, the centimani thistle will pull its roots up and crawl to a water source before anchoring again.

Burrowing Hibernation. The glowing orbs at its central eye and at the end of each tendril contain sense organs that allow for primitive sight, and they serve as its source of casting. If all of these are destroyed, the plant will flail frantically, and be unable to cast or sense its surroundings. The plant then seeks to burrow and escape until it regrows its lost appendages and regains health.

—by Elise Cretel



CENTIMANI THISTLE

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 0 ft. if anchored, 15 ft. if uprooted, burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

Saving Throws Str +6, Int +7

Damage Resistances slashing, piercing

Damage Immunities necrotic, psychic, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Arcane Allure. Creatures within 50 feet of the centimani thistle must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature is charmed and must use their full movement speed to approach the centimani thistle.

Burrowing Escape. When the centimani thistle reaches 20 hit points or less, it burrows into the ground, without provoking attacks of opportunity, where it remains dormant for 1d6 + 5 days. Once out of dormancy, it regains full hit points and returns to the surface.

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

Spores (1/Day). If the centimani thistle senses a magic or non-magic gemstone or crystal in the open within 50 ft., it makes a DC 16 constitution saving throw. On a success, the centimani thistle releases spores that impact 1d4 stones or crystals in the area and a microscopic centimani thistle is attached. In 1d10 + 3 days it becomes visible on the stone. The spores reach maturity in one month, growing to around 2 feet in diameter and gaining its arcane abilities. The host stone disintegrates and the centimani thistle then attempts to find rocky terrain in which to set its roots.

ACTIONS

Multiattack. The centimani thistle can make 1d6 vine snap attacks and one vine snare attack, or one evil eye attack.

Vine Snare. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw. On a failure, it is grappled (escape DC 15) and takes an additional 6 (1d10) fire, cold, or lightning damage, depending on the species. On a success, the creature is not grappled and takes half damage. The centimani thistle cannot use the same vine to attack another target while grappling.

Vine Snap. *Melee Weapon Attack:* +6 to hit, reach 35 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Evil Eye (Recharge 5-6). The centimani thistle has a special spell attack when its arcane energies are charged. Depending on type, it casts the following spell, without the need for material components or a focus:
Fire: *fireball*, Frost: *cone of cold*, Lightning: *lightning bolt*

CORPSEPICKER

There is no shortage of strange creatures in the Mournland. The corpsepicker is notable for two things: beauty and gruesomeness. There is an iridescence to its black scales, like oil on dirty water, and it swoops gracefully across the twilight skies. It is when the corpsepicker draws close that awe at its beauty gives way to horror at its monstrous power.

The corpsepicker's jaw is better designed for grinding than tearing and its claws are by far its greatest weapon. Scholars with strong constitutions conclude these creatures may have once been something much more humanoid.

Complacent scavenger. The corpsepicker has vicious claws that drip with paralyzing secretions; there is no reason it should not hunt. Unlike other creatures in the Mournland, the corpsepicker is not averse to pillaging the thousands of undecaying dead littering the battlefields and cities. The difference between sleeping and dead bodies is negligible... especially when the corpsepicker's paralyzing touch quickly renders an unwary traveler helpless in its grip.

Gruesome hoarder. Corpsepickers do not devour their meals where they find them. They usually carry



away a corpse—or live prey—to a lair in the rocky sides of a chasm, canyon, or the cellars of a ruined building. There, they rend flesh from bone with their wicked claws, drawing out the pleasure of a meal over a day or more.

—by Catherine Evans

CORPSEPICKER

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 212 (24d10 + 80)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	4 (-3)	17 (+3)	3 (-4)

Saving Throws Charisma +0

Skills Athletics +8, Perception +7

Condition Immunities paralysed

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 12 (8,400 XP)

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

Dive Attack. If the corpsepicker is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 18 (4d8) damage.

ACTIONS

Multiattack. The corpsepicker makes two claw attacks and one tail attack.

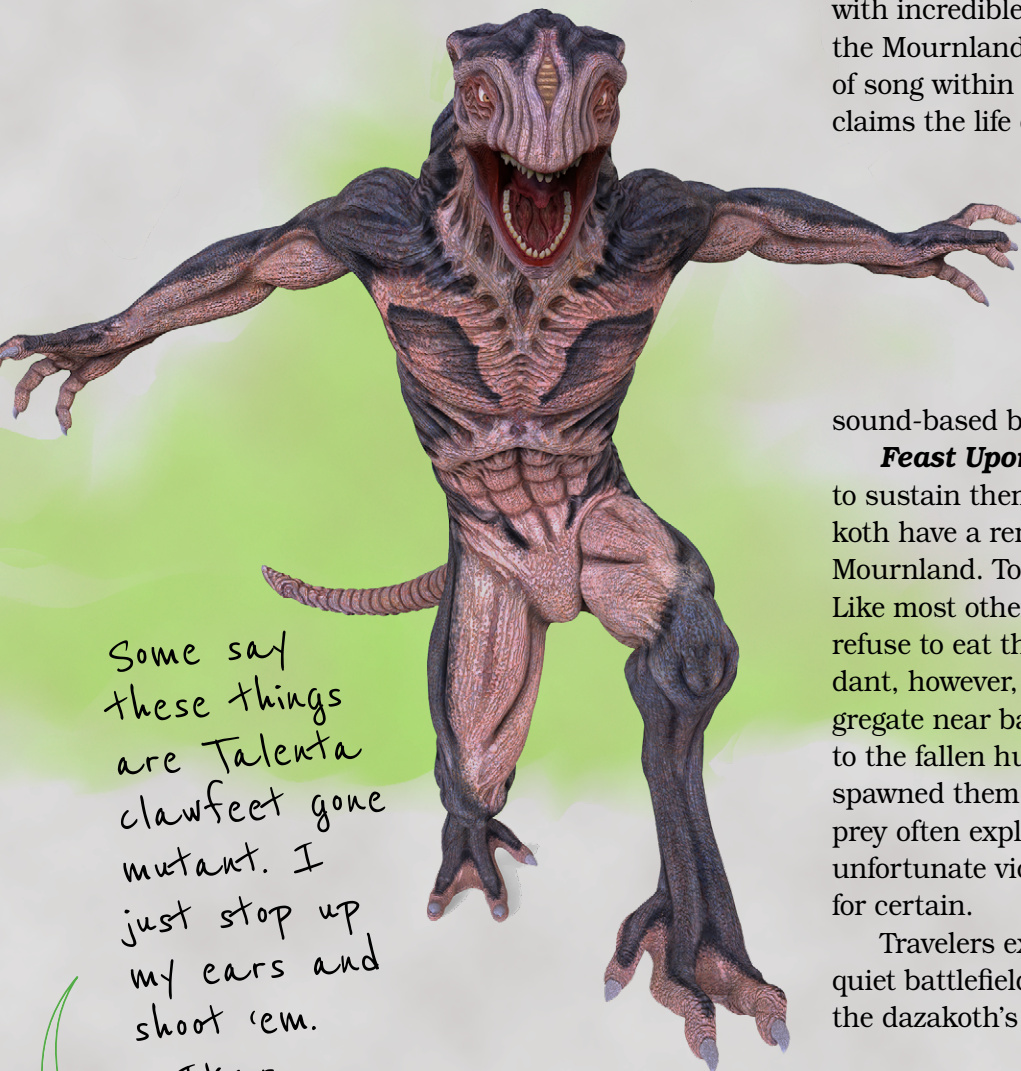
Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

DAZAKOTH

Remarkably fast, shockingly resilient, incredibly athletic, and comfortable in extreme environments, dazakoth are particularly suited to life in the Mournland. These seven-foot-tall, omnivorous bipeds roam the wastes of Cyre in small tribes, feeding upon thornweed and fresh flesh. They are cautious scavengers by nature, though they are capable of overwhelming all manner of creatures and are lethal opponents if challenged.

The dazakoth are genderless, sexless beings with no reproductive cycle and seemingly sprang into existence, fully grown, on the Day of Mourning. Rumors persist that an instructor at the Wynarn Institute, Dazakoth Galbadrakh, was teaching a class on homunculi construction when the calamity



Some say these things are Talenta clawfeet gone mutant. I just stop up my ears and shoot 'em.
- Ikar

struck, and eldritch forces warped and multiplied the students' efforts, scattering hundreds of creatures in packs across the Mournland. The fact that the creatures call themselves dazakoth seems to support this theory, but proof, if it exists, is buried within the remains of the Institute.

While their lifespan is unknown, there appears to be no practical means to perpetuate the species. The dazakoth are keenly aware of their species' unique, possibly irreplaceable nature, lending to their status as cautious scavengers even though they are well suited to a more predatory existence. Nonetheless, should violence threaten, they are quick to react, striking hard to eliminate any threat. They then feed upon the remains of their enemies, healing their wounds in the process.

The Song of the Dazakoth. Long before encountering a tribe of dazakoth, one will hear them. Bearing long vocal cords and a unique nasal construction, the dazakoth have beautiful, sonorous, baritone voices with incredible range. Their lonely existence within the Mournland is made tolerable through the sharing of song within a tribe, and when violence or starvation claims the life of a dazakoth, the tribe sings a deep,

mournful, often angry dirge for hours. Able to weave their song to hypnotic effect, the dazakoth employ their voices to practical effect as well. Large, sensitive ears, coupled with specialized receptors in their snouts, give them a bat-like,

sound-based blindsight.

Feast Upon Flesh. Though omnivorous and able to sustain themselves completely on plant life, dazakoth have a remarkable ability to heal within the Mournland. To do so, they must feed upon fresh flesh. Like most other scavengers in this strange land, they refuse to eat the undecaying flesh that is so abundant, however, the dazakoth tribes do tend to congregate near battlefields. Whether they feel a kinship to the fallen humanoids whose actions may have spawned them, or they simply know that potential prey often explore the eerie zones looking to loot the unfortunate victims of the Mourning, no one can say for certain.

Travelers exploring the ruins of cities or the long quiet battlefields of the Last War are wise to listen for the dazakoth's song and heed it as a warning.

—by Tony Petrecca



DAZAKOTH

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +8, Dex +6, Con +6

Skills Athletics +11

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Magic Resistance. The dazakoth has advantage on saving throws against spells or other magical effects.

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

Hypnotic Song. The dazakoth sings a deep throated war chant

when it isn't incapacitated. Each creature that starts its turn within 20 feet of the dazakoth and can hear the song must succeed on a DC 15 Wisdom saving throw. On a failure, the creature is charmed until the start of its next turn. Charmed creatures are considered stunned for the duration of the effect.

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

Shockingly Swift. The dazakoth can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The dazakoth regains hit points equal to the bite's damage amount.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

DEVOURING LARVA

These small aberrations are among the simplest life forms. Life in the Mournland isn't that simple, however, so the larvae survive in groups, sharing the infrequent prey they can find. They mainly feed on fresh carcasses and leftovers from other creatures. In fact, devouring larvae have developed a special sense for blood. Some cults of the Dragon Below keep devouring larvae as pets, reveling in their appetite for blood.

Larval Form. The devouring larva body is shaped like a thick snake with an oversized head sporting a plethora of dangerous teeth. These allow the larva to feed on all types of meat.

Blood Seeker. Blood is life for a devouring larva. Their other senses are virtually useless as their anatomy has focused entirely on the location and consumption of flesh and blood. Devouring larvae are blind, but they can sense blood—be it from a small cut or the gore of a flayed carcass—from up to 150 feet away. Experienced explorers take great care to tightly bind any wounds they receive in order to avoid the detection of devouring larvae.

The Colony. Devouring larvae are usually found in colonies which grants the larvae the best chance for survival in the savage and unpredictable Mournland. Colonies are constantly on the move, searching for their next meal. Massive colonies have been reported to consist of up to 100 larvae and when food is scarce, they have been known to feed on the weakest members of the colony.

—by Luca Maffia



DEVOURING LARVA

Small aberration, unaligned

Armor Class 10

Hit Points 25 (5d6 + 5)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	3 (-4)	10 (+0)	6 (-2)

Skills Stealth +3

Condition Immunities prone

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Aberrant Ground. The ground in a 10-foot radius around the larva is dough-like difficult terrain. Each creature that starts its turn in that area must succeed on a DC 11 Dexterity saving throw or have its speed reduced to 0 until the start of its next turn.

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d10) piercing damage and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

DOULOR STALK

Often growing in small clusters of three to five, these alluring plants grow to heights between 8 and 10 feet, and up to 5 feet across at the base. The tip of the plant glows softly, shedding a calming, dim light for 20 feet, which attracts all manner of creatures in the perpetual twilight of the Mourmland. The pleasing illumination, ranging in color from soft pinks, to gentle blues, and bright greens, serves to dull the reactions of doulor stalks' potential prey.

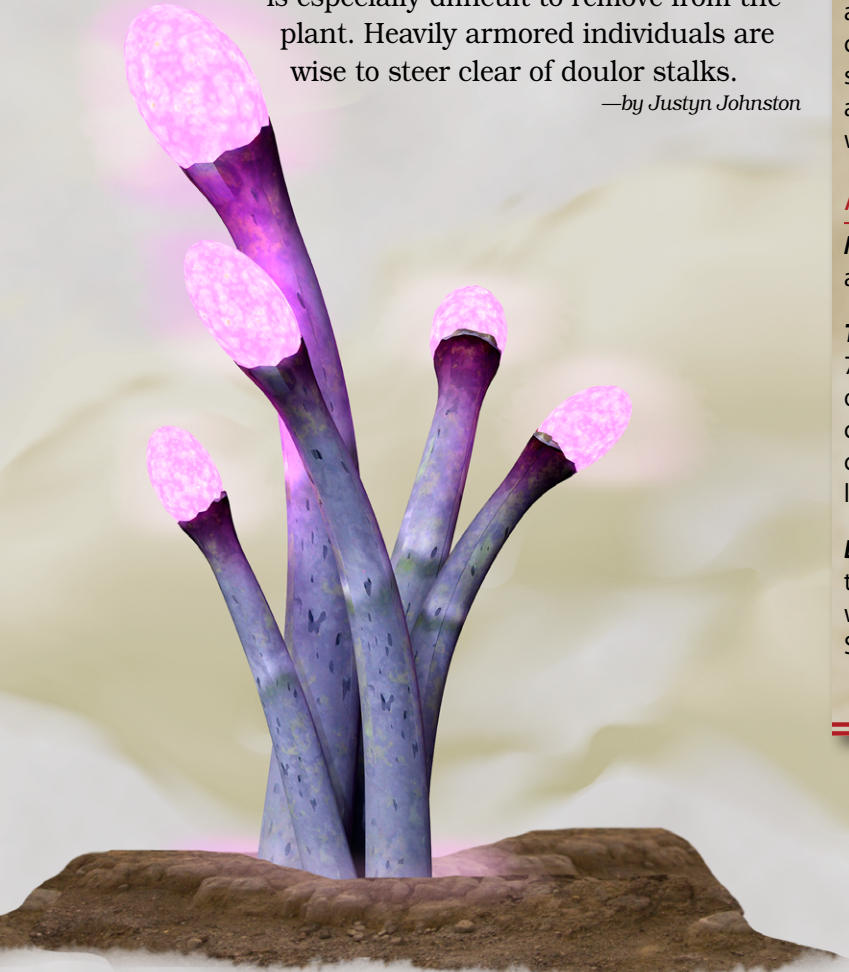
Sticky Situation. The flexible stalk of the plant is coated with an adhesive substance, which provides it with a thick protective barrier and holds prey while slowly digesting it. This natural glue has spawned the common name for this plant: sticky fingers.

A Firm Grasp. Each plant has four tentacles. One is used to initially ensnare its prey, while the others pull it close.

Magnetic Personality. The adhesive oozing from the stalks has a special affinity for metallic objects.

Anything made of metal, such as a sword, is especially difficult to remove from the plant. Heavily armored individuals are wise to steer clear of doulor stalks.

—by Justyn Johnston



DOULOR STALK

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 0 ft.

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

Damage Resistances bludgeoning from non magical attacks

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius)

Languages —

Challenge 2 (450 XP)

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

Beacon. When a creature first steps into the area of dim light shed by doulor stalks, it must succeed on a DC 13 Wisdom saving throw or become charmed and spend all of its movement, moving towards the doulor stalk plant. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Magnesis. Any melee attack made with a metallic weapon that hits a doulor stalk requires the attacker to succeed on a DC 13 Strength check. On a failure, the weapon is stuck to the the plant. The weapon still deals damage as normal for this attack. A creature can use an action to attempt a DC 13 Strength check to remove the stuck weapon.

ACTIONS

Multiattack. Doulor stalks make three tentacle attacks (two if it has a creature grappled).

Tentacle. *Melee weapon attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage, and the creature must succeed on a DC 13 Strength saving throw. On a failure, the creature is considered grappled (escape DC 13) and is pulled into the cluster center of the doulor stalks. A grappled creature takes 3 (1d6) lightning damage at the start of each of its turns.

Disarm. A doulor stalk uses magnetic force to pull a metallic object that is within 10 feet of it towards it. If the item is being carried or worn, the creature carrying the item must succeed on an opposed Strength (Athletics) check to maintain possession of the item.

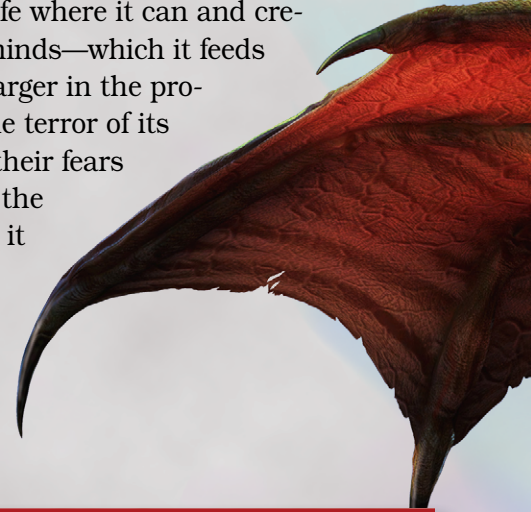
DROXA

The warforged within the Mournlands are said to fear two things: the Lord of Blades and the Droxa. No one knows exactly where or when the Droxa emerged, some say the beast arose from the tormented memories of fallen soldiers whose corpses failed to rot along with their psychic essences. Others say wild magics birthed the creature which then consumed lesser abominations in the shadows until it grew strong enough to hunt larger prey. However it came to exist, the Droxa is a hideous creature that throws the minds of others into the depths of inescapable madness.

Horriifying Visions. The Droxa is a massive creature, towering over the misted landscapes of the Mournland. It possesses a bestial mind filled with the agonizing memories of the last moments of the fallen

soldiers who litter the realm. These memories have infected the creature, turning its thoughts into a mosaic of pain and chaos. They drive the Droxa to seek out intelligent life where it can and create more shattered minds—which it feeds upon, growing ever larger in the process. It delights in the terror of its victims, drinking in their fears by sight alone. Once the Droxa has fed its fill, it ascends into the sky, looking for its new victims to plunder.

—by BenDjinn Games



DROXA

Huge monstrosity, neutral evil

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., flight 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	15 (+3)	23 (+5)	25 (+6)

Damage Immunities poison, psychic

Damage Resistances necrotic; bludgeoning, piercing and slashing from non-magical attacks.

Condition Immunities charmed, poisoned, frightened

Senses passive Perception 14

Languages —

Challenge 18 (20,000 XP)

Amphibious. The Droxa can breathe air and water.

Legendary Resistance (2/Day). If the Droxa fails a saving throw, it can choose to succeed instead.

Frightful Hunger. The Droxa regains 5 hit points at the start of its turn if there are any creatures within 60 feet of it that are frightened.

Maddening Mind. If a creature tries to communicate telepathically with the Droxa, the creature must succeed on a DC 21 Wisdom saving throw or take 28 (8d6) psychic damage.

ACTIONS

Multiattack. The Droxa makes three attacks with its slam or claw.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Horrid Mind. The Droxa targets one creature it can see within 60 feet of it. The target must succeed on a DC 21 Wisdom saving throw. On a failed save, the target is frightened and unable to speak intelligently, instead babbling uncontrollably and rendering them incapable of normal speech or spellcasting. The target must repeat the saving throw at the start of each of its turns. Three successful saves end the condition and allows the creature to speak normally. If a creature fails the save three times before three successful saves, it retreats into its mind and becomes paralyzed. The state can only be ended by the *lesser restoration* spell or similar magical effect.

A target that successfully saves is immune to the horrid mind effect for the next 24 hours.

Mind Blast (Recharge 6). The Droxa emits a psychic blast in a 60-foot cone. Each creature in the area must succeed on a DC 21 Wisdom saving throw or take 25 (4d8 + 7) psychic damage and can't take reactions for 1 minute. A target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The Droxa 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 Droxa regains spent legendary actions at the start of its turn.

Claw. The Droxa makes one claw attack.

Recharge. The Droxa attempts to recharge its mind blast if it is currently spent. The Droxa can only use this action once per round.

Wing Buffet (Costs 2 Actions). Each creature within 30 feet of the Droxa must succeed on a DC 19 Constitution saving throw or take 15 (2d10 + 4) force damage on a failed save and is pushed 20 feet away from the Droxa, or half as much damage on a successful one.



Blood and soul, this
thing's a story. It better
be a story. I hope it's a
story. - Ikar

DUPLIX

These large, canine-looking creatures usually roam the flatlands on the eastern side of the Mournland. Acting as solitary hunters, and only a few have been encountered in pairs or groups during their mating seasons in the spring and autumn. While not terribly aggressive, they will defend their territory fiercely.

Ironhide. The duplex possesses an unusually dark, thick, and durable skin, giving it remarkable protection against most attacks. Many of the Mournland's other predators seek easier prey unless truly desperate for a meal when encountering a duplex.

Magic Eater. Not only is the duplex hard to damage physically, it has another impressive defense mechanism. It can absorb magical damage of several types and belch that damage right back at its attacker. The duplex's eyes, claws, and the stripes running down

its back change color with the type of damage it holds. Observant and knowledgeable adventurers can anticipate the duplex's type of attack and prepare accordingly. The markets in Gatherhold have started to see duplex pelts for sale and some skilled leatherworkers can craft fine armor from them.

—by Alan Tucker



DUPLIX

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 53 (6d10 + 18)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities *see Energy Absorb below

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Energy Absorb. The duplex has the ability to absorb magic damage and redirect it as a breath weapon. Any time the duplex takes magical damage of acid, cold, fire, lightning, necrotic, or poison, it may use its reaction to absorb half of the damage and change its breath weapon to that damage type. The duplex is immune to any further damage of that type until it absorbs something different.

ACTIONS

Multiattack. The duplex makes two claw attacks and one bite attack.

Claw. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

Magic Breath (Recharge 5-6*). The duplex exhales the last damage type it absorbed in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 10 (3d6) damage of the absorbed type on a failed save, or half as much on a successful one. When first encountering a duplex, roll on the following table to determine its last absorbed type:

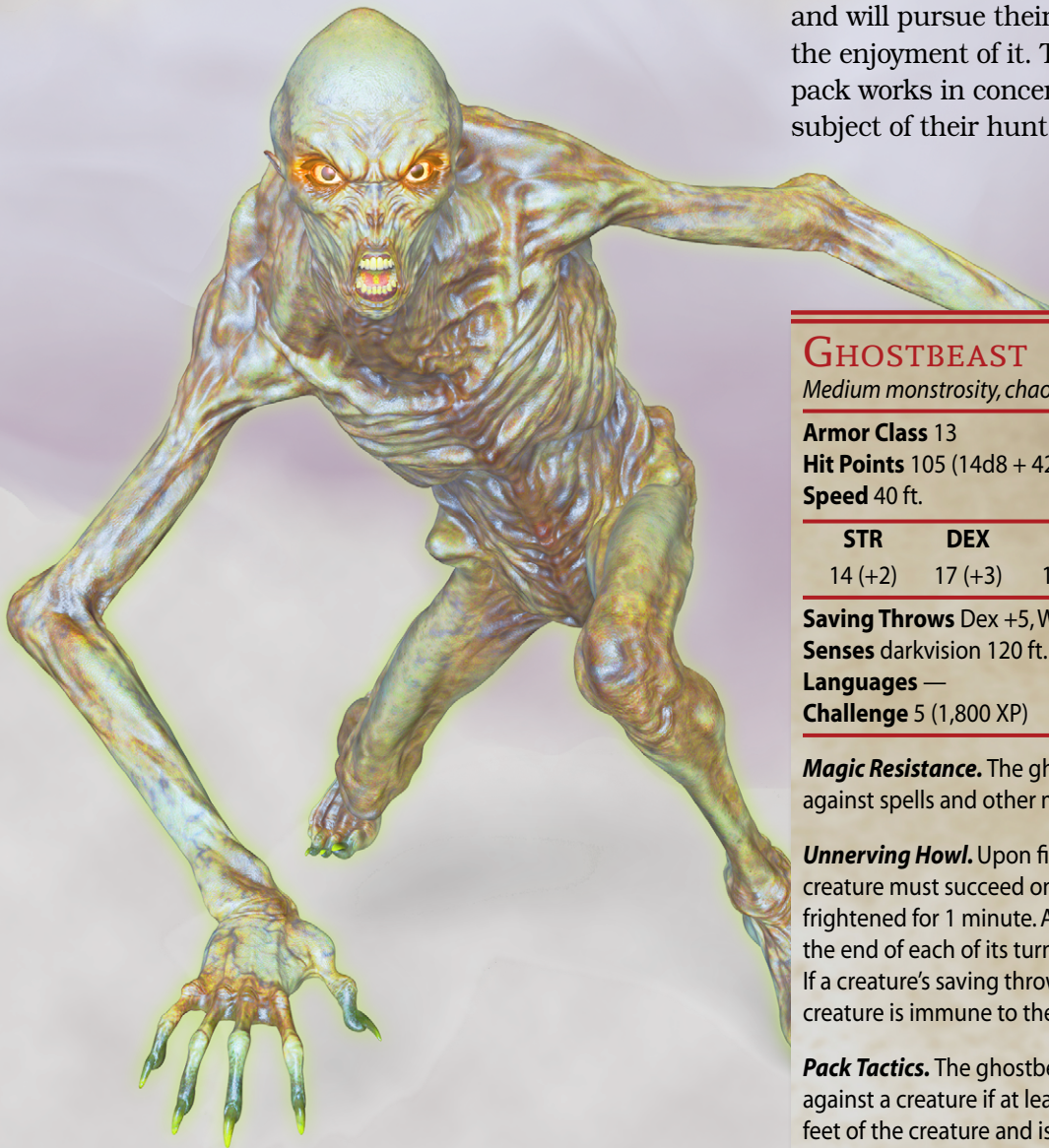
d6	Result
1	Acid (yellow)
2	Cold (blue)
3	Fire (red)
4	Lightning (purple)
5	Necrotic (black)
6	Poison (green)

REACTIONS

***Magic Breath.** If the duplex takes magic damage of a type it can absorb, it can use its reaction to absorb the energy type. Its breath weapon deals the energy type absorbed until it uses its breath weapon or it uses its reaction to absorb another energy type.

GHOSTBEAST

Whether the ghostbeasts are guardians left behind by the royal family in their dying moments, or grim vestiges of Metrol's dead, they are not to be taken lightly when exploring Cyre's former capital. These creatures, humanoid in shape, though stretched and thin, roam the streets and alleys in packs of half a dozen or more. Their skin appears translucent and emits a soft glow that might be considered beautiful were it not emanating from terrifying abominations.



Frightful Howls. Ghostbeasts are not timid creatures. They vigorously announce their presence with yips, hoots, and guttural howls that echo through the night. These wails scare off all but the bravest and foolhardy creatures, which seems counterproductive for a beast that hunts.

Indiscriminate Killers. From all accounts—and there are admittedly few—ghostbeasts don't feast on their kills. They attack with speed and vigor once their prey is cornered, rending flesh easily with their talon-like claws, and then leaving to hunt again. What they consume to sustain themselves remains a mystery.

Cunning Hunters. Ghostbeasts revel in the chase and will pursue their prey for hours, seemingly just for the enjoyment of it. They are lightning fast and each pack works in concert to run down and tear apart the subject of their hunt.

—by Alan Tucker

GHOSTBEAST

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	8 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +5, Wis +2

Senses darkvision 120 ft.

Languages —

Challenge 5 (1,800 XP)

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

Unnerving Howl. Upon first hearing the howls of a ghostbeast, a creature must succeed on a DC 14 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, the creature is immune to the ghostbeast's howl for 24 hours.

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

ACTIONS

Multiattack. The ghostbeast makes two claw attacks.

Claw. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, plus 7 (2d6) necrotic damage.

GRUAMANE

An exact description of the gruamane as a species is difficult to provide. Being substantially made of magical energy, these beings are constantly changing and exhibit a wide range of mutations. In their most commonly observed shape, gruamane resemble miniature dragons with a jarring iridescent purple and green coloration.

Magic Affinity. Gruamane are highly sensitive to magic, resistant to magical effects, and survive by absorbing magic. If left unchecked, a gruamane can slowly devour all the magical energy within an item. Items affected in this manner rarely display physical damage and while the item usually regains its lost power, it rarely works as well as before. Swarms of gruamane have even been known to permanently damage or destroy warforged and Karrnathi undead troopers.

Roaming Nuisance. Gruamane are good swimmers and passable flyers, but they are ungainly on land. They tend to live in and around small bodies of water or marshes, but will wander in search of magic to consume. Reports of encounters with gruamane, individually or in packs, along the border between Breland and the Mournland are increasing in frequency. The creatures rarely venture out from the dead-gray mists, though they have been known to drain everbright lanterns of those who have strayed too close. House Cannith expeditions to the Mournland have noted swarms of these creatures appear to be attracted to the conductor stones of the lightning rail lines.

Delicate. Gruamane are not at all resilient and it is surprising that they continue to exist in the Mournland at all. When slain, these tiny creatures explode in a flash of colored light, sound, and bits of dry skin. Some House Vadalis scholars posit that these creatures of magic are bound to the mists of the Mournland. Gruamane removed from the Mournland by House Vadalis have either dissipated to nothing or swelled and burst. The prevailing hypothesis suggests the creatures are cobbled together hosts for the souls of magewrights or fey creatures present in Cyre during the Day of Mourning. Rumors regarding magical secrets being heard as a gruamane dies circulate throughout House Vadalis.

—by Karl Sciberras

GRUAMANE

Tiny fey, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 15 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Magic Resistance. The gruamane has advantage on saving throws against spells and other magical effects. If it succeeds on its saving throw, it is completely unaffected by the spell. Any damage caused by the spell or magical effect is reduced to 0, including bonuses from magical weapons. The gruamane also has advantage on Wisdom (Perception) checks with regard to any kind of magic or magic item.

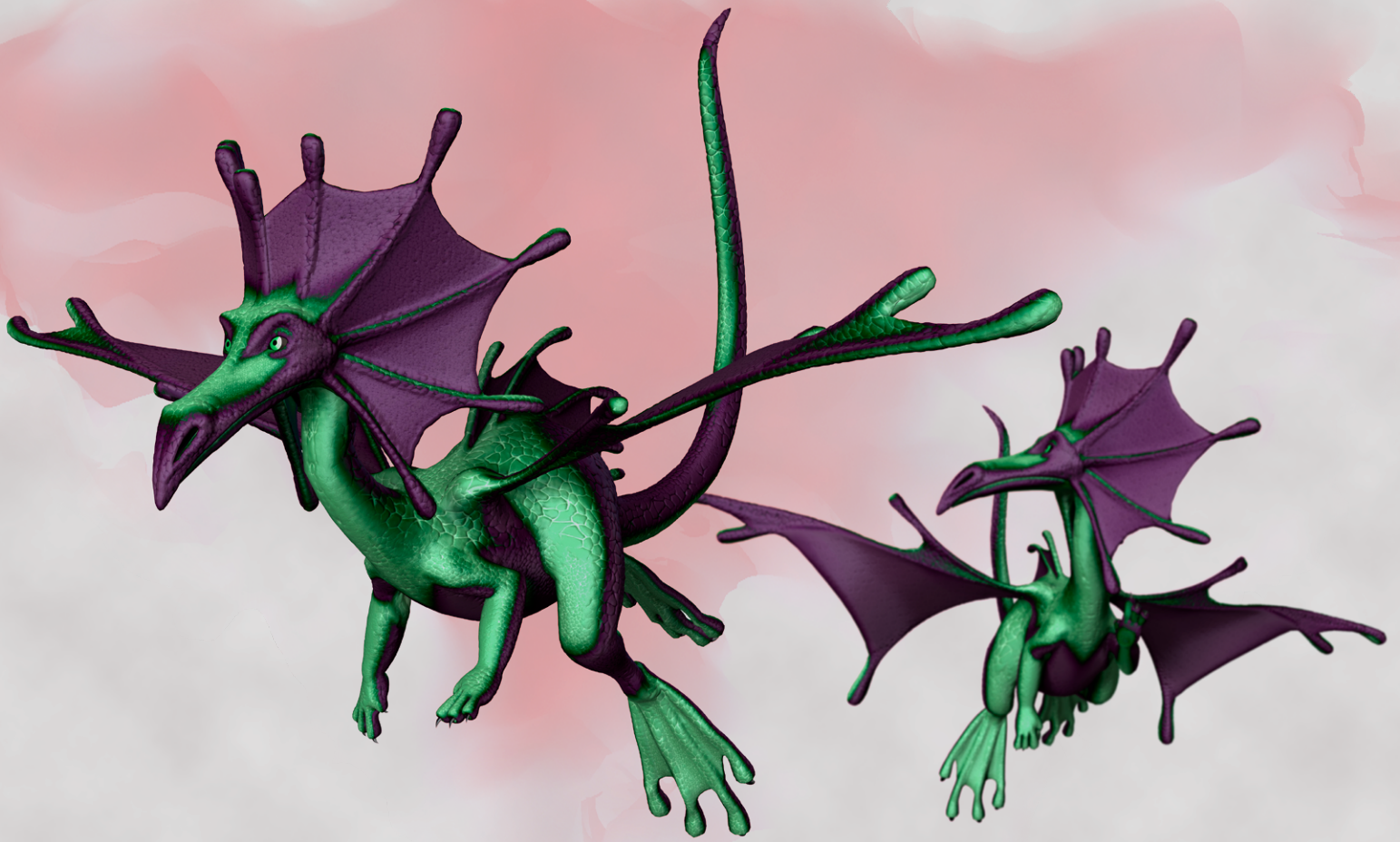
Magilocation. The gruamane's blindsight is based on detecting the energy around it. Materials that block magical auras, such as an antimagic field, also block the gruamane's blindsight senses.

ACTIONS

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

Mana Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) psychic damage. If the target is a warforged, undead, or construct, the target's hit point maximum is reduced by the damage taken and the gruamane gains temporary hit points equal to that amount. The reduction lasts until the target finishes a long rest.

Take a driftglobe or magewright's toy into the mists, toss it out to distract 'em. Keeps 'em away from more valuable stuff - Ikar



SWARM OF GRUAMANE

Medium swarm of tiny fey, unaligned

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 15 ft., fly 30 ft., swim 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Magic Resistance. The swarm of gruamane has advantage on saving throws against spells and other magical effects. If it succeeds on its saving throw, it is completely unaffected by the spell. Any damage caused by the spell or magical effect is reduced to 0, including bonuses from magical weapons. The swarm also has advantage on Wisdom (Perception) checks with regard to any kind of magic or magic item.

Magilocation. The swarm's blindsight is based on detecting the energy around it. Materials that block magical auras, such as an antimagic field, also block the swarm's blindsight senses.

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

for a single gruamane. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Mana Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) psychic damage. If the target is a warforged, undead, or construct, the target's hit point maximum is reduced by the damage taken. The reduction lasts until the target finishes a long rest.

Magic Absorption. A swarm occupying the same space as a magic item, warforged, undead, or construct at the start of its turn may absorb the energy within the space. A magic item with charges (such as a wand) loses 1d4 charges. A magic item without charges is rendered inert for 24 hours or until a character attuned to it successfully completes a long rest. A warforged, undead, or construct must succeed on a DC 11 Constitution saving throw. On a failed save, the creature takes 13 (4d4 + 3) psychic damage, or half as much damage on a successful one.

REACTIONS

Spell Deflection. When the swarm makes a successful saving throw against a spell, the swarm may choose to deflect the spell's energy. As a result, the swarm may make a mana drain attack against any creature within 30 feet (including the original spellcaster); the damage increases by 5 (1d4 + 3) for every slot level of the spell beyond 1st.

HAZE-OF-DEATH

Perhaps one of the most outlandish rumors to come from explorers is that of a “Mourning dragon,” which flies around spreading the dead-gray mist from its breath and the unbleeding injuries across its body. Descriptions indicate it was once a white dragon, but has been warped by the Mourning.

The most recent and verifiable encounter was by Ikar’s Salvagers several months ago. The group was apparently ambushed, but instead of attacking, the dragon snatched a member of their group and flew off with him. The fate of this man, known as Drugor, is unknown. Sovereigns’ mercy he has joined many of the other corpses dotting the Mourmland, for the mind boggles at what other purposes an insane, twisted dragon might have for a mortal.

FREEZING INSANITY

Haze-of-Death’s lair is a natural cavern near the Glowing Chasm, lined with the bodies of the unrotting dead. The entire lair, crafted in Haze-of-Death’s madness, is a drunken mockery of the expected majesty of his kind. In the entrance chamber, hundreds of tattered standards from the battlefields of the Mourmland droop from

their hangings. They’re faded, torn, and some are spattered with blood. Occasionally, they come loose and settle in nondescript piles on the floor, but Haze-of-Death always sets them back up, convinced they flap brightly in his majestic presence.

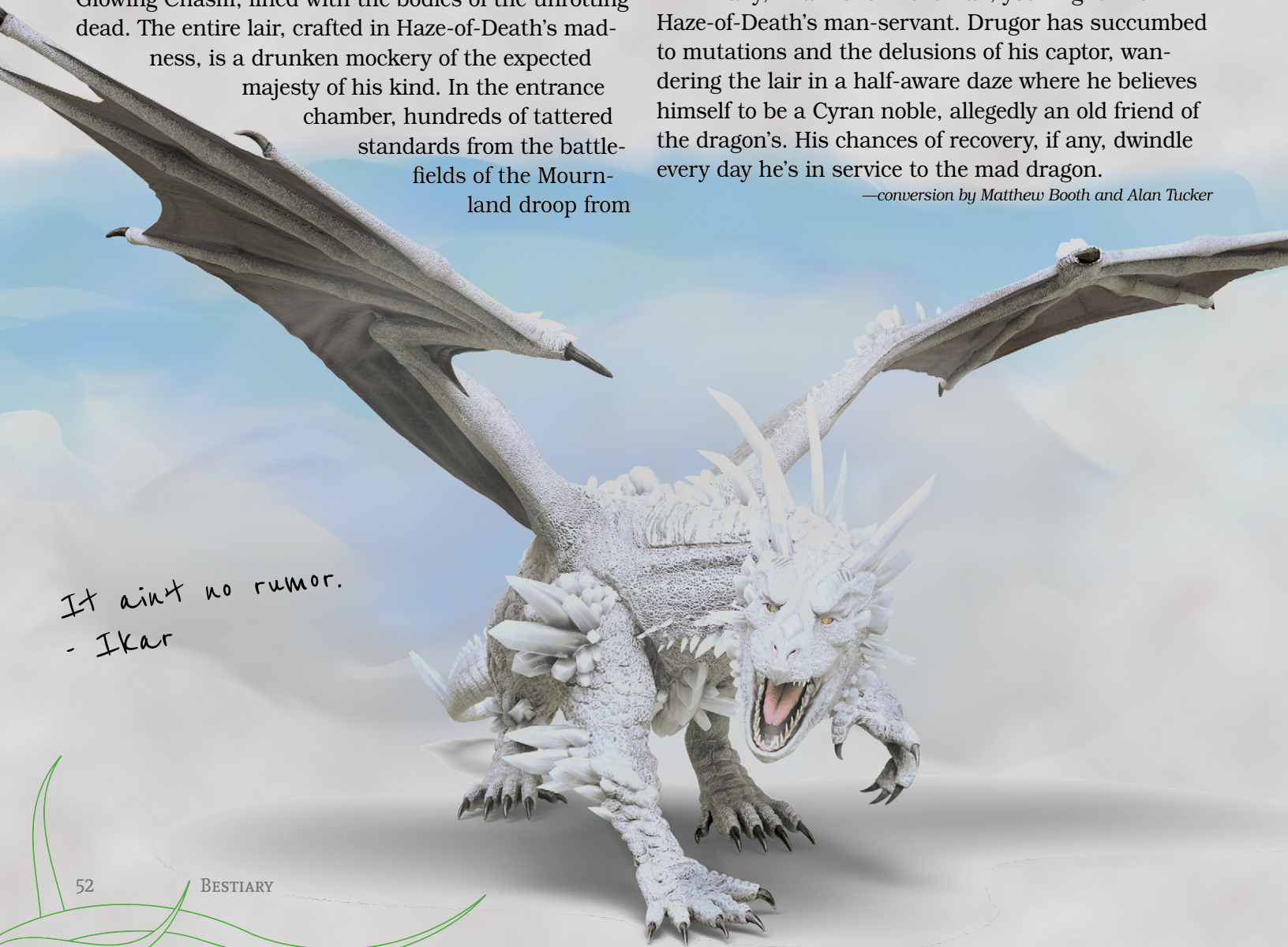
The central chamber is slick underfoot, and covered in grime and filth. The cleanest thing is the bed of ice along one wall, but even that is covered in mud from Haze-of-Death’s travels. Oftentimes the dragon leaves his ‘guard dog’ to patrol the lair: a living cone of cold, made from his own breath.

Haze-of-Death believes his hoard is a thing of grandeur. To anyone who hasn’t succumbed to madness, it resembles a junk heap. Dented armor, rusted warforged parts, smashed shields, and broken weapons lie here in a true testament to Haze-of-Death’s sheer insanity. Despite the pile’s decrepit nature, the dragon still viciously protects it. Even the smallest tarnished belt buckle is valuable enough for him to hunt down a thief relentlessly.

Finally, in a niche in the wall, you might find Haze-of-Death’s man-servant. Drugor has succumbed to mutations and the delusions of his captor, wandering the lair in a half-aware daze where he believes himself to be a Cyran noble, allegedly an old friend of the dragon’s. His chances of recovery, if any, dwindle every day he’s in service to the mad dragon.

—conversion by Matthew Booth and Alan Tucker

*It aint no rumor.
- Ikar*



HAZE-OF-DEATH

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., burrow 40 ft., flight 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	14 (+2)	7 (-2)	16 (+3)

Saving Throws Dex +6, Con +14, Wis +4, Cha +8

Skills Perception +10, Stealth +6

Damage Immunities cold

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks.

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 24 (62,000 XP)

Ice Walk. Haze-of-Death can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Legendary Resistance (3/Day). If Haze-of-Death fails a saving throw, he can choose to succeed instead.

Living Breath (1/Day). Haze-of-Death can create a living cone of cold from his icy breath. It exists until destroyed or Haze-of-Death creates a new one.

Cloud of Mist. A perpetual dead-gray mist oozes from Haze-of-Death's body, shrouding him just like the Mournland itself. Any creature moving within 5 feet of Haze-of-Death must make a DC 16 Constitution saving throw or gain a point of exhaustion. This point is removed if the creature leaves the area, but a new saving throw must be made if they reenter the mist.

Innate Spellcasting. Haze-of-Death's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *ray of frost*

3/day: *detect magic, gust of wind*

ACTIONS

Multiattack. Haze-of-Death can use his frightful presense, then make three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage, plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Haze-of-Death's choice that is within 120 feet of him and aware of him must succeed on 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 Haze-of-Death's Frightful Presence for 24 hours.

Cold Breath (Recharge 5-6). Haze-of-Death exhales an icy blast in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Haze-of-Death 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. Haze-of-Death regains spent legendary actions at the start of his turn.

Detect. Haze-of-Death makes a Wisdom (Perception) check.

Tail Attack. Haze-of-Death makes a tail attack.

Wing Attack (Costs 2 Actions). Haze-of-Death beats his wings. Each creature within 15 feet of him must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Haze-of-Death can then fly up to half his flying speed.

LIVING CONE OF COLD

Huge ooze, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 120 ft.

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

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

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

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Magic Resistance. The living cone of cold has advantage on saving

throws against spells and other magical effects.

Dispel Vulnerability. If targeted with a *dispel magic* spell, a living cone of cold does not end if successfully affected (DC 15); instead, its current and maximum hit points are reduced by 1d6 per level of the *dispel magic*. Further, its current and maximum hit points are reduced by 35 (10d6) damage every round it starts its turn in the area of an *antimagic field*. It cannot regain these lost hit points or restore its hit point maximum. If reduced to 0 hit points, it dissipates.

Envelop. The living cone of cold can occupy another creature's space and vice versa, and it can move through any opening that isn't airtight. Any creature whose space the living cone of cold moves into is immediately and automatically grappled (escape DC 15). A living cone of cold cannot drag creatures it has grappled with it when it moves.

At the end of each of the living cone of cold's turns, every creature grappled by it is affected by a *cone of cold* spell (they must succeed on a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one).

KHANFAM

(FAMILIAR OF TERROR)

Terror pets are about the size of an adult housecat and have a long tail, but the similarities end there. Unlike other aberrations, these little creatures were brought into existence by cults of the Dragon Below. Most are used as familiars by the cultists, but a number of them have been spotted in the Mournland roaming free without any apparent master.

Created for a Purpose. It is not known which cult in particular created these beings, but currently familiars of terror sit alongside wizards and warlocks of several different cults. Masked as cats, dogs, or other small animals, they are frequently used as spies since they can move freely almost anywhere. Occasionally, they are sent on reconnaissance missions to the Mournland and other risky places.

Eyes of the Cults. Khanfams serving cultists are present in the main cities across Khorvaire and even as far away as Xen'drik. If a Khanfam realizes it was discovered, its first instinct is to flee and hide, waiting for a time when it can safely return and report to its master.

—by Luca Maffia



KHANFAM (FAMILIAR OF TERROR)

Tiny aberration, lawful evil

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +6

Condition Immunities frightened

Senses blindsight 60 ft., passive Perception 10

Languages Common, Abyssal

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The khanfam's spellcasting ability is Intelligence (spell save DC 12). It can cast the following spells, requiring no components.

At will: *fear, minor illusion.*

1/day each: *confusion, disguise self, invisibility, phantasmal force, polymorph, see invisibility.*

ACTIONS

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

LAKE RAPTOR

Lake raptors began appearing shortly after the Mourning and live mainly near Lake Cyre. Similar in appearance to some dinosaurs, these predators are dedicated to hunting in organized groups. In fact, lake raptors seem to be able to communicate with each other with sounds they produce by clacking and vibrating the claws protruding from the sides of their mouth. Though once thought to be simply Mourning-warped versions of dinosaurs, scholars have recently determined they must be a previously undiscovered species of beast.

Humanoid Hunters. In addition to fish and other creatures that congregate near the water, lake raptors also hunt humanoids. Hunting in packs, they coordinate to take advantage of their speed and powerful jaws to hold prey and drown it. Their tails are suitable for swimming as well, and lake raptors have quickly become the apex predator of the Lake Cyre shoreline.

Raptor Hierarchy. Like many animals, lake raptors follow the orders and decisions of an alpha—almost always a female. The males are visibly smaller and follow the tactics and teachings the alpha has shown them.

—by Luca Maffia



LAKE RAPTOR

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	9 (-1)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages —

Challenge 4 (1,100 XP)

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

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

Hold Breath. The lake raptor can hold its breath for 1 hour.

ACTIONS

Multiattack. The lake raptor makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15).

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Drown. If a creature starts its turn grappled by the lake raptor and is located in water, it must succeed on a DC 15 Constitution saving throw or take 20 (3d12) damage.

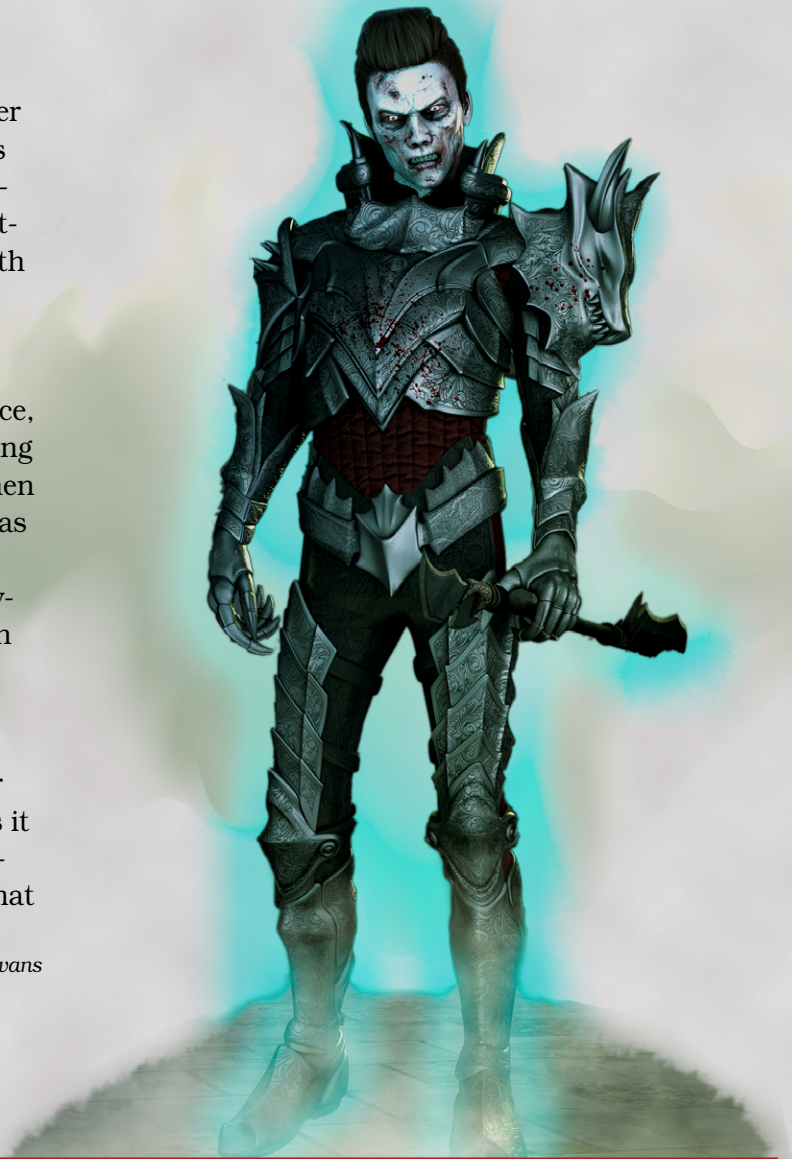
LIMINAL GUARD

When the dead-gray mist of the Mourning rolled over Cyre, there was no time to flee. For some, there was no time to react at all. For the many disciplined, determined soldiers at their posts in garrisons or fighting on battlefields, the instant between life and death was so brief they never noticed it at all.

Frozen in Time. Liminal guards are, strictly speaking, dead. But they don't know it—and nor, it seems, does reality itself. They are frozen in the place, the pose, and the action in which they died, flickering between three states: appearing just as they did when they were alive; as decayed, damaged corpses; and as spectral creatures of blue light.

Relentless Defenders. Liminal guards are oblivious to most stimuli, caught in the moment between life and death until something interacts with them and their multiple states collapse into one very focused, very real, response to that threat. That is to say: a liminal guard is only quasi-real until another creature comes close, fires an arrow at it, or targets it with a spell. Then it becomes murderous, and without the mental capacity left to be dissuaded from that course of action.

—by Catherine Evans



LIMINAL GUARD

Medium undead, lawful neutral

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, restrained

Senses truesight 20 ft., passive Perception 9

Languages understands whatever languages they knew in life; unable to speak

Challenge 5 (1,800 XP)

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

Disruptive Strike. The liminal guard's attacks magically deal an extra 9 (2d8) force damage to a target on a hit from a melee weapon (included in the attack).

Flicker. As a reaction, the liminal guard may become partially spectral, adding +5 to their AC against that attack.

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

ACTIONS

Multiattack. The liminal guard makes two attacks, either with its longsword or its longbow.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) force damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

MONURNA

The Mournland is home to many dangerous creatures and evil monsters, but at least one species manages to survive in relative peace. No one is sure where monurnas came from. They may be dwarves or deep gnomes warped by the Mourning, or they may have sprung into existence from the magics of that fateful day. Whatever their origin, one thing has kept these small, non-aggressive creatures alive: they stink.

Simple Society. Monurnas are relatively intelligent, and live an extremely simple life. They congregate in loose groups of 10-20 individuals, seem to mate for life, and raise their young communally. Monurnas spend most of their time digging in the hard earth or rock, looking for insects and grubs to make their next meal. They are able to communicate in both Dwarvish and Undercommon, but choose to remain silent most of the time, likely to avoid attracting predators who may be hungry enough to ignore the stench.

MONURNA

Small humanoid, neutral

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 25 ft., climb 25 ft.

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

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Monurna Resilience. The monurna has advantage on saving throws against charm, paralysis, poison, spells, and other magical effects.

Stinky Presence. Each creature with a sense of smell and within a 5 ft. radius has disadvantage on attack rolls against the monurna.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Stinking Cloud (1/Day): The monurna can produce a brown, smelly cloud that reproduces the effects of the *stinking cloud* spell, requiring a DC 12 Constitution saving throw to avoid the effects.

Stinky and Lonely. In addition to their offensive odor, when attacked or frightened, a monurna can produce a huge cloud of noxious fumes. People who have interacted with groups of monurnas usually can't stand being in their presence for more than a few minutes. It is uncertain if monurnas have a sense of smell or if they simply like their own foul stench.

—by Luca Maffia

Harmless themselves, but if
y'get caught by something
while you're off hurling,
still deadly.
- Ikar



MOURNER

No one knows precisely what forms the dead-gray mist that surrounds the Mourmland. Some have reported missing time as they pass through it, or an overwhelming numbness that encompasses them. Very rare reports, coming from expeditions into the northern parts of the Mourmland, bring word that the mists conceal wraith-like creatures.

The Mournful Dead. Mourners are undead spirits, unique to the Mourmland, made from the same dead-gray mists that conceal the desolate region. These ghastly visages of crushing despair and anguish howl with grief, and their sharp claws are said to tear resolve and courage away from the living.

Tragic Origins. Though difficult to verify, it seems every mourner encountered thus far was a member of a specific battalion of Thrane soldiers fighting on the northern Cyran border on the Day of Mourning. Some believe they were betrayed by their commander, and the energies of that horrible event gave their feelings of grief and betrayal permanence beyond their mortal lives.

Undead Nature. A mourner doesn't require air, food, drink, or sleep.

—conversion by Anthony Turco

MOURNER

Medium undead, neutral evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common and two others

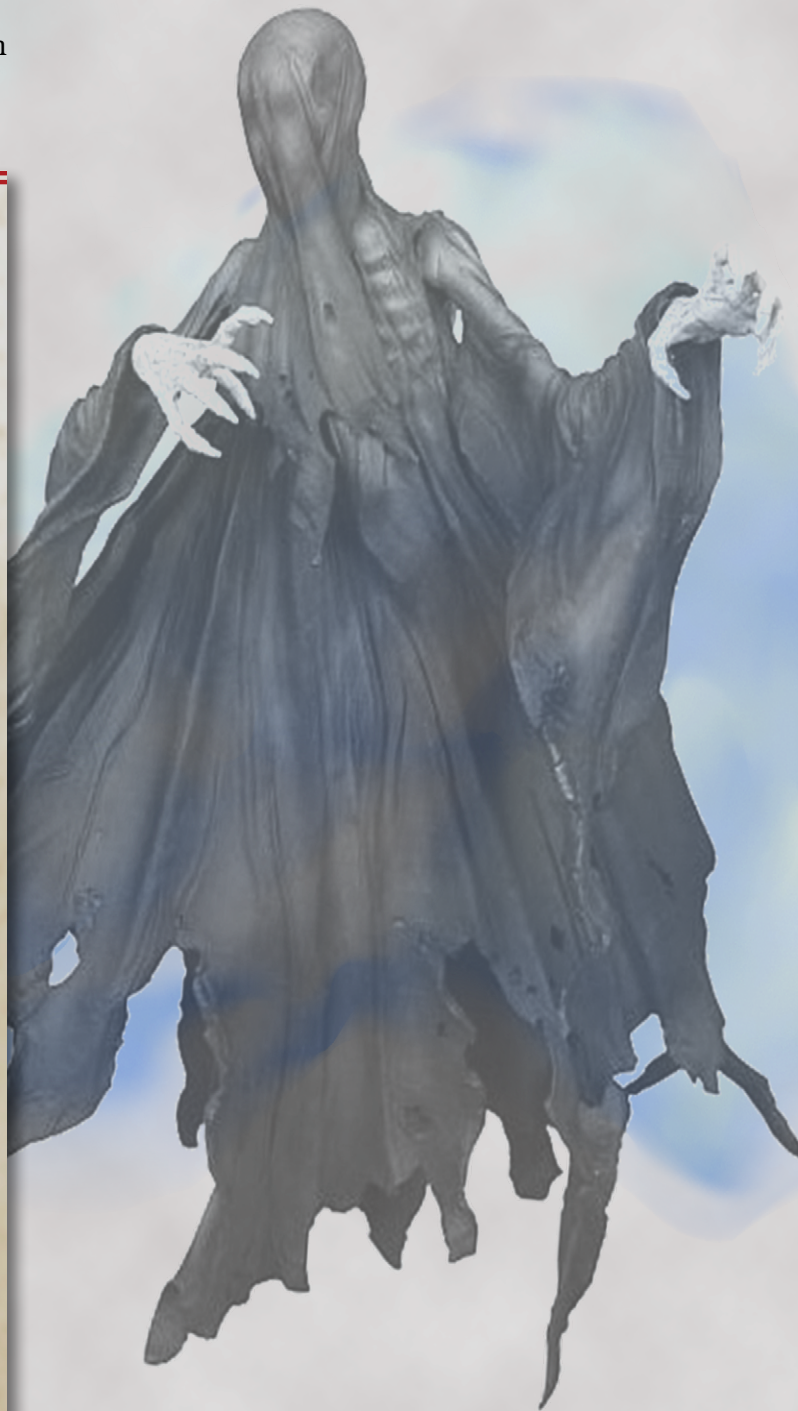
Challenge 2 (450 XP)

Aura of Doom. The mourner radiates feelings of misery and betrayal. The first time a creature enters a space within 10 feet of the mourner, or starts its turn there, it must succeed on a DC 13 Wisdom saving throw. On a failure, it is affected as though by the *bane* spell for 1 minute. If a creature succeeds on the saving throw, it is immune to this effect for the next 24 hours.

ACTIONS

Wisdom Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target is knocked unconscious if this reduces its Wisdom to 0. This reduction lasts until the target finishes a short or long rest.

Wail of Anguish. The mourner lets loose a tormented howl of pain and despair. All creatures within 60 feet of it must succeed on a DC 13 Wisdom saving throw 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.



MOURNISAURUS

The border between the Talenta Plains and Cyre was home to a variety of dinosaurs before the Day of Mourning. Many lived by the Cyre River and the Lake Cyre, while others were hunters of the plains. One notable dinosaur of the region was a large armored lizard, once called scaldbreath—a cunning beast that was able to exhale scalding steam, similar to a dragon turtle.

Armored Protection. When the Day of Mourning came, most of the fauna perished along the border between Cyre and the Plains. A few specimens of the scaldbreath somehow survived the event, but they were irrevocably altered. Their scales became stronger and other features were warped as well.

Burning Breath. Before the Mourning, this four-legged lizard was known for its steamy breath, used to burn its prey while hunting. The mournisaurus retained its progenitors' breath weapon, but it no longer burns the skin of its prey; it now burns the mind, just like the endless dead-gray mist.

Bestial Nature. While the Mourning transformed the dinosaur into a magical creature, most of its bestial habits remain. The mournisaurus still rests at night and hunts during the day, pursuing any prey it thinks it can eat.

—by Rodrigo Kuerten



MOURNISAURUS

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5

Skills Perception +5, Survival +8

Senses passive Perception 15

Languages –

Challenge 6 (2,300 XP)

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Mist Breath (Recharge 5–6). The mournisaurus exhales a gray mist in a 30-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

OOLEEOTS

Ooleeots are a bizarre, subterranean race who, because of their wholly alien nature, may have been brought here from some other plane of existence by the tumultuous energies of the Mourning. These peaceful, intelligent creatures have adapted to living in the extensive cave systems beneath the Mourmland.

Shy Giants. These formidable, but skittish humanoid-like creatures shy away from confrontation. Their camouflaged bodies allow them to blend into their natural surroundings. Contacts with scavengers and others exploring the Mourmland are rare and seem to indicate the ooleeots are searching for something—perhaps a way home—but no one is certain.

Sound Dominant. Though they have eyes, they do not see. Rather, the optical nerves have transformed into enhanced hearing organs. A resonance chamber, which is their primary means of communication, creating clicks, pops, and buzzes, is located at the top of their skull. This chamber also allows the ooleeot to emit a disabling shriek. Some ooleeots, having used their natural ability to blend into surroundings and hide while in the presence of explorers, have learned a few words of the Eberron native languages. Since the ooleeot have no vocal cords, words are sometimes difficult to understand as they try to mimic the sounds using their resonance chamber.

—by Jeff C. Stevens



OOLEEOT

Large humanoid, lawful neutral

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Survival +3

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

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

False Appearance. While the ooleeot remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

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

ACTIONS

Multiattack. The ooleeot makes two claw attacks, or it uses its shriek attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage

Shriek (Recharge 5-6). The ooleeot emits a loud, disorienting shriek from its resonance chamber. Each creature within a 15-foot radius of the ooleeot must succeed on a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is confused (per the *confusion* spell) until the end of its next turn. On a successful save, the creature takes half damage and isn't confused.

OOLEEOT SHAMAN

Some ooleeot have a heightened connection with their natural surroundings, allowing them to harness the natural energies of the land. On their home world, these abilities were purely healing magics, but the Mourning has altered their magic.

OOLEEOT SHAMAN

Large humanoid, lawful neutral

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	15 (+2)	11 (+0)

Skills Perception +4, Survival +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Echolocation. The ooleeot shaman can't use its blindsight while deafened.

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

False Appearance. While the ooleeot shaman remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

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

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

At will: *guidance*, *mending*

2/day: *bless*, *cure wounds*, *hold person*, *magic missile*

ACTIONS

Multiattack. The ooleeot shaman makes two claw attacks, or it uses its shriek attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage

Shriek (Recharge 5-6). The ooleeot shaman emits a loud, disorienting shriek from its resonance chamber. Each creature within a 15-foot radius of the ooleeot must succeed on a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is confused (per the *confusion* spell) until the end of its next turn. On a successful save, the creature takes half damage and isn't confused.

OOLEEOT QUEEN

Each ooleeot tribe is lead by a queen. The queen doesn't rule the tribe, rather she provides guidance and order within the peaceful ooleeot society—deciding when the tribe needs to migrate to a new location or aggressively engage with an enemy.

OOLEEOT QUEEN

Large humanoid, lawful neutral

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Str +4, Con +6, Wis +3

Skills Perception +4, Survival +4

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the ooleeot queen can move up to her speed toward a hostile creature that she can see.

Echolocation. The ooleeot queen can't use her blindsight while deafened.

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

False Appearance. While the ooleeot queen remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

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

Queen's Fury. The ooleeot queen deals an extra 4 (1d8) damage when she hits with a claw attack (included in its attack).

ACTIONS

Multiattack. The ooleeot queen makes two claw attacks, or uses her shriek attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage

Shriek (Recharge 5-6). The ooleeot queen emits a loud, disorienting shriek from its resonance chamber. Each creature within a 15-foot radius of the ooleeot must succeed on a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is confused (per the *confusion* spell) until the end of its next turn. On a successful save, the creature takes half damage and isn't confused.

PSEUDOHYDRA

Despite its name and appearance, the three-headed pseudohydra is not a true hydra at all. This monstrosity is native to the Mournlands and likely the result of magical experiment, spontaneous mutation, or both. Its snake-like heads are lightning fast and allow the lumbering beast to strike with stunning speed.

Ambush Predator. The pseudohydra is an unusual ambush predator. They live in tight caves or beneath overhangs in narrow canyons, blending in with the rocky terrain and striking while hidden with its serpentine heads. It rarely hunts creatures as large as itself, preferring prey that it can catch and swallow whole, though it will defend itself using its thick, barbed tail when necessary. A creature that manages to evade its initial flurry of attacks can often escape, as the pseudohydra prefers to conserve energy and wait for its next opportunity rather than pursue a meal it is unlikely to catch.

Many Heads. The pseudohydras many heads allow it to launch an ambush against several small creatures, or strike in unison to take down larger prey. When meals are scarce, the heads occasionally fight over which one will consume a kill—an odd behavior given that all three throats appear to feed the same body.

—by Matthew Lee Myers



PSEUDOHYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 148 (14d12 + 72)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +6, Stealth +4

Damage Resistances fire, poison

Senses tremorsense 30 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

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

Multiple Heads. The pseudohydra has three heads. While it has more than one head, the pseudohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the pseudohydra takes 35 or more damage in a single turn, one of its heads dies. If all its heads die, the pseudohydra dies.

Reactive Heads. For each head the pseudohydra has beyond one, it gets an extra reaction that can be used to make bite attacks.

Grasping Jaws. The pseudohydra can grapple a number of creatures equal to the number of heads it currently has.

Wakeful. While the pseudohydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The pseudohydra makes as many bite attacks as it has heads and one attack with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Small or smaller creature, it is grappled (escape DC 15), and the pseudohydra can't use the same head to bite another target until the grapple ends.

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

REACTIONS

Sudden Strike. When a creature moves into the pseudohydra's reach, it may use its reaction to make a bite attack.

SHRIVER

In the Mournland, the dead do not rot. For creatures that feed upon the byproducts of the dead, this has presented a near endless supply of food. Yet the lingering magical auras of the region have twisted each and every corpse, turning even ordinary grubs into monstrosities unknown beyond the region's blanketing gray mist. A shriver is the result of a common earthworm remaining in the vicinity of a corpse irradiated by the arcane energies of the Mournlands. The number of dead in the region means there are a great many shrivers. Beyond the strangely pristine bodies littering the Mournland, shrivers are the next most common sight to be seen. They are so common in fact, that shrivers form the basic food source for many other creatures of the Mournland.

Bottom Feeders. Shrivers are subterranean animals that come to the surface to feed. When fully grown, the worm-like shrivers are roughly 3 feet long, with large distended bellies, filled with powerful acids that break down its meals. Despite their size, shrivers don't feed upon the actual corpses, rather they dine on tiny organisms found in and around the dead. Fresh bodies, however, like those of foolish treasure hunters, are a delightful treat.

Tough to Kill. A shriver's hide is thick and leathery with a rough pebbled texture, giving it an almost reptilian like appearance. Shrivers are surprisingly fast and can burrow quicker than a human can run, propelled through the earth by tiny follicles along its tough, cylindrical body. A pair of mutated eyes help the creature see when it is not burrowing beneath the ground, and a maw consisting of rough tentacles allows a shriver to tear large hunks of flesh. Shrivers will attack anything that comes within the vicinity of their chosen feeding ground, possessing a mindless hostility towards all other creatures. When a shriver dies, its stench is enough to keep most normal beings away from its corpse for days.

—by BenDjinn Games

This? This ere is why
y'don't sleep on bare
Mournland ground.
- Ikar



SHRIVER

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 10 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	2 (-4)	7 (-2)	2 (-4)

Senses tremorsense 40 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

Decay Scent. The shriver can smell decaying organic material within 120 feet. This sense functions through any depth of common or rocky soil, but is blocked by a foot or more of solid stone.

Stinking Death. When the shriver dies, its belly bursts in a shower of bile. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw, taking 5 (1d10) acid damage on a failed save, or half as much damage on a successful one. In addition, any creature that starts its turn within 10 feet of the corpse of the shriver must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

ACTIONS

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

Spew Bile (Recharge 6). The shriver spews forth a 10-foot cone of acidic bile. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) acid damage on a failed save or half as much damage on a successful one. Creatures that fail this save become poisoned until the start of their next turn.

SKYMAW

Skymaws are a stunning and unbelievable sight, even in the Mournland. It is all too easy to forget your surroundings and stare at these mammoth migrants from the Astral Sea. They defy understanding, swimming gracefully through the sky, swallowing whole swaths of airborne creatures. The defensive spikes on their back are mistaken for fins at a distance, and their otherworldly movements can distract from their spear-sized fangs.

Those who stray too close are likely to experience confusion and fear, as they begin to drown in the sphere of astral ocean that surrounds the skymaw. Attracted by the unnatural energies of the Mournland, skymaws have irrevocably breached the veil between the planes, allowing for a permanent reality-bending connection to their vast astral oceans.

Uncanny Swimmers. Skymaws exist with an unfathomable metaphysical connection to the alien oceans of their origin. They are surrounded for their entire lives by an ethereal expanse that converts the physical laws of the space around them, approximating their ideal habitat. They literally swim in the sky.

Perilous Proximity. Though skymaws prefer to swallow masses of easy prey, they originally evolved to survive among the much larger monsters of the Astral Sea. In the Mournlands they prove even more deadly. Anyone lacking sufficient mental or psychic fortitude can find themselves drawn into the skymaw's reality when it nears. They float and drown in frigid waters that aren't actually there.

—by George Sager



SKYMAW

Gargantuan monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points 185 (10d20 + 80)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	26 (+8)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +5

Damage Resistances bludgeoning, cold

Condition Immunities prone

Senses blindsight 120 ft., passive Perception 15

Languages —

Challenge 12 (8,400 XP)

Defensive Spike. Any creature the same size or larger than the skymaw that attempts to grapple it must succeed on a DC 16 Dexterity saving throw or take 10 (2d6 + 3) piercing, and 50 (4d10 + 28) poison damage.

Echo Location. The skymaw can't use its blindsight while deafened.

Astral Ocean. The area within 150 ft. of the skymaw remains dry but is otherwise treated as underwater. When a creature enters the area for the first time it must succeed on a DC 16 Wisdom saving throw or be treated as though underwater while in this area. Creatures with psionics make this throw with advantage. If the creature's saving throw is successful, the creature is immune to this effect for the next 24 hours. If the skymaw dies this effect ends after 1 minute.

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

ACTIONS

Multiattack. The skymaw can make two bite attacks, or one bite and swallow (in that order).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage, and the skymaw can choose to grapple the creature (escape DC 16). Until this grapple ends, the target is restrained, and the skymaw can't bite another target.

Swallow. The skymaw swallows a creature it is grappling. The swallowed target is blinded and restrained, it has total cover against attacks, and other effects outside the skymaw, and takes 24 (7d6) acid damage at the start of each of the skymaw's turns.

If the skymaw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Spike Charge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing, and 50 (4d10 + 28) poison damage. This attack is made with disadvantage against any creature that is Large or smaller.

SONOROUS HOUND

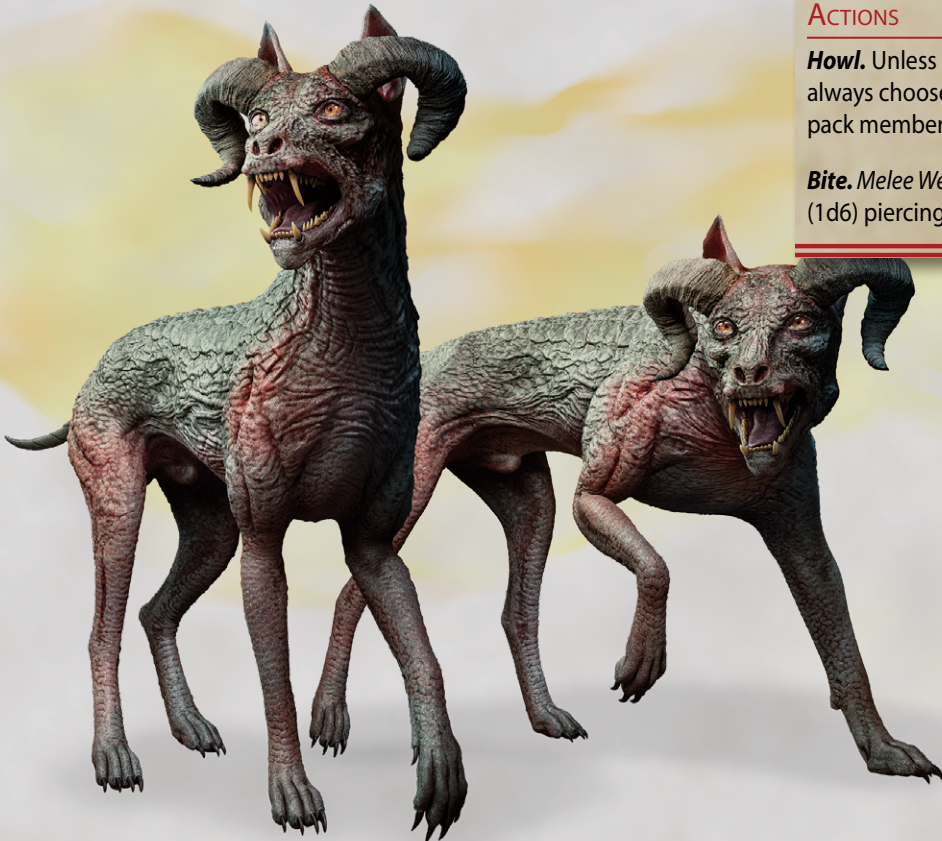
These creatures may have originally been magebred animals who served as pets to some noble house, but the Mourning has changed them into something entirely different. Each the size of a wolf and sporting a pair of ram-like horns, the sonorous hounds travel in packs—the larger the pack, the more dangerous these creatures become.

Spellcasting Howl. Sonorous hounds weave magic with their howls, focused mainly on spells that create sonic booms or disrupt the earth. They are intelligent creatures and use their abilities to remarkable effect.

Strength in Numbers. Individually, sonorous hounds can cause serious harm, and in groups they become supremely destructive. A particularly large group can even cause the earth itself to shake.

Everyone's an Alpha. Fortunately, because of these creatures' intelligence, they are also egotistical. While they prefer to travel and hunt in packs, each one feels it should lead. The infighting and discord among the members means that large packs rarely stay together long.

—by Alan Tucker



SONOROUS HOUND

Medium beast, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 35 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages understands Common, can't speak

Challenge 4 (1,100 XP)

Magic Resistance. Sonorous hounds have advantage on saving throws against spells and other magical effects.

Pack Howl. The howl of the sonorous hound increases in strength when more voices are added. On its turn, the pack howls in unison, creating an available spell effect at a target of the hounds' choosing within range, at or below the number of hounds in the pack. Any hounds within an area of effect are not affected by the spell. The save DC begins at 13 and increases by 1 for each additional hound, up to a maximum DC of 20.

1 hound: *thunderwave* (DC 13)

2 hounds: *shatter* (DC 14)

3 hounds: *erupting earth* (DC 15)

4 hounds: *sand storm* (as *ice storm* but as slashing damage) (DC 16)

5 hounds: *destructive wave* (DC 17)

6 hounds: *stone blast* (as *freezing sphere* but as slashing damage) (DC 18)

7 hounds: *whirlwind* (DC 19)

8+ hounds: *earthquake* (DC 20)

ACTIONS

Howl. Unless prevented from doing so, the sonorous hound will always choose to howl as its action, joining voices with any other pack members within 60 feet.

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

Heard some of these
creeps howling in the
distance 'round Eston
once. Gave me the
shivers for sure. - Ikar

STALKER DRAKES

Stalker drakes are the savage, mutant remnants of flying lizards once kept as pets and guard-beasts, and while they're curiosities on their own, they can be deadly in packs. They treat the ruined, flooded, towns and cities of the Mournland as their playground, making lairs in stagnant pools and flitting between eyries of crumbling stonework.

Stealthy Scouts. Small creatures don't live long in the Mournland, and stalker drakes have adapted by forming packs with dedicated roles. Some act as

scouts, ranging out from the pack's lair and sniffing out things they can kill, leaping unseen from shadow to shadow. Once a scout finds something that looks like prey, it hoots and whistles to summon the rest of the pack, who teleport through shadows to join the scout in bringing down their next meal.

Clever Little Beasts. It is rumored that stalker drakes can be trained. Their hoots and whistles form a rudimentary language, and if one is trained from a young enough age it may imprint on a humanoid and perceive it as a packmate. That's the theory. No one's ever managed to catch a hatchling.

—by Catherine Evans



STALKER DRAKE SCOUT

Small beast, unaligned

Armor Class 15 (natural armor)
Hit Points 38 (7d6 + 14)
Speed 35 ft., swim 35 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	14 (+2)	4 (-3)

Saving Throws Dex +5
Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages —
Challenge 2 (450 XP)

Magic Resistance. Stalker drake scouts have advantage on saving throws against spells and other magical effects.

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

Shadow Slink. In dim light or darkness, the stalker drake scout can use its action to become invisible until it moves or takes an action or reaction.

Summon. The stalker drake scout can use its action to emit a whistling, hooting cry which summons the rest of its pack (usually 5-6 more drakes). The pack arrives at the beginning of the drake's next turn in an area of dim light or shadow within 60 feet of the drake. Note that the entire pack arrives at the first summon; drakes cannot infinitely summon more drakes.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

STALKER DRAKE HUNTER

Small beast, unaligned

Armor Class 16 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 35 ft., swim 35 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	4 (-3)

Saving Throws Dex +6
Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages —
Challenge 3 (700 XP)

Magic Resistance. Stalker drake hunters have advantage on saving throws against spells and other magical effects.

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

Shadow Slink. In dim light or darkness, the stalker drake hunter can use its action to become invisible until it moves or takes an action or reaction.

Summon. The stalker drake hunter can use its action to emit a whistling, hooting cry which summons the rest of its pack (usually 5-6 more drakes). The pack arrives at the beginning of the drake's next turn in an area of dim light or shadow within 60 feet of the drake. Note that the entire pack arrives at the first summon; drakes cannot infinitely summon more drakes.

Shadow Stalk (2/Day). Stalker drake hunters can hear the summon of a scout from up to a half mile away. On hearing it, they dive into the nearest shadow and reappear 1 round later in an area of dim light or darkness closest to their pack scout. If there is no appropriate area within 100 feet of the scout, hunters rematerialise in their original location instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Little things're as
hard to pin down as a
Aundairan mage - Ikar



SWARM OF GLYTHLOCKS

Glythlock are tiny, blood-sucking, amphibious creatures that exhibit swarm behavior. They stalk prey of all sizes in dark pools of standing water, streams, and rivers within the Mournland.

Vampiric Swarm. Glythlocks typically swarm in schools of 30 or more. Approximately one inch in diameter, they possess hundreds of needlelike teeth used to suck blood and other fluids from their victims. Incredibly aggressive, a glythlock that latches on is extremely difficult to remove and can survive up to one hour in air. If forcibly removed, their teeth break off and can cause a serious infection. An adventurer's best bet is to burn them off.

Their hybrid feet/fins possess suckers on the bottom to aid in clinging to their victims and also secrete acid that dissolves metal and eats through flesh. When the glythlock has been removed it leaves behind dark purple lesions that last up to $1d10 + 3$ days, even with magical healing. These lesions are incredibly itchy, causing a -2 penalty to Wisdom checks for the duration of the affliction.

Stealthy Terrors. Inhabiting the pools of gelatinous oily goo that dot the Mournland, glythlocks can sense the movement of living creatures up to 50 feet away. Should an adventurer be so unlucky as to stumble into one of these pools they will be instantly attacked. Even creatures not in the water, but near the edge of a pool, are vulnerable to the swarm of glythlocks, as they have been known to pursue prey across land.

Titanic Rumors. Adventurers lucky enough to survive the Mournland have spoken of gigantic beasts found in larger bodies of liquid. Resembling the tiny glythlocks, the monsters are rumored to be as large as a caravan with teeth like swords and the ability to leave the water to hunt the nearby landscape.

—by Donna and Hal Howard

SWARM OF GLYTHLOCKS

Medium swarm of tiny beasts, neutral evil

Armor Class 15

Hit Points 84 (12d8 + 30)

Speed 10 ft., swim 40 ft.

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

Skills Stealth +8

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 30 ft., passive Perception 15

Languages —

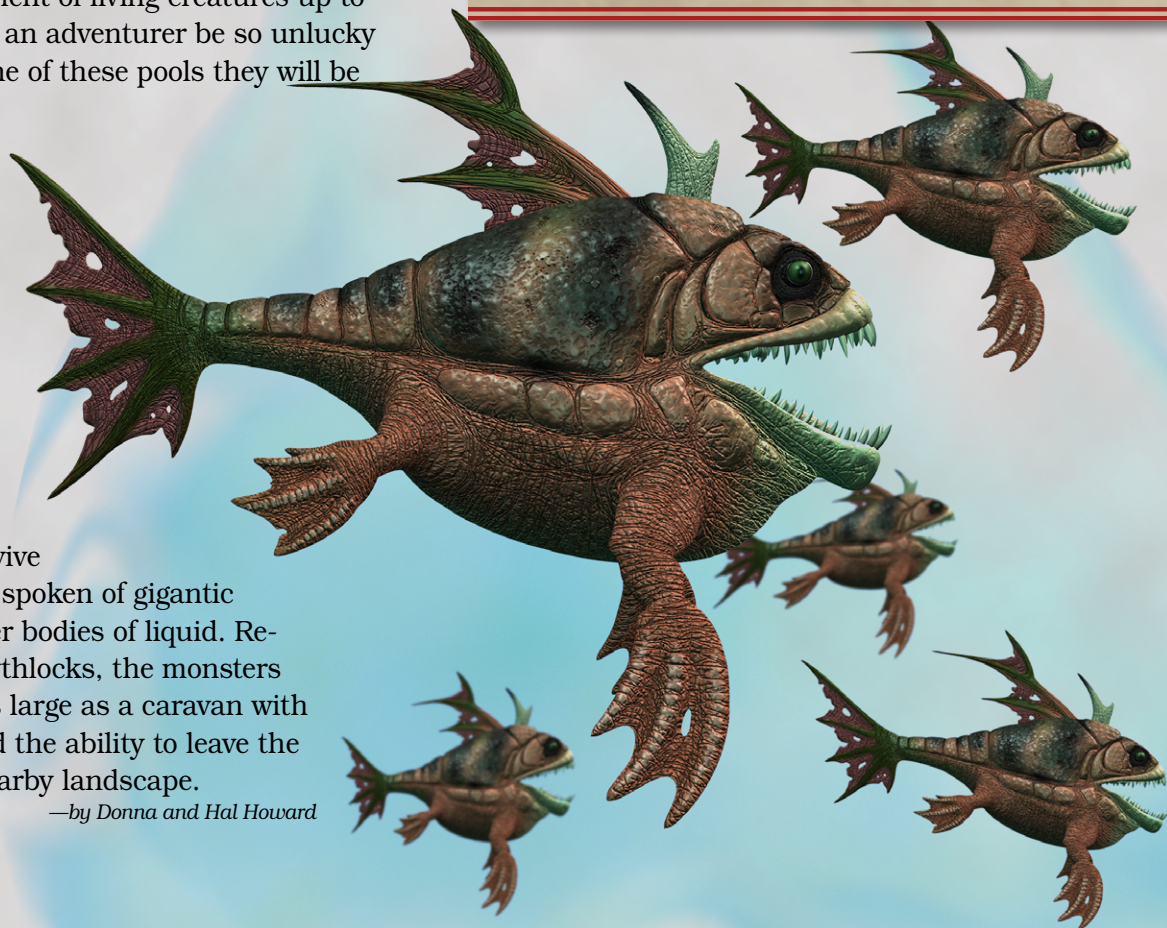
Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The swarm makes two bite attacks per round unless its reduced to half its hit points or less.

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 10 (3d6) piercing damage. The target must succeed on a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



SWOOKA

Likely goblins before the Mourning, swooka have become something far more sinister and dangerous than their progenitors. Swookas tend to hunt in groups of three or more, and even larger creatures will actively avoid an area where swookas are known to congregate. Their name comes from the goblin word for vampire, and aptly so.

Life Drainers. These creatures feed off the life force from everything around them without having to lift a gnarled finger. Simply being in proximity to a swooka causes pain and fatigue.

Swift and Savage. Swooka are incredibly fast and agile. Their speed combined with their razor-sharp claws and teeth makes them formidable opponents in close combat, despite their small stature.

Deadly Leapers. Swooka have powerful legs that not only make them fast runners, but also grant the ability to jump tremendous distances for their size.



—by Alan Tucker

SWOOKA

Small humanoid, chaotic evil

Armor Class 16

Hit Points 78 (12d6 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	17 (+3)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Dex +10

Skills Perception +6, Stealth +10

Senses darkvision 120 ft., passive Perception 16

Languages Common, Goblin

Challenge 10 (5,900 XP)

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

Necrotic Aura. Any creature that starts its turn within 10 feet of a swooka takes 7 (2d6) necrotic damage and the swooka regains hit points equal to half that amount.

Leap. As part of their movement, swookas can jump up to 15 feet from a standing start or up to 25 feet from a running one. If they successfully attack immediately after a leap, they add 4 (1d6 + 1) bludgeoning damage.

Nimble Escape. The swooka can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The swooka attacks twice with its claws and once with its bite each turn.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, plus 3 (1d6) necrotic damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage, plus 7 (2d6) necrotic damage. The swooka regains hit points equal to half that amount.

SYLVAIN

Sylvain are probably the twisted result of Cyre's outlying pixie population being caught in the wake of the cataclysmic energies of the Mourning. The few that survived the blast took on a new grotesque form, their bodies deformed and their minds scrambled. These tiny creatures roam the edges of the Mournland hiding in the mists and craving the taste of flesh.

Twisted Mutants. In the first days after the Mourning, mutations ran rampant through the few surviving pixies. Slowly, and collectively, their forms settled into what is now known as sylvain. Their skin hardened to protect against the wild, raging storms, and their magic ceased to function as it once had. Sylvain became sleepless creatures fighting for survival in packs.

Strength in Numbers. Standing only a foot tall, these creatures are rarely encountered alone and in a pack they are nearly impossible to defeat. Sylvain live short lives, but carry the ability to produce copies of themselves with their pack leader's assistance. Their population is continues to grow as they hunt the borders of the Mournland for foolish creatures that stumble into their territory.

Pack Hunters. Sylvain hunt in packs of 6-24 (6d4) members. Each pack has a leader, whose only goal is to ensure the survival of the pack. The creatures' unspoken communication creates a sort of hivemind that connects the pack to their leader. These creatures attack indiscriminately as their single consciousness constantly craves killing and devouring. Meeting a pack of sylvain will always end in a fight for your life.

—created by Haley Howard
—monster stats by Hal Howard



SYLVAIN

Tiny monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Acrobatics +8, Perception +5, Stealth +8

Immunities charm

Senses darkvision 60 ft., passive Perception 15

Languages telepathy with other sylvain

Challenge 1/2 (100 XP)

Magic Resistance. The sylvain has advantage on saving throws against spells and other magical effects. On a successful save, it takes no damage. On a failed save, it takes half damage.

Coordinated Attack. The sylvain has advantage on attacks when two or more are attacking the same target.

ACTIONS

Multiattack. The sylvain makes two ranged or melee attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Spear. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

SYLVAIN PACK LEADER

Tiny monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Acrobatics +8, Perception +8, Stealth +8

Immunities charm

Senses darkvision 60 ft., passive Perception 18

Languages telepathy with other sylvain

Challenge 2 (450 XP)

Magic Resistance. The sylvain pack leader has advantage on saving throws against spells and other magical effects. On a successful save, it takes no damage. On a failed save, it takes half damage.

Coordinated Attack. The sylvain pack leader has advantage on attacks when two or more sylvain are attacking the same target.

Pack Survival. For each sylvain within 120 feet that has been killed in battle since the pack leader's last turn, roll a d12. On a result of:

1-2	nothing happens
3-9	1 new sylvain bursts from the carcass
10-11	2 new sylvain burst from the carcass
12	3 new sylvain burst from the carcass

ACTIONS

Multiattack. The sylvain pack leader makes two ranged or melee attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Spear. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.



Another what is better to blow up from a distance. Swattin' 'em one by one don't work. - Ikar

TROUBLE

Born in a meteoric blaze when a celestial crossed the highest edge of the dark-gray mist, three azure blobs of violent energy crashed into the Glass Plateau below. They cooled and coalesced, taking on aspects of their crash site, developing sharp-angled bodies with shimmering dragonfly wings.

These improbable creatures are driven by an endless curiosity. Their adaptable nature allows them to unconsciously absorb any language used around them. Unfortunately this typically results a mishmash of communication and rarely fluency. Though they originally thought of themselves as sky drops, they've come to adopt the name most often ascribed to them by others: trouble.

Making Trouble. Troubles are frequently blamed for rotten luck. They flit about, bathing everyone they meet in a stream of questions ranging from the mundane to the existential. Since so few people speak celestial and troubles absorb languages only haphazardly, they are easily frustrated and frequently opt to explore for themselves, disregarding social norms like the property and personal space.

Making Troubles. Magic rebounds off of troubles, and physical harm causes them to multiply in a bright blue flash. The resulting replicas, called troublepups, behave in concert with the original trouble. This makes punishing a trouble for its transgressions unwise and potentially deadly. Troublepups that survive for a full day become troubles, taking on their own personalities and naming themselves after the first thing they see. The first recorded conversation with troubles lists two individuals whose names were "Different Rock" and "Frown."

—by George Sager



TROUBLE

Tiny aberration, neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	8 (-1)

Skills Investigation +5, Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Celestial

Challenge 4 (1,100 XP)

Replicate (Recharge 5-6). Each time the trouble takes damage from a physical source, 1d4+1 troublepups appear in the nearest unoccupied spaces. A troublepup is a trouble with the following changes: they have 1 hit point, they do not take half damage when they succeed at a saving throw, and they do not have the replicate ability. A troublepup that survives for 24 hours becomes a trouble.

Lexical Osmosis. The trouble will temporarily absorb parts of languages used around them and will use new words in a haphazard way.

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

Practiced Plummet. All bludgeoning damage taken from falling is reduced to 1.

ACTIONS

Multiattack. The trouble makes one bite attack and one claw attack.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 2 (1d4) radiant damage.

REACTIONS

Magic Mirroring. When targeted by a spell, the trouble can choose to target the caster, or another target within range, with a copy of that spell, using the same slot level, spell save DC, attack bonus, and spellcasting ability of the original caster. This does not counter the original spell.

TSOCHAR

The tsochari are a race of highly intelligent denizens of Xoriat who take over the bodies of other creatures in order to drain them of knowledge, especially arcane spellcasting or other occult arts. They look like a collection of glistening dark blue vines—interconnected coils that are strong as a thick metal cable. The snakelike separation of these coils is what allows them to enter other creatures.

It is difficult to measure a tsochar's true size. The bulk of their coils and mouth are typically 2 to 4 feet long and weigh roughly 40 pounds. With their tentacles spread, however, they can easily occupy a 5-foot square cube.

Paralyzing Tentacles. Within the mass of coils are tentacles capable of injecting a potential host with a paralyzing agent, allowing time to burrow into the creature's flesh and take full control. A tsochar can live for

years within a host and favor spellcasters.

Puppet Masters.

Tsochari prefer to fight while wearing another creature's body. When one is not available, they're able to viciously lacerate their opponents with sharp tentacles and a constricting grip of their coils.



—conversion by Andrew Bishkinskyi

TSOCHAR

Medium aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Skills Athletics +9, Perception +5, Stealth +5

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned, prone

Senses darkvision 60 ft. (blind beyond this radius), passive Perception 15

Languages Daelkyr, Undercommon (understand but can't speak), telepathy 60 ft.

Challenge 3 (700 XP)

Damage Transfer. While grappling another creature, the tsochari takes only half the damage dealt to it, and the creature grappled by it takes the other half.

ACTIONS

Multiattack. The tsochar has four tentacles and makes one attack with each free tentacle, up to four.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage. If the tsochar hits the same target with two or more of its tentacles in the same turn, the target is grappled. The DC to escape the grapple starts at 15 and increases by 1 at the end of each of the target's turns, up to a maximum of 19. Until

this grapple ends, the target is restrained. The tsochar requires 2 tentacles to maintain the grapple.

Paralyzing Poison Injection. A grappled target takes 7 (2d6) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. This condition has no effect on any attacks or saving throws made by the body under the tsochar's control.

Take Spells. If the tsochar has maintained a grapple for more than one round, it may cast a spell using that creature's spellcasting resources. The spell uses the caster's DC, but the tsochar is considered the caster of the spell for targeting purposes. The tsochar is unable to use this effect if the grappled creature is protected from possession, such as by a *protection from evil and good* spell.

Wear Flesh. If the tsochar has maintained a grapple for more than two rounds, the tsochar can choose to begin boring its way into the creature's body. The creature must succeed on a DC 15 Constitution saving throw or take 14 (4d6) piercing damage. If the grapple is not broken before the start of the tsochar's next turn, it takes control of the target's body. The tsochar has total cover against attacks and other effects originating outside its host. The tsochar retains its Intelligence, Wisdom, and Charisma scores, as well as its languages and traits. It otherwise adopts the target's statistics and gains access to its abilities, spells, languages, and knowledge. A *protection from evil and good* spell cast on the body drives the tsochar out. By spending 5 feet of its movement, the tsochar can voluntarily leave the body, appearing in an unoccupied space of its choice within 5 feet. If the host body dies, the tsochar can continue to use the body for up to a year, but once it abandons the body it cannot reanimate it.

Inflict Agony. While the tsochar maintains its wear flesh ability, it can use a bonus action each turn to deal 14 (4d6) psychic damage to the host without damaging itself.

WARFORGED TITAN

These hulking constructs stand almost 20 feet tall at the shoulder, and are shaped like giant humanoids with weapons instead of hands.

Prototypes. Warforged titans were the first constructs to come from House Cannith's creation forges and were Cannith's first attempt to build constructs that could follow orders and show initiative. In this regard they were only a partial success. Warforged titans can understand and speak Common, but are otherwise little better than animals: unable to understand the implication of orders and executing them somewhat over-literally.

At the end of the Last War, fewer than three dozen warforged titans were still in service, overwhelmingly replaced with legions of the smaller, more refined models of warforged better able to follow and interpret orders. Still, military commanders made use of the immense constructs, when their sheer might and destruction was deemed necessary.

Construct Nature. Unlike later models of warforged, the titans are true constructs. They do not require air, food, drink, or sleep.

—conversion by Anthony Turco



WARFORGED TITAN

Huge construct, lawful neutral

Armor Class 20 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing damage from attacks made with non-adamantine weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 14 (7,200 XP)

Unstoppable Charge. If the warforged titan moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the

target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

War Machine. The warforged titan may move through the space of prone creatures. A prone creature whose space the warforged titan enters for the first time on a turn must succeed on a DC 19 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

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

ACTIONS

Multiattack. The warforged titan makes two attacks: one with its axe arm and one with its hammer hand.

Axe Arm. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Hammer Hand. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage.

XULIGOSIE

One of the few inhabitants of the Glass Plateau, the xuligosie is just another reason to avoid the area altogether. Possibly spawned by the same energies that fuel the continued growth of the plateau itself, these creatures seem to be the embodiment of pure evil. Some speculate they are directly related to the Dragon Below and might be at least partially to blame for the Mourning itself.

Stone Cold Killers. The xuligosie is a born killer. They have thick, mottled, and scaly hide, razor-sharp teeth, bony spikes protruding down its back, a poisonous stinger, and six strong legs. They also seem to hunt simply for the joy of killing—they don't eat what they kill and instead feed off the glass of the plateau itself.

Deadly Beauty. The shimmering, rainbow-hued hide of the xuligosie is transfixing in its beauty. Accounts claim it shifts mostly red just before the xuligosie unleashes its fire breath, but this observation has been difficult to verify for obvious reasons.

Cunning Foe. Quite the tactical creature, the xuligosie likes to move within striking distance to attack and then launch itself to safety, making it difficult to pin down in combat.

—by Justyn Johnston and Alan Tucker



XULIGOSIE

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 10 (5,000 XP)

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

Poisonous Hide. Whenever the xuligosie takes damage, poison gas is expelled from its multi-colored hide. Each creature within 5 feet must succeed on a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Launch. As a bonus action, the xuligosie can jump up to 30 feet without expending any of its movement.

ACTIONS

Multiattack. The xuligosie makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one.

Fire Breath (Recharge 5-6). The xuligosie exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much on a successful one.

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Challenge 1/4 (50 XP)

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Khanfam (Familiar of Terror)54
Living Thunderwave35
Monurna57

Challenge 1/2 (100 XP)

Devouring Larva44
Shriver63
Sylvain71

Challenge 2 (450 XP)

Doulor Stalk45
Mourner58
Stalker Drake Scout67
Swarm of Gruamane51
Sylvain Pack Leader71

Challenge 3 (700 XP)

Duplix48
Ooleeot60
Ooleeot Shaman61
Stalker Drake Hunter67
Tsochar73

Challenge 4 (1,100 XP)

Briarvex39
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Challenge 10 (5,900 XP)

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Challenge 18 (20,000 XP)

Droxa46
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Challenge 24 (62,000 XP)

Haze-of-Death53
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CREATURES BY ENVIRONMENT

ARCTIC CREATURES

Creatures	Challenge (XP)
Liminal guard	5 (1,800 XP)
Warforged titan	14 (11,500 XP)
Haze-of-Death	24 (62,000 XP)

COASTAL CREATURES

Creatures	Challenge (XP)
Gruamane	1/4 (50 XP)
Devouring larva	1/2 (100 XP)
Mourner, swarm of gruamane	2 (450 XP)
Lake raptor, swarm of glythlocks	4 (1,100 XP)
Bog wyrm, liminal guard	5 (1,800 XP)
Mournisaurus	6 (2,300 XP)
Skymaw, swooka	10 (5,900 XP)
Warforged titan	14 (11,500 XP)

DESERT CREATURES

Creatures	Challenge (XP)
Devouring larva, shriver	1/2 (100 XP)
Mourner	2 (450 XP)
Trouble	4 (1,100 XP)
Liminal guard	5 (1,800 XP)
Warforged titan	14 (11,500 XP)
Droxa	18 (20,000 XP)

FOREST CREATURES

Creatures	Challenge (XP)
Devouring larva, sylvain	1/2 (100 XP)
Doulor stalk, mourner, stalker drake scout, sylvain pack leader	2 (450 XP)
Stalker drake hunter	3 (700 XP)
Briarvex, trouble	4 (1,100 XP)
Liminal guard	5 (1,800 XP)
Akleu	8 (3,900 XP)
Swooka	10 (5,900 XP)
Warforged titan	14 (11,500 XP)

GRASSLAND CREATURES

Creatures	Challenge (XP)
Living thunderwave	1/4 (50 XP)
Devouring larva, shriver, sylvain	1/2 (100 XP)
Doulor stalk, mourner, stalker drake scout, sylvain pack leader	2 (450 XP)
Duplix, stalker drake hunter	3 (700 XP)
Briarvex, sonorous hound, trouble	4 (1,100 XP)
Ghostbeast, liminal guard	5 (1,800 XP)
Dazako, living fireball, mournisaurus	6 (2,300 XP)
Living cone of cold	7 (2,900 XP)
Akleu	8 (3,900 XP)
Living cloudkill	9 (5,000 XP)
Skymaw, swooka	10 (5,900 XP)
Warforged titan	14 (11,500 XP)
Droxa	18 (20,000 XP)

HILL CREATURES

Creatures	Challenge (XP)
Living thunderwave, monurna	1/4 (50 XP)
Devouring larva, shriver, sylvain	1/2 (100 XP)
Doulor stalk, mourner, stalker drake scout, sylvain pack leader	2 (450 XP)
Duplix, ooleeot, ooleeot shaman, stalker drake hunter	3 (700 XP)
Briarvex, sonorous hound, trouble	4 (1,100 XP)
Ghostbeast, liminal guard, ooleeot queen	5 (1,800 XP)

Creatures	Challenge (XP)
Dazako, living fireball	6 (2,300 XP)
Living cone of cold, pseudohydra	7 (2,900 XP)
Akleu, centimani thistle	8 (3,900 XP)
Living cloudkill	9 (5,000 XP)
Skymaw, swooka, xuligosie	10 (5,900 XP)
Corpsepicker	12 (8,400 XP)
Warforged titan	14 (11,500 XP)
Droxa	18 (20,000 XP)
Haze-of-Death	24 (62,000 XP)

MOUNTAIN CREATURES

Creatures	Challenge (XP)
Living thunderwave, monurna	1/4 (50 XP)
Mourner	2 (450 XP)
Ooleeot, ooleeot shaman	3 (700 XP)
Liminal guard, ooleeot queen	5 (1,800 XP)
Living fireball	6 (2,300 XP)
Living cone of cold, pseudohydra	7 (2,900 XP)
Centimani thistle	8 (3,900 XP)
Living cloudkill	9 (5,000 XP)
Xuligosie	10 (5,900 XP)
Corpsepicker	12 (8,400 XP)
Warforged titan	14 (11,500 XP)
Droxa	18 (20,000 XP)
Haze-of-Death	24 (62,000 XP)

SWAMP CREATURES

Creatures	Challenge (XP)
Gruamane	1/4 (50 XP)
Devouring larva	1/2 (100 XP)
Doulor stalk, mourner, swarm of gruamane	2 (450 XP)
Briarvex, lake raptor, swarm of glythlocks	4 (1,100 XP)
Bog wyrm, dazako, liminal guard	5 (1,800 XP)
Akleu	8 (3,900 XP)
Swooka	10 (5,900 XP)
Warforged titan	14 (11,500 XP)
Droxa	18 (20,000 XP)

UNDERDARK CREATURES

Creatures	Challenge (XP)
Khanfam, monurna	1/4 (50 XP)
Devouring larva	1/2 (100 XP)
Ooleeot, ooleeot shaman	3 (700 XP)
Liminal guard, ooleeot queen	5 (1,800 XP)
Akleu, centimani thistle	8 (3,900 XP)
Swooka	10 (5,900 XP)

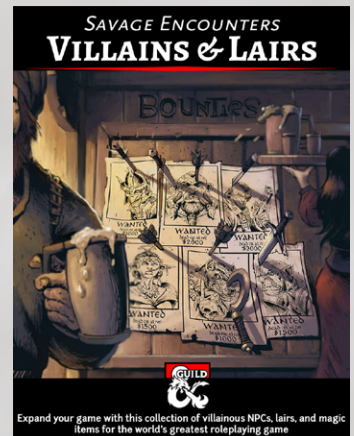
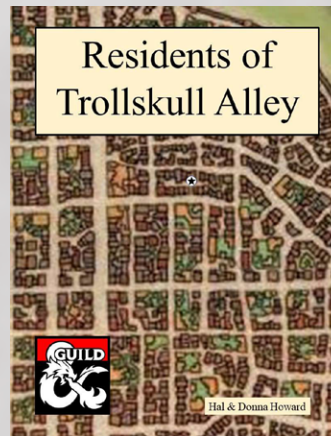
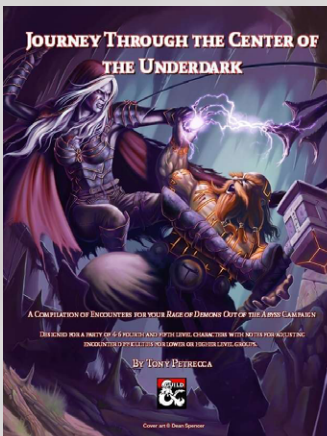
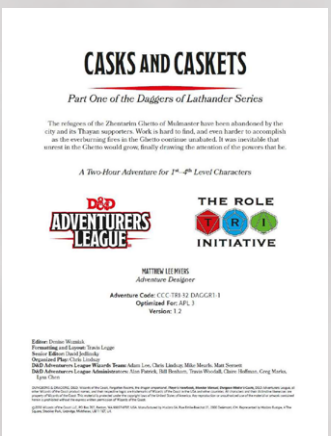
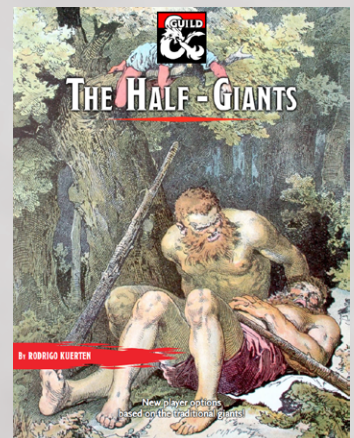
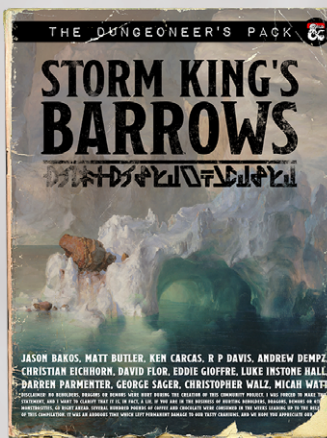
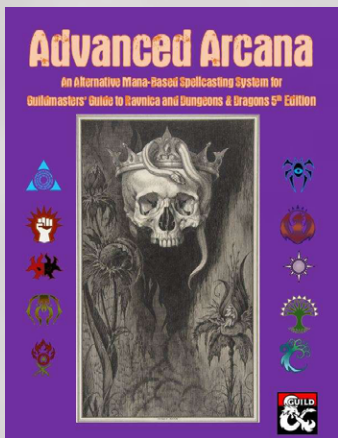
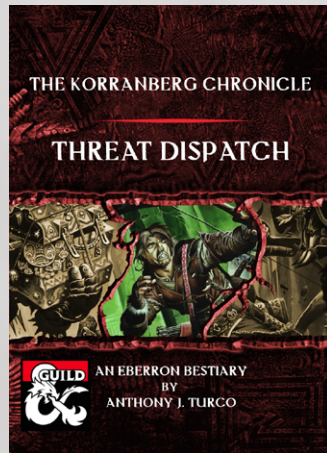
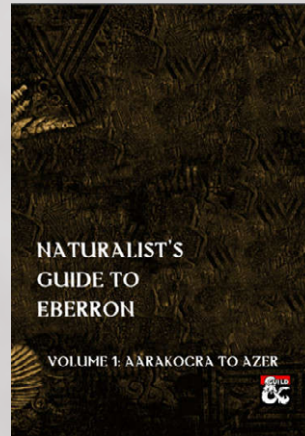
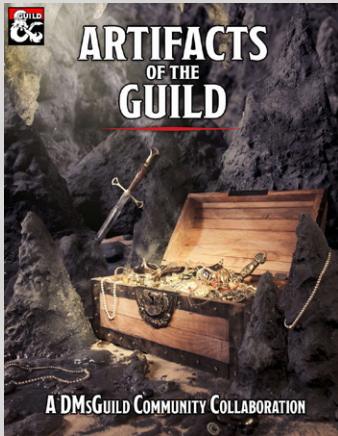
UNDERWATER CREATURES

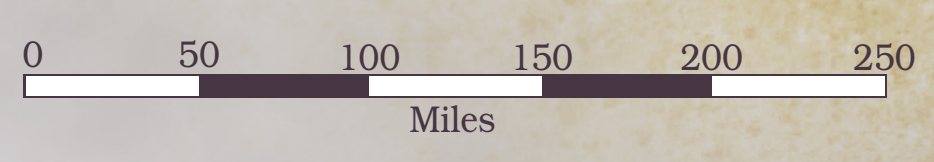
Creatures	Challenge (XP)
Swarm of Glythlocks	4 (1,100 XP)
Bog wyrm	5 (1,800 XP)
Warforged titan	14 (11,500 XP)

URBAN CREATURES

Creatures	Challenge (XP)
Khanfam, living thunderwave	1/4 (50 XP)
Mourner, stalker drake scout	2 (450 XP)
Tsochar, stalker drake hunter	3 (700 XP)
Sonorous hound	4 (1,100 XP)
Ghostbeast, liminal guard	5 (1,800 XP)
Dazako, living fireball	6 (2,300 XP)
Living cone of cold	7 (2,900 XP)
Akleu	8 (3,900 XP)
Living cloudkill	9 (5,000 XP)
Warforged titan	14 (11,500 XP)

MORE PRODUCTS BY THESE AUTHORS





- Capital ★
- Small City ●
- Fort/Keep ■
- Lightning Rail — (blue line)
- Large City ●
- Village ●
- Place of Interest ◆
- Major Road — (brown line)