

THE KORRANBERG CHRONICLE

XEN'DRIK ADVISORY



AN EBERRON BESTIARY
BY
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XEN'DRIK ADVISORY

The colossus known as *The Emperor* loomed over their ship as the party sailed in to Stormreach and via that city, Xen'drik. Rhen stood on the bow of the ship, scanning the dockside for giants or drow. Immok stepped up beside him, raising his nose to the air and taking deep, loud sniffs. "Bet this is the furthest you've been from your Pact," Rhen remarked, leaning to the side on the rail. The gnoll refused to respond to such an obvious comment. "It's an entirely different continent. Xen'drik, land of monsters, mysteries, and—"

"Mosquitoes." Ardiane came up to him, nudging his hip with hers before linking their arms. "Great hordes of the bloodsucking little things. They swarm like flies over a Sharn dump in summer." Rhen raised an eyebrow at her, and she smiled pleasantly. "As long as you remember the rules I told you, this'll go off smooth as a Phiarlan in silk." Ardiane paused and nudged him again. "You were listening when I told you, right? You remember them?"

With a sigh, Rhen recited, "Don't trust the Stormreach guard, keep my coins where nobody can see them, keep my mouth shut about the Storm Lords, keep my mouth shut about the Five Nations, don't feed the sahuagin, any treasure map is a scam, the drow don't answer questions, keep out of the scuppers, don't go out after dark, nobody's a criminal here and unattended children are trouble." He kissed her temple. "Is there any time when I haven't listened to you?"

Fortunine spoke from the stairs onto the main deck. "I have kept a list. Would you like me to recite it chronologically or alphabetically?"

The warforged earned a sharp glare, which was swiftly transferred to Ardiane. "Did you ask her to do that?" Rhen grumbled. "You're not supposed to keep score of—" This time Ardiane kissed him, muffling his protests and ending the argument. He kept glaring at her but couldn't conceal the slight smile on his face. "I'll go get our stuff."

He left, with Fortunine following. Only after a long period of silence did Immok speak; "The city is in ruins." His voice carried a low growl, and the ruff over his neck and shoulders bristled. "Ruined buildings, great trees, and the fumes of death hanging over it."

"That's the Harbor district you're smelling, Immok," Ardiane explained. "Every piece of waste and sewage in the city flows through scuppers into the under-city and then into the harbor. People as well. You find the worst where they can catch the easiest marks." She reached over her shoulder to tap his, immediately flinching back. "You're our defense against them."

The gnoll looked down, a brief cough passing for laughter. "That is not what I mean. The smell is not here," he said, pointing to his muzzle, "the smell is here, and here." He banged his chest and flicked an ear. "The sense of that ground is a blood-hunt, with all in and none out." He hunched over to meet Ardiane's eyes. "I think your mate might not sense it like we do. You know here. I hear you. We keep them safe."

"The city—"

Immok interrupted her. "Not that. The whole thing. The trees, the land, is all looking to kill. The land is primal beast. We are just prey to it." He growled softly in the back of its throat. "Those in the town play on the beast's nose like flies. When will it sweep them off?" His matter-of-factness sent a shiver down her spine. Her eyes trailed off the banners and activity of Stormreach onto the ruins it hid in, then to the jungle beyond.

She knew the story of Stormreach. It was a pirate town, nestled in the ruins of an empire that had lived and died millennia before her ancestors had even started talking Common. The land crushed them. What would it do to them? When she looked up, the ruined giant city loomed larger than the town, the Emperor and its beam more of a warning than a spectacle. "Silver for your thoughts and copper for a kiss." Ardiane flinched aware, but smiled, putting her hand on Rhen's grinning face and pushing him back.

"Stop it. This is serious," She felt her trepidation lifting now that he was holding her, but not by much. "Xen'drik isn't a joke, you know? There are savages, sahuagin, hydras, dinosaurs, scorrow, and beasts that'll sooner rip your throat out than look at you." Her hand slipped down to his shoulder, and she looked up at him. "I like your throat where it is."

Rhen's grin didn't falter. "I know. Every report from the continent brings word of something nobody's ever heard of before, and because maps are useless, you've got to find them on your own. 'Untamed' doesn't even begin to describe it." he took a deep breath, looked over the coastline, and Ardiane could tell he wasn't seeing the same thing she had. "Doesn't just the possibility of seeing something you never would in Khorvaire make you excited?"

Ardiane rolled her eyes. "You're an idiot, Rhen." The words were delivered point-blank, like a crossbow bolt, and she looked him straight in the eyes. "You're charming, smart, kinda cute—" He opened his mouth, so she covered it with her hand. "And you're an absolute idiot." She moved her hand and kissed him. "But you're my idiot. New rule. Don't get eaten."



INTRODUCTION

X

en'drik is a dangerous continent rife with mystery and adventure. *The Korranberg Chronicle: Xen'drik Advisory* converts threats and monsters commonly found in Xen'drik for 5th edition Dungeons and Dragons campaigns set in Eberron.

Xen'drik Advisory includes foes and monsters of many threat levels and organizes them by topic.

CONTENTS

Xen'drik Advisory.....	1
Introduction.....	2
The Shattered Land.....	2
The City of Stormreach	2
What You Need to Play	2
Criminal Activity.....	3
The Bilge Rats	3
The Order of the Emerald Claw.....	6
Drow of Xen'drik.....	8
Vulkoori Tribes	8
The Sulatar	11
The Umbragen	14
Extraordinary Threats.....	16
Antaegus, the Cursed Titan.....	16
Kraa'ark Lors, King of Rocs.....	18
K'shegla, Maw of the Devourer	19
Xarkon, the Stormheart.....	20
Zlortharkis, King Beneath the Waves.....	20
Legendary Hunts.....	21
Mulraargo, the Tar-Skinned Troll	21
Old Silverclaws, King of the Jungle	22
Lurking Two-Maws, Nightmare of Xen'drik	23
Glimmerdoom, He Who Lurks in Light.....	24
The Cinder Sisters of the Burning Wastes.....	25
Lost Civilizations.....	26
The Abeil Hive Empire.....	26
The Scorrow.....	28
Valenar Elves.....	30
Wild Encounters.....	33
Stat Blocks by Challenge Rating.....	39
Stat Blocks by Creature Type.....	39
Credits.....	40

THE SHATTERED LAND

10,000 years ago, the very reality of Xen'drik was shattered in an ancient catastrophe that destroyed the civilization of giants. Since then, many civilizations have risen from the ashes and ruins of giantkind, but each of these has mysteriously fallen as well.

The Madness of Crowds. Scholars suggest that some force targets any gathering of sentient creatures of sufficient size and actively causes these burgeoning cultures to collapse. They dub this persistent curse the "Du'rashka Tul", or the "Madness of Crowds." This has left the dangerous wilds of Xen'drik populated with wild monsters and tribal civilizations of limited advancement.

THE CITY OF STORMREACH

Stormreach is the only safe port open to explorers hailing from Khorvaire. It is a rough-and-tumble haven for criminals, merchants, and those seeking a new beginning. The Storm Lords, rulers of Stormreach, have a lax attitude toward enforcing law and order in their city; their only concern is to keep gold flowing through the marketplace... and into their pockets.

Local Threats. While order is loosely maintained mostly by local militias, several threats exist to the cities' residents besides common criminals. Cunning wererats, fanatic sahuagin, and ancient terrors all have their designs for the people and secrets of Stormreach.

Dangers Abroad. As dangerous as life can be inside the crumbling walls of Stormreach, only a fool would consider the wilderness beyond to be the safer bet. Xen'drik is a vast, wild, and untamable wilderness with untold dangers lurking within it.

WHAT YOU NEED TO PLAY

To make the most out of this supplement, you will need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Additionally, references are made to *Tomb of Annihilation*, *Volo's Guide to Monsters* and *The Korranberg Chronicle: Threat Dispatch*.

Furthermore, this supplement summarizes information that is presented more in-depth in the following 3.5 and 4th edition Eberron campaign setting sourcebooks: *Eberron Campaign Guide*, *Eberron Campaign Setting*, *City of Stormreach*, and *Secrets of Xen'drik*.

You can find pdfs of these classic Eberron sourcebooks available for purchase at www.dmsguild.com.

CRIMINAL ACTIVITY

Stormreach is a haven for outlaws and fugitives, so it isn't uncommon to run afoul of bandits and muggers in the street. Most of these thugs and low-lives are simple humanoid threats, but some criminals are something more than they seem.

THE BILGE RATS

Claiming the Harbor District of Stormreach as their turf, the Bilge Rats are known not just for their criminal activities, but also the vicious and monstrous lengths they go to enforce and protect their interests. Unknown to most, this attitude is actually because the Bilge Rats are in fact monsters; every member of the gang that rises in the ranks is actually a **wererat** (*Monster Manual*, pg. 209).

In the Eberron campaign setting, lycanthropy was nearly eradicated by the Church of the Silver Flame during the Lycanthrope Purge several centuries ago. This crusade was necessary to stop a world-wide catastrophe, caused by the power of the Curse of Lycanthropy itself going out of control. During this period of history, any person that was turned into a lycanthrope by the bite of another could also spread the Curse. Without the intervention of the Church, the Curse would have driven civilization to the brink of annihilation in a savage tide of bloodlust and carnage.

The Purge ended with many lycanthropes dispersing into the wild and away from civilization to go into hiding—even into other planes of existence like Lammania and Thelanis. But now, with most of the world assuming lycanthropes are extinct or no longer a threat, the Bilge Rats are spreading the Curse in Stormreach, with none the wiser.

BILGE RAT ENFORCER

Bilge Rat enforcers are just below the Circle of Plague, the inner circle of leaders just beneath Cartha, the head of the Bilge Rats. The enforcers are the gang's most brutal killers, next to their patron. As afflicted lycanthropes, they cannot spread the curse of lycanthropy, but are asymptomatic carriers of sewer plague disease.

CARTHA, HEAD RAT

The Church of the Silver Flame succeeded in its crusade by not only significantly thinning the numbers of lycanthropes in the world, but also by weakening the power of the Curse itself. In the current day, only lycanthropes that are born from lycanthropic parents are capable of spreading the curse. Those afflicted with the curse through the bite of another cannot spread the curse themselves any longer... except for Cartha.

Cartha is the vicious and brutal leader of the Bilge Rats gang in Storm-

reach. Although he is an afflicted lycanthrope, his bite is abnormally virulent and capable of transferring the Curse of Lycanthropy. He reserves this Curse as a "gift" for his most trusted subordinates, who all hope to eventually join the Circle of Plague. He is tight lipped about who bestowed upon him his own "gift", and he makes no claim to know why the Curse is more powerful in him than other afflicted lycanthropes. Is Cartha the first sign in a resurgence of the power of the Curse?



BILGE RAT ENFORCER

Medium humanoid (human, shapechanger), lawful evil

Armor Class 16 (studded leather)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	13 (+2)

Saving Throws Str +4, Dex +7, Con +6

Skills Intimidation +8, Perception +4, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 14

Languages Common, Thieves' cant

Challenge 6 (2,300 XP)

Shapechanger. The enforcer can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The enforcer has advantage on Wisdom (Perception) checks that rely on smell. It has passive Perception 19 to notice creatures by scent.

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

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

Sneak Attack (1/Turn). The enforcer deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the enforcer that isn't incapacitated and the enforcer doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). The enforcer makes three melee attacks, only one of which can be a bite, or two ranged attacks.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage and the target must succeed on a DC 11 Constitution saving throw or be infected with sewer plague (*Dungeon Master's Guide*, pg. 257).

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



Bilge Rats in rat form, coordinating a raid.

CARTHA, HEAD RAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 17 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +5, Dex +9, Con +7

Skills Acrobatics +9, Intimidation +10, Perception +6, Stealth +13

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 16

Languages Common, Dwarven, Goblin, Thieves' cant

Challenge 10 (5,900 XP)

Shapechanger. Cartha can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Smell. Cartha has advantage on Wisdom (Perception) checks that rely on smell. He has passive Perception 21 to notice creatures by scent.

Assassinate. During his first turn, Cartha has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). Cartha deals an extra 14 (4d6) damage when he 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 Cartha that isn't incapacitated and Cartha doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). Cartha makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wererat lycanthropy (*Monster Manual*, pg. 206).

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) 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.

Dagger (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) 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.

THE ORDER OF THE EMERALD CLAW

Though most of the Emerald Claw's more notorious operations are in Khorvaire, the Order has several interests across the globe. The stat blocks for Emerald Claw NPCs found in *The Wayfinder's Alamac: Threat Dispatch* (pg. 56) are as appropriate for use in encounters with the Emerald Claw in Xen'drik as they are anywhere in the world of Eberron. Supplementing those forces, monitoring and organizing the Emerald Claw's activities in Stormreach, are two notable members of the Order.

CAPTAIN SMARGAT

As the proprietor of the Black Freighter tavern, known for being a social hub for "off-duty Claws", it is an open secret that Captain Smargat is sympathetic to the Order's cause and members. What is less known is that he is actually a full member of the Order. The Emerald Claw use him as a "double blind". He couldn't possibly really be involved with the Order, considering how obvious his sympathies are.

His tavern is also far more than is openly understood. It functions as a main headquarters for Emerald Claw operations in Stormreach with access to the ruins beneath the city, allowing Emerald Claw agents to move freely beneath the streets.

THE WHITE RAVEN

The closest thing to a leader of Emerald Claw operations in Stormreach, the White Raven is Captain Smargat's direct superior and a notorious duelist and master swordsman. He carries an amulet which Erandis Vol uses to keep tabs on and communicate with him. Within the Order of the Emerald Claw, he answers only to Vol herself.

CAPTAIN SMARGAT

Medium humanoid (human), chaotic neutral

Armor Class 16 (+1 chain shirt)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Con +6

Skills Acrobatics +5, Deception +7, Insight +5, Intimidation +7, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Giant

Challenge 8 (3,900 XP)

Seeker Fanatic. Captain Smargat has advantage on saving throws against being charmed or frightened. While he can see a member of the Emerald Claw or Blood of Vol priest that is of higher CR, and is friendly to him, Captain Smargat ignores the effects of being charmed or frightened.

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

Special Equipment. Captain Smargat is equipped with two *+1 flails*, *+1 chain shirt armor*, and a *hat of disguise*. When not actively disguising himself, the hat of disguise appears as a distinctive tricorn hat.

Actions

Multiattack. Captain Smargat makes two weapon attacks. If he has both of his *+1 flails* drawn, he may make three *+1 flail* attacks.

+1 Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage. If Captain Smargat has advantage on the attack roll, the attack deals an extra 13 (3d8) bludgeoning damage.

Reactions

Parry. Captain Smargat adds 4 to his AC against one melee attack that would hit him. To do so, Captain Smargat must see the attacker and be wielding both of his flails.

THE WHITE RAVEN

Medium humanoid (human), lawful evil

Armor Class 16 (+2 studded leather)

Hit Points 153 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +7, Wis +6

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

Senses passive Perception 16

Languages Common, Draconic, Giant

Challenge 11 (7,200 XP)

Blade Flourish (1/Turn). When the White Raven hits with a melee attack, and no allies of his are within 5 feet of him, the attack deals an additional 21 (6d6) damage to its target.

Innate Spellcasting. The White Raven's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components.

At-will: *find familiar* (summons "Klausz", an albino raven that is a fiend)

2/day each: *enhance ability*, *hex*

1/day each: *disguise self*, *expeditious retreat*

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

Master Duelist. A melee weapon with the Finesse property deals two extra dice of its damage when the White Raven hits with it (included in the attack).

Mettle. If the White Raven is subjected to an effect that allows him to make a Constitution or Wisdom saving throw to take only half damage or suffer a partial effect,

the White Raven instead takes no damage or suffers no effect if he succeeds on the saving throw and suffers only half damage or the effects of a normal successful save if he fails.

Seeker Fanatic. The White Raven has advantage on saving throws against being charmed or frightened. While he can see a member of the Emerald Claw or Blood of Vol priest that is of higher CR, and is friendly to him, the White Raven ignores the effects of being charmed or frightened.

Special Equipment. The White Raven is equipped with a *rapier of wounding*, +2 studded leather armor, a *ring of mind shielding* and a *deck of illusions* that is missing the ace of spades. He also wears an amulet that allows Vol to telepathically communicate with him and locate him via divination magic, despite his *ring of mind shielding*.

Actions

Multiattack. The White Raven makes three attacks with his *rapier of wounding*.

Rapier of Wounding. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. Hit points lost to this attack's damage can only be restored by spending Hit Dice or finishing a long rest, rather than by regeneration, magic, or any other means.

Once per turn, when landing a hit with this weapon, the White Raven can inflict a grievous wound on a creature. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each grievous wound inflicted upon it, and it can then make a DC 15 Constitution saving throw to end all wounds affecting it. Alternatively, the wounded creature or any creature within 5 feet of it may make a DC 15 Wisdom (Medicine) check, ending all wounds affecting the wounded creature on a success.

Reactions

Uncanny Dodge. The White Raven halves the damage that he takes from an attack that hits him. The White Raven must be able to see the attacker.

DROW OF XEN'DRIK

Drow elves are the most widespread and numerous intelligent species native to Xen'drik. They are found from the northern jungles, to the Menechtarun desert, to even the southern reaches approaching the Everice polar icecap. But they are not a monolithic culture.

VULKOORI TRIBES

The bulk of drow form disparate, savage tribes that are united only by their veneration of a cruel and vicious scorpion-god they name Vulkoor. These tribes often war among themselves for land and resources. They are usually highly xenophobic but a few tribes manage peaceful trade relations with Stormreach. These tribes, called the Qaltair, typically venerate other animal spirits besides Vulkoor, but even they place the scorpion-god at the head of their totemic pantheons. Most adventurers and explorers who venture into the wilds outside of Stormreach know to beware the scorpion-venom tattooed drow of the jungles.

DROW, TRIBAL

Tribal drow make up the bulk of Vulkoori drow society. Their skin is covered in broad white tattoos created with the venom of giant scorpions and they wear leather armor cured from the hides of various jungle beasts like dream serpents and displacer beasts. These drow dream of the day they will be gifted with alchemically treated scorpion carapace armor, as they have not yet earned the honor.

DROW AQUASA

The chief of a Vulkoori drow tribe is known as an "aquasa". They typically are outfitted with heavy scorpion carapace armor that is the equivalent of plate armor that doesn't impose disadvantage on Dexterity (Stealth) checks. They also typically wield ancient weapons they have scavenged from dangerous giant ruins or won from Sulatar drow in combat.

DROW KAXAT

Kaxats are the war-leaders of the tribe, personally chosen to be the aquasa's right and left hands. They are the tribes most fierce warriors, gifted with scorpion carapace armor that is the equivalent of a breastplate that allows a maximum Dexterity bonus of +3 to AC, and wield scorpion-chain weapons.

DROW SHAMAN

Some lucky tribes count a shaman among their number. These drow claim to be able to commune with nature spirits, Vulkoor foremost among them, and may call upon nature's wrath to defend the tribe or exact vengeance on their trespassers.

DROW, TRIBAL

Medium humanoid (elf), any evil (75%) or any other (25%)

Armor Class 14 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant (25% know Common)

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Wild Ambush. The drow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

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

Actions

Multiattack. The tribal drow makes two shortsword attacks, or two Xen'drik boomerang attacks.

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

Xen'drik Boomerang. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the drow misses with the attack roll, the boomerang returns to it at the end of its turn. It carries three boomerangs.

DROW AQUASA

Medium humanoid (elf), any evil (75%) or any other (25%)

Armor Class 18 (heavy scorpion carapace)

Hit Points 142 (19d8 + 57)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Dex +9, Con +7, Wis +6

Skills Perception +6, Stealth +13

Damage Immunities fire (if wielding *greater flametongue greatsword* only)

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Giant (25% know Common)

Challenge 9 (5,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Wild Ambush. The drow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

Special Equipment. A drow aquasa wields either two +2 shortswords made of adamantine, or one *greater flametongue greatsword* made of orichalcum. The longsword has the Finesse property, a +1 bonus to attack and damage rolls, deals 10 (3d6) fire damage on each attack, and provides the drow aquasa with immunity to fire damage. Each drow aquasa has only one of these options.

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

Actions

Multiattack. The drow aquasa makes two melee attacks or three ranged attacks. If it possesses two +2 shortswords and has both of them drawn, the drow aquasa may make four +2 shortsword attacks.

Greater Flametongue Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if wielded in two hands to make a melee attack, plus 10 (3d6) fire damage.

+2 Shortswords. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage. This attack is an automatic critical hit against objects.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

DROW KAXAT

Medium humanoid (elf), any evil (75%) or any other (25%)

Armor Class 17 (scorpion carapace)

Hit Points 82 (11d8 + 33)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +7, Con +6

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Elvish, Giant (25% know Common)

Challenge 6 (2,300 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Wild Ambush. The drow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

Chain Master. Creatures who leave the drow kaxat's reach provoke an Opportunity Attack, even if they took the Disengage action.

Chain Trip (1/Turn). When a drow kaxat hits with a scorpion chain attack, the target must make a DC 15 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The drow kaxat makes three scorpion chain attacks, or two Xen'drik boomerang attacks.

Scorpion Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Xen'drik Boomerang. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the drow misses with the attack roll, the boomerang returns to it at the end of its turn. It carries four boomerangs.

Reactions

Shield of Chains. The drow kaxat adds 3 to its AC against one melee or ranged attack that would hit. To do so, the drow kaxat must see the attacker and be wielding a scorpion chain.

DROW SHAMAN

Medium humanoid (elf), any evil (75%) or any other (25%)

Armor Class 14 (16 with *barkskin*)

Hit Points 84 (13d8 + 26)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	19 (+4)	13 (+1)

Skills Nature +3, Perception +4, Religion +3, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant (25% know Common)

Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Wild Ambush. The drow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). It cannot prepare spells in its 4th and 5th level spell slots; these can be used to cast lower level spells to greater effect. The drow has the following druid and cleric spells prepared:

Cantrips (at will): *druid craft, guidance, poison spray, resistance, thaumaturgy, thorn whip*

1st level (4 slots): *animal friendship, bane, cure wounds, detect poison and disease, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin, augury, enhance ability, moonbeam, protection from poison*

3rd level (3 slots): *bestow curse, call lightning, conjure animals (8 scorpions), create food and water, sleet storm, spirit guardians*

4th level (3 slots)

5th level (2 slots)

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

Actions

Multiattack. The tribal drow makes two shortsword attacks, or two Xen'drik boomerang attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack, plus 17 (5d6) poison damage.

Conjure Avatar of Vulkoor. The drow attempts to magically summon a titanic scorpion (see page 37) with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) magical poison damage. Otherwise, the summoned scorpion appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and is as a fiend instead of a beast. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Vulkoori Drow Tribe



THE SULATAR

While the Vulkoori drow proudly name themselves betrayers of their ancestor's giant slave-masters, the Sulatar drow kept the faith of their fire giant lords. These drow have a strong martial culture and advanced fire elemental binding techniques and metallurgy.

DROW EVOCATI

The evocati are Sulatar drow who have made a career out of serving in their society's army. They are elite warriors outfitted in superior equipment and have earned the honor of wielding orichalcum double-bladed swords with elemental fire bound to them.

DROW EVOCATI

Medium humanoid (elf), lawful evil

Armor Class 16 (breastplate)

Hit Points 112 (15d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Str +4, Dex +6, Con +6

Skills Arcana +4, Perception +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Giant, Ignan

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *produce flame*

1/day each: *burning hands*, *scorching ray*

Special Equipment. The drow evocati wields a *flame-tongue two-bladed sword* made of orichalcum. It has the Finesse property, deals 7 (2d6) extra fire damage on a hit, and provides the drow evocati with resistance to fire damage.

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

Actions

Multiattack. The drow evocati makes three melee attacks.

Flametongue Two-Bladed Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) plus 7 (2d6) fire damage.

ORICHALCUM WEAPONS

Orichalcum is a material used by the Sulatar drow for their weapons and armor. It has the appearance of polished, golden bronze.

Weapons with the thrown property and ammunition have their short and long ranges doubled when made from orichalcum. Melee weapons that do not normally have the heavy property gain the finesse property when made from orichalcum. Melee weapons that do normally have the heavy property do not have it when made from orichalcum.

The orichalcum version of a melee weapon or ten pieces of ammunition cost 500 gp more than the normal versions.

DROW FIREBINDER

The Sulatar frequently bind fire elementals to their weapons, armor, and have an innate talent to wield the flames of Fernia, but some take the extra step of binding a fire elemental to their very souls, swallowing a Khyber dragonshard in the process. This ritual physically weakens the firebinder, but they wield flame like a skilled soldier wields a blade.

DROW FIREBINDER

Medium humanoid (elf), lawful evil

Armor Class 14 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +7

Skills Arcana +7, Intimidation +5, Perception +4

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant, Ignan

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *burning hands*, *mage hand*, *produce flame*

3/day each: *fireball*, *fly*, *scorching ray*

2/day each: *cone of heat* (as cone of cold, except it deals fire damage, and creatures who die from the spell turn to ash instead of a frozen statue), *misty step* (disappears in puff of cinders and smoke)

1/day each: *incendiary cloud*

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

Actions

Channeling Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) fire damage.

DROW MUNIFEX

The rank and file soldier of the Sulatar army, drow of munifex rank are outfitted in basic orichalcum arms, armor, and ammunition, with no elemental bindings. However, they are still wholly dedicated to their martial craft, and the desire to rise in the ranks burns within them.

DROW MUNIFEX

Medium humanoid (elf), lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Str +2, Dex +4, Con +4

Skills Arcana +3, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Elvish, Giant, Ignan

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day each: *burning hands*, *scorching ray*

Phalanx Formation. The drow munifex has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a drow ally wielding a shield.

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

Actions

Multiattack. The drow munifex makes two melee attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 300/1,200 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DROW PRAETOR

A Sulatar Praetor leads the armies of the Sulatar into combat when necessary. They are outfitted with exquisitely crafted orichalcum arms and armor, all of it with high-level elemental bindings to bring the Promise of Fire to their foes.

DROW PRAETOR

Medium humanoid (elf), lawful evil

Armor Class 16 (breastplate)

Hit Points 112 (15d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Str +4, Dex +6, Con +6

Skills Arcana +4, Perception +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Giant, Ignan

Challenge 12 (8,400 XP)

Brave. The drow has advantage on saving throws against being frightened.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *produce flame*

1/day each: *burning hands*, *scorching ray*

Peerless Warrior. A melee weapon deals two extra dice of its damage when the drow hits with it (included in the attack).

Special Equipment. The drow praetor wears +2 *full plate* and wields a shield made of orichalcum and a *greater flametongue longsword* made of orichalcum. The longsword has the Finesse property, a +1 bonus to attack and damage rolls, deals 10 (3d6) fire damage on each attack, and provides the drow praetor with immunity to fire damage.

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

Actions

Multiattack. The drow evocati makes three melee attacks.

Greater Flametongue Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if wielded in two hands to make a melee attack, plus 10 (3d6) fire damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the drow praetor can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the drow praetor. A creature can benefit from only one Leadership die at a time. This effect ends if the drow praetor is incapacitated.

THE UMBRAGEN

Beneath the surface of Xen'drik, an ancient civilization of drow make their home. They dedicated their very souls to a force of power and shadow they name the Umbra. This entity is a source of divine magic for them, and empowers them in various other ways, but it claims the soul of every Umbragen upon their death. Recently, the Umbragen have begun to send scouts to the surface, and reports have been made that they are fighting a war against the horrors of Khyber—a war they are reportedly losing.

The **drow** stat blocks starting on page 128 of the *Monster Manual* can be used to represent Umbragen drow, but their culture is significantly different from the one presented in that book. The Umbragen lean toward evil alignments as a matter of brutal practicality and stoic nihilism, unlike standard drow who revel in sadism and excess. Likewise, the Umbragen are not typically matriarchal, and do not have an affinity for spiders or worship Lolth, as Lolth is not a deity in the Eberron campaign setting.

Therefore, make the following changes to the drow stat blocks of the *Monster Manual* to represent the Umbragen in Eberron: The priestess of Lolth is a priest or priestess of the Umbra instead, and prepares *bestow curse* instead of *conjure animals*. Additionally, its Summon Demon ability has a 30% chance to summon a lawful evil **deva** (*Monster Manual*, pg. 16) that is a fiend instead of a celestial and that deals necrotic damage with its Angelic Weapons trait. Both the drow mage and the drow priestess's/priest's summon abilities call on entities tied to the Umbra, and call their abilities Summon Umbral Servant.

In addition to the drow in the *Monster Manual*, the Umbragen have a strong tradition of warlocks and shadowknives, each manifesting power drawn from the Umbra in unique ways.

DROW SHADOWKNIFE

The Umbragen train warriors they call "Shadowknives". These skilled assassins learn to forge the power of the Umbra into solid blades of pure darkness using only the power of sheer will.



Umbragen Shadowknife

DROW SHADOWKNIFE

Medium humanoid (elf), neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +7

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon (Khyber's Tongue)

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *mage armor* (self only)

1/day each: *darkness*, *faerie fire*

Shadow Sight. Magical darkness doesn't impede the drow shadowknife's darkvision.

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

Actions

Multiattack. The drow shadowknife makes two melee attacks.

Create Darkblade. The drow creates two visible, shortsword-sized blades of solid shadow. The weapons appear in the drow's hands and vanish if they leave the drow's grip, or if the drow dies or is incapacitated.

Darkblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) necrotic damage. If the drow shadowknife has advantage on the attack roll, the attack deals an extra 10 (3d6) necrotic damage.

DROW WARLOCK OF THE UMBRA

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Persuasion +7, Stealth +5

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 11

Languages Elvish, Undercommon (Khyber's Tongue)

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *dancing lights*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *darkness*, *faerie fire*, *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The drow is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at-will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *blink*, *branding smite*, *cone of cold*, *hellish rebuke*, *phantasmal killer*, *scrying*, *shield*, *suggestion*, *vampiric touch*

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

Umbral Warrior. The drow can use its Charisma modifier for attack and damage rolls with melee weapons that lack the two-handed property.

Actions

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

DROW WARLOCK OF THE UMBRA

Though the Umbragen worship the Umbra as a divine force and their clerics gain power from their belief in it, many Umbragen form more esoteric pacts with the Umbra, drawing dark arcane might from it.

EXTRAORDINARY THREATS

Stormreach stands not on a singular precipice of disaster, but many. Beneath, beyond, or within, several enormously powerful entities have designs to destroy or subvert the city.

ANTAEGUS, THE CURSED TITAN

Among the giants of the Guardians of Rushemé, there are whispers of an ancient, unseen spirit of the land that has returned. Some elders aren't sure if this spirit is here to guide them to peace, or conquest.

In actuality, this "spirit" is Antaegus, a titan of the ancient Culsir Empire that once spanned most of the continent of Xen'drik. Once a prominent figure in that powerful civilization, Antaegus opposed the Emperor and was imprisoned in suspended animation. But his prison was recently discovered beneath Stormreach and deactivated. He reawakened to find his nation's capital in ruins, infested with lesser beings, and the closest thing that remains of his people shattered and debased.

Antaegus currently uses his ability to walk unseen to monitor Stormreach and its inhabitants. He has yet to decide what course of action to take with its populace. In his former era, he opposed Emperor Culsir's attempts to build a doomsday weapon to wipe out the elven rebellion, but now thoughts of using the weapon himself to reassert the "proper order of things" begin to cross his mind, almost against his will.

In his darkest moments, Antaegus fears that his millennia of incarceration so near the doomsday weapon's power source, a force of unimaginable evil that still lingers beneath the city, has tainted him. He can sense it, an entity of pure hatred incarnate, on an instinctual level, and is not sure that his judgement remains his own.

Soon, Antaegus will come to a decision. Whatever he ultimately decides to do with Stormreach and its citizens, it will likely cause great chaos as the balance of power shifts tremendously.

Storm Titan. Antaegus is a titan, a progenitor of modern day giantkind, and shares many traits and abilities in common with storm giants in particular.



Antaegus

ANTAEGUS

Gargantuan giant (storm titan), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14 (+2)	20 (+5)	20 (+5)	22 (+6)	22 (+6)

Saving Throws Str +17, Con +12, Wis +12, Cha +13

Skills Arcana +12, Athletics +17, History +12, Insight +13, Perception +13

Damage Immunities cold, lightning, thunder

Senses passive Perception 23

Languages Common, Draconic, Elvish, Giant, Infernal

Challenge 23 (50,000 XP)

Ancient Secrets. Antaegus can maintain concentration on three spells at once, and automatically succeeds on Constitution saving throws to maintain concentration due to taking damage.

Amphibious. Antaegus can breathe air and water.

Innate Spellcasting. Antaegus's innate spellcasting ability is Charisma (spell save DC 21). He can innately cast the following spells, requiring no material components:

At will: *detect magic, fly, light*

3/day each: *control weather, freedom of movement, water breathing*

Spellcasting. Antaegus is an 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *blade ward, dancing lights, mage hand, mending, message, shocking grasp*

1st level (4 slots): *charm person, comprehend languages, magic missile*

2nd level (3 slots): *knock, suggestion*

3rd level (3 slots): *counterspell, dispel magic*

4th level (3 slots): *dimension door, greater invisibility*

5th level (3 slot): *animate objects, telekinesis*

6th level (2 slot): *chain lightning*

7th level (2 slot): *prismatic spray*

8th level (1 slot): *power word stun*

Actions

Multiattack. Antaegus makes two greatsword attacks. Alternatively, he makes one greatsword attack and casts one spell.

Greatsword. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) slashing damage.

Titan Longbow. *Ranged Weapon Attack:* +17 to hit, range 150/600 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage.

Legendary Actions

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

Attack. Antaegus makes one weapon attack.

Awesome Blow (Costs 2 Actions). Antaegus makes one greatsword attack against every creature within his reach. Each creature that is hit is pushed 20 feet away from him.

Lightning Strike (Costs 3 Actions). Antaegus hurls a magical lightning bolt at a point he can see within 1,000 feet of himself. Each creature within 10 feet of that point must make a DC 21 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

KRAA'ARK LORS, KING OF ROCS

To the south of Stormreach, a permanent blot lies on the horizon. This tiny dark smudge in the sky is the distant lair of Kraa'ark Lors. Also called the Roc King or Lord of the Black Clouds, Kraa'ark Lors is an immortal roc awakened by ancient druidic magic.

Kraa'ark Lors is disgusted by Stormreach, viewing it as a cancer of civilization upon the glorious wilderness of Xen'drik. He wants nothing less than to reduce Stormreach to oh so much rubble and ash, but mystic rituals performed by the Giants of Rushemé currently keep him at bay.

The Citadel of Black Clouds

Kraa'ark Lors lairs in a floating citadel within an everlasting storm of black clouds. It once belonged to a storm giant of primordial might and stature. The structure is sized comfortably for gargantuan creatures.

The immense windows and archways that dominate the architecture allow the howling winds, rain, and lightning of the massive storm outside to assail the interior.

KRAA'ARK LORS

Gargantuan monstrosity (roc), neutral

Armor Class 15 (natural armor, 16 with *barkskin*)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	13 (+1)	21 (+5)	11 (+0)

Saving Throws Dex +6, Con +11, Wis +11, Cha +6

Skills History +7, Nature +7, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (with *stoneskin*)

Senses passive Perception 21

Languages Druidic, Elvish, Giant

Challenge 19 (22,200 XP) or 20 (25,000 XP) in his lair

Ancient Secrets. Kraa'ark Lors can maintain concentration on three spells at once, and automatically succeeds on Constitution saving throws to maintain concentration due to taking damage.

Keen Sight. Kraa'ark Lors has advantage on Wisdom (Perception) checks that rely on sight.

Spellcasting. Kraa'ark Lors is an 18th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, resistance*

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

2nd level (3 slots): *barkskin, enhance ability, lesser restoration*

3rd level (3 slots): *call lightning, sleet storm, wind wall*

Lair Actions

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

- Hurricane-force winds rip through the lair. All Large or smaller creatures must succeed on a DC 19 Strength saving throw or take 10 (3d6) bludgeoning damage, be moved 20 feet in a random direction, and be knocked prone.
- A blast of heavy wind and rain assails a 20-foot-radius sphere centered on a point Kraa'ark Lors can see. Until the next initiative count 20, the area becomes difficult terrain, and the heavy wind and rain in the area counts as a severe distraction for the purposes of maintaining concentration on spells.
- Lightning strikes, forming a 120-foot-long, 5-foot-wide line between two points within the lair that Kraa'ark Lors can see. Each creature in that line must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) lightning damage.

4th level (3 slots): *freedom of movement, ice storm, locate creature, stoneskin*

5th level (3 slot): *commune with nature, conjure elemental* (air elemental only), *scrying*

6th level (1 slot): *chain lightning, heal, wind walk*

7th level (1 slot): *reverse gravity*

8th level (1 slot): *control weather*

9th level (1 slot): *storm of vengeance*

Actions

Multiattack. Kraa'ark Lors makes two attacks: one with his beak and one with his talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and Kraa'ark Lors can't use his talons on another target.

Legendary Actions

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

Beak Attack. Kraa'ark Lors makes one beak attack.

Dive Bomb (Costs 2 Actions). Kraa'ark Lors moves his speed and makes a talon attack in the middle of his move. He does not provoke opportunity attacks during this movement, and if he is grappling a creature at the end of the move, he drops them.

Nature's Wrath (Costs 3 Actions). Kraa'ark Lors casts a druid spell.

K'SHEGLA, MAW OF THE DEVOURER

Most residents of Stormreach, especially those who live in the Harbor district, know that the sahuagin of the Thunder Sea have a treaty with House Lyrandar and the Storm Lords, allowing safe passage of merchant vessels through their waters. The occasional sahuagin raid and missing ship is commonly thought of as evidence that the treaty is rather fragile.

In actuality, these attacks are carried out by a splinter faction of sahuagin, led by K'shegla, a messianic figure known as the *Shirin Kho*, or the "Maw of the Devourer". He believes that it is a heresy of the highest order for land dwellers to venerate the Devourer as one of the Dark Six and claiming him for their pantheon.

K'shegla is no mere sahuagin cleric, however. He is a figure out of sahuagin legends, and is currently walking the path of a prophecy, leading him to a dark apotheosis. By following the ancient ways of Devourer worship, K'shegla has consumed the flesh of his foes (including the black heart and brain of a fiendish kraken) and has mutated several times. He was once a normal sahuagin, but his current form is that of a malenti, a type of sahuagin usually indistinguishable from a sea elf, except K'shegla's demonic form is four-armed, with silver skin and black shark eyes. It is believed his final mutation and apotheosis will occur when his minions track down a specific surface-dweller described in the prophecy and he consumes them. Until then, K'shegla has sworn he will never set foot on land, abhorring everything to do with the surface world.

K'SHEGLA

Medium fiend (sahuagin), lawful evil

Armor Class 17 (mithral half-plate, 19 with *shield of faith*)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	18 (+4)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Dex +8, Con +9, Wis +10, Cha +8

Skills Perception +15, Religion +13, Stealth +8

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

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 25

Languages Abyssal, Aquan, Common, Sahuagin

Challenge 13 (10,000 XP)

Blood Frenzy. K'shegla has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blood of the Tempest. A creature that hits K'shegla with an attack while within 5 feet of him takes 10 (3d6) lightning damage.

Legendary Resistance (2/day). If K'shegla fails a saving throw, he can choose to succeed instead.

Limited Amphibiousness. K'shegla can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. K'shegla can magically command any shark within 120 feet of him, using a limited telepathy.

Special Equipment. K'shegla wears mithral half-plate and wields a +2 *scimitar*, a *stormcaller war pick* that deals an additional 7 (2d6) lightning damage on a hit and provides him with resistance to thunder damage, and a *trident of warning* that gives him advantage on initiative checks and makes it impossible to surprise him and any allies within 30 feet of him.

Spellcasting. K'shegla is a 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, thaumaturgy*
1st level (4 slots): *command, fog cloud, protection from evil and good, shield of faith*

2nd level (3 slots): *calm emotions, hold person, shatter*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

4th level (3 slots): *control water, death ward, freedom of movement*

5th level (3 slot): *contagion, legend lore*

6th level (1 slot): *blade barrier*

Actions

Multiattack. K'shegla makes three attacks: one with each of his weapons.

+2 Scimitar. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 12 (1d6 + 9) slashing damage.

Stormcaller War Pick. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage and 7 (2d6) lightning damage.

Trident of Warning. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage, or 11 (1d8 + 7) piercing damage if used with two hands to make a melee attack.

Legendary Actions

K'shegla 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. K'shegla regains spent legendary actions at the start of his turn.

Attack. K'shegla makes one attack with any of his weapons.

Extol Prophecy (Costs 2 Actions). K'shegla casts a cantrip or a 1st or 2nd level spell, expending spell slots as normal.

XARKON, THE STORMHEART

Beyond the walls of Stormreach, just a day's travel as the dragon flies, a massive sandstone pillar rises into an ever-roiling tempest. At the top of this tower lairs Xarkon, the Stormheart, an **adult blue dragon** (*Monster Manual*, pg. 91).

When Stormreach was young, Xarkon's father attacked the newly founded city, attempting to scour the foreign scourge from the continent before they could settle in. The elder dragon was slain by Captain Delera Omaren, one of the original Storm Lord rulers of the city. Lady Paulo Omaren, a current Storm Lord, has long wondered how her ancestor accomplished such an epic feat.

Xarkon has desired vengeance for his father's death, biding his time for centuries, maturing and growing more powerful. Beyond simple hatred, he also shares his father's belief that dragonmarks are alien to the Draconic Prophecy and must be destroyed before they can negatively impact it (a belief not widely shared with the dragons of the Thousand Flights of Argonnessen, resulting in Xarkon and his father's banishment to Xen'drik).

ZLORTHARKIS, KING BENEATH THE WAVES

Recent months have seen an increase of kraken activity beneath the surface of the Thunder Sea. Sahuagin report that this is the work of Zlortharkis, an ancient fiendish kraken of immense power. Several ships have been destroyed by Zlortharkis and his krakens, but no Lyrandar vessel has yet fallen. House Lyrandar claims this is mere coincidence, but myths within the House claim their first patriarchs and matriarchs live on as krakens themselves. If there is any truth to this legend, perhaps Zlortharkis is Lyran himself, the first lord of the House.

Whatever his true identity, Zlortharkis is an imminent threat to the sahuagin of the Thunder Sea and Stormreach itself. He may begin to demand tribute from the Storm Lords or subjugate the sahuagin into a slave army.

Zlortharkis is a **kraken** (*Monster Manual*, pg. 196) that is a fiend rather than a monstrosity, and he has the below additional trait:

Innate Spellcasting. Zlortharkis's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 20), requiring no components.

3/day each: *cloudkill*, *darkness*, *spirit guardians* (6th level)

1/day each: *blight* (8th level), *circle of death*, *contagion*, *control weather*, *divine word*, *dominate beast*, *hallow*, *protection from energy*, *storm of vengeance*

Furthermore, he has the following additional legendary action option:

Khyber's Call (Costs 3 Actions). Zlortharkis casts an innate spell, expending a use as normal.

Zlortharkis has the same challenge rating as a normal kraken.

Xarkon surveys Stormreach from afar



LEGENDARY HUNTS

At the Tusk and Talon lodge in Stormreach, an exclusive circle of nobles who call themselves "the Lords of the Hunt" trade tales of unique monsters they've encountered. These hunters are no common thrill-seekers, and the prey they trade tales of are no common beasts. These creatures, dubbed "Legendary Hunts" are some of the biggest threats to be found in the

wilds of Xen'drik.

MULRAARGO, THE TAR-SKINNED TROLL

This silent terror stalks to murky bogs and mist-shrouded fens of Xen'drik. Rare survivors of Mulraargo sightings report that it is a troll with skin as slick and black as oil, that can dissolve into a puddle of putrescent sludge and reform back into its hulking, clawed form.

MULRAARGO

Large giant (troll), chaotic evil

Armor Class 14

Hit Points 84 (8d10 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	20 (+5)	8 (-1)	11 (+0)	6 (-6)

Saving Throws Dex +8, Wis +4

Skills Perception +4, Stealth +18

Damage Immunities acid; in sludge form: bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Understands Giant, but doesn't speak

Challenge 12 (8,400 XP)

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

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

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

Sludge Form. As a bonus action, Mulraargo can transform to or from sludge form. In sludge form, it is a sentient puddle of black putrescent sludge that can occupy another creature's space and vice versa, move through any opening that isn't water tight, and is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks. Any creature that starts its turn in Mulraargo's space while it is in sludge form takes 5 (1d10) acid damage.

If Mulraargo transforms into sludge form while a creature is

grappled or engulfed by it, those creatures are no longer grappled or engulfed.

Silent Killer. Mulraargo is utterly silent and has a +10 bonus to Stealth checks (already included).

Actions

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

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage and 7 (2d6) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and 3 (1d6) acid damage. The target is grappled (escape DC 19).

Actions

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

Attack. Mulraargo makes one bite or claw attack.

Slither. Mulraargo transforms into sludge form and moves up to its speed.

Engulf (Troll Form Only, Costs 2 Actions). Mulraargo pulls one Medium or smaller creature it is grappling into its oily, sludge-like body. The creature becomes restrained and the escape DC to escape Mulraargo's grapple increases to 24. At start of each of its turns while engulfed, the engulfed creature takes 35 (10d6) acid damage and it must make a DC 17 Constitution saving throw. On a failure it immediately begins to suffocate as Mulraargo forces its sludge down the creature's throat. Mulraargo can have only one Medium or smaller creature engulfed at a time.

Old Silverclaws



OLD SILVERCLAWS, KING OF THE JUNGLE

A deafening roar, audible from a mile away, heralds the coming of Old Silverclaws, lord of Xen'drik's jungles. This titanic girallon has prowled the wilderness for as long as the residents of Stormreach can remember, even the dwarven Storm Lord Yorrick Amanatu, one of the city's original founders.

Explorers who managed to encounter Old Silverclaws but avoid his attention have survived to report he is covered in brilliant, silver-white fur. Countless scars mar his otherwise glorious coat, each one marking the tale of his survival and triumph over a vicious foe. Most notable of all is the missing arm, leaving him with only three massive hands with which to defend his reign as King of the Jungle.

OLD SILVERCLAWS

Huge monstrosity (girallon), neutral

Armor Class 11

Hit Points 210 (14d12 + 42)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	13 (+1)

Saving Throws Str +11, Con +8

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 14 (11,500 XP)

Aggressive. As a bonus action, Old Silverclaws can move up to his speed toward a hostile creature that he can see.

Jungle Stride. Old Silverclaws it isn't slowed by difficult terrain caused by natural undergrowth (such as thorns, briars, overgrown areas, and similar terrain) and doesn't take damage or suffer any other impairment from it. Magically manipulated undergrowth will still impede him.

Keen Smell. Old Silverclaws has advantage on Wisdom (Perception) checks that rely on smell.

King's Reign. If damage reduces Old Silverclaws to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, Old Silverclaws drops to 1 hit point instead.

Legendary Resistance (3/day). If Old Silverclaws fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Old Silverclaws makes four attacks: one with his bite and three with his claws. He can take a fling action in place of any claw attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and the target is grappled (escape DC 19). Old Silverclaws has three claws, each of which can grapple one target.

Fling. One Medium or smaller object held or creature grappled by Old Silverclaws is thrown up to 60 feet in a direction of his choosing and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Terrifying Howl. Every creature within half a mile of Old Silverclaws that isn't deafened must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. Creatures within 120 feet must also succeed on a DC 16 Constitution saving throw or become deafened. A creature can repeat each saving throw at the end of each of its turns, ending each effect on itself on a success. If a creature's Wisdom saving throw is successful, or the frightened effect ends for it, the creature is immune to the frightened condition imposed by Old Silverclaws's Terrifying Howl for the next 24 hours.

Legendary Actions

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

Claw Attack. Old Silverclaws makes one claw attack.

Fling. Old Silverclaws uses his Fling action.

Rend (Costs 2 Actions). Old Silverclaws automatically deals 32 (4d10 + 12) slashing damage to a creature it has grappled. He cannot use this legendary action if he doesn't have a claw free.

LURKING TWO-MAWS, NIGHTMARE OF XEN'DRIK

Some sophomore Xen'drik explorers might smile when they hear frightened, whispered tales of Lurking Two-Maws, erroneously believing the terrifying, mutated swordtooth titan being described as merely another of the two-headed variety, a kind of beast they might even have bested.

These explorers are wrong. Lurking Two-Maws, the Nightmare of Xen'drik, is another beast apart. Rather than two-heads, her second maw is a gaping hole in her chest, lined in razor sharp teeth and grasping tentacles.

The rare, shaken survivors of encounters with her testify her being able to scoop up a dozen screaming men, then stuffing them into her chest-maw to be shredded like minced meat. She is sometimes referred to as the Kraken of the Jungle.

LURKING TWO-MAWS

Gargantuan monstrosity, unaligned

Armor Class 13

Hit Points 149 (13d12 + 65)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	21 (+5)	5 (-3)	18 (+4)	11 (+0)

Saving Throws Str +13, Con +10

Skills Athletics +13, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 16 (15,000 XP)

Jungle Stride. Lurking Two-Maws it isn't slowed by difficult terrain caused by natural undergrowth (such as thorns, briars, overgrown areas, and similar terrain) and doesn't take damage or suffer any other impairment from it. Magically manipulated undergrowth will still impede her.

Legendary Resistance (3/day). If Lurking Two-Maws fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Lurking Two-Maws makes three attacks: one with her bite and two with her tentacles.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained. Lurking Two-Maws has a dozen tentacles, each of which can grapple one target.

Chest Maw. One Medium or smaller creature grappled by Lurking Two-Maws must make a Dexterity (Acrobatics) or

Strength (Athletics) check opposed by her Strength (Athletics) check. On a success, the creature is not pushed into Lurking Two-Maw's chest maw but still takes 23 (6d4 + 8) slashing damage from the razor teeth lining it. On a failure, the creature takes 23 (6d4 + 8) slashing damage, is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Lurking Two-Maws, and it takes 35 (10d6) acid damage at the start of each of Lurking Two-Maws' turns.

If Lurking Two-Maws takes 40 damage or more on a single turn from a creature inside her, she must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of her. If Lurking Two-Maws dies, a swallowed creature is no longer restrained by her and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

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

Tentacle Attack. Lurking Two-Maws makes one tentacle attack.

Tail Sweep (Costs 2 Actions). *Melee Weapon Attack:* +13 to hit, reach 15 ft., two targets up to 15 feet away from each other. *Hit:* 21 (3d8 + 8) bludgeoning damage and the target must succeed on a DC 21 Strength saving throw or be pushed 15 feet away and knocked prone.

Stuff Maw (Costs 3 Actions). Lurking Two-Maws uses her Chest Maw action against every creature she has grappled.

GLIMMERDOOM, HE WHO LURKS IN LIGHT

Initial reports of this legendary beast named it Glimmerdoom, as the only sign of its presence was a shimmering refraction of light before lightning blasted the expedition to pieces. Worse still, the few survivors returning to tell the tale recounted how their expedition's spellcasters had their spells reflected back at them when attempting to confront the horror.

Glimmerdoom is a mutated **behir** (*Monster Manual*, pg. 25) with a mirror-like hide that it can warp light around him, making him appear to be everywhere and nowhere. He stalks ancient ruins and subterranean caverns, hungry for flesh scorched by his lightning breath.

Glimmerdoom



GLIMMERDOOM

Huge monstrosity (behir), neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +9

Skills Intimidation +8, Perception +7, Stealth +8

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 17

Languages Draconic

Challenge 14 (11,500 XP)

Mirror Hide. Glimmerdoom has advantage on saving throws against spells, and any creature making a spell attack against him has disadvantage on the attack roll. If Glimmerdoom succeeds on a saving throw against a spell, he takes no damage even if the spell would deal partial damage on a successful saving throw. If Glimmerdoom was the sole target of a spell that he succeeded on a saving throw against or he was the sole target of a spell that missed him with a spell attack, the effects of the spell are reflected back at the spellcaster; they must make spell attacks or saving throws as if they were casting the spell upon themselves.

Innate Spellcasting. Glimmerdoom can innately cast mirror image 3 times, requiring no components. He regains all expended uses after a long rest. His spellcasting ability is Charisma.

Superior Invisibility. As a bonus action, Glimmerdoom can magically turn invisible until his concentration ends (as if concentrating on a spell). Any equipment Glimmerdoom wears or carries is invisible with him.

Actions

Multiattack. Glimmerdoom makes two attacks: one with his bite and one to constrict.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 17) if Glimmerdoom isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). Glimmerdoom exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. Glimmerdoom makes one bite attack against a Medium or smaller target he is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Glimmerdoom, and it takes 21 (6d6) acid damage at the start of each of Glimmerdoom's turns. Glimmerdoom can have only one creature swallowed at a time.

If Glimmerdoom takes 30 damage or more on a single turn from a creature inside him, Glimmerdoom must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of Glimmerdoom. If Glimmerdoom dies, a swallowed creature is no longer restrained by him and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

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

Bite Attack. Glimmerdoom makes a bite attack.

Constrict (Costs 2 Actions). Glimmerdoom makes a constrict attack.

Shimmer (Costs 2 Actions). Glimmerdoom either innately casts mirror image or uses Superior Invisibility.

The Cinder Sisters



THE CINDER SISTERS OF THE BURNING WASTES

Deep within the wilds of Xen'drik, beyond where even the drow refuse to go, lies the Burning Wastes, a blasted wasteland of charred trees and broken boughs, the hunting grounds of the Cinder Sisters, an enormous, twelve-headed, fire-breathing, demonic **hydra** (*Monster Manual*, pg. 190).

A few junior members of the Lords of the Hunt have returned with one or more of the Cinder Sisters' heads, claiming to have slain the beast. Veterans of the hunting lodge know this to be foolish.

THE CINDER SISTERS

Huge fiend (hydra), chaotic evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+3)	20 (+5)	8 (–1)	10 (+0)	11 (+0)

Saving Throws Con +11, Cha +6

Skills Perception +12

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

Damage Immunities fire, poison

Senses darkvision 60 ft., passive Perception 22

Languages Abyssal

Challenge 18 (20,000 XP)

Hold Breath. The Cinder Sisters can hold their breath for 1 hour.

Innate Spellcasting. The Cinder Sisters can innately cast *divine word* once (spell save DC 14), regaining the ability to do so after a long rest. Their spellcasting ability is Charisma.

Multiple Heads. The Cinder Sisters have twelve heads. While they have more than one head, they have advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. If they fail a saving throw against any effect that imposes one of these conditions, they can expend a legendary action to automatically succeeding on the saving throw instead.

Whenever the Cinder Sisters take 30 or more damage in a single turn, one of their heads dies. If all of their heads die, the Cinder Sisters die.

At the end of their turn, the Cinder Sisters grow two heads for each of their heads that died since their last turn, unless they have taken cold damage since their last turn. The Cinder Sisters regain 15 hit points for each head regrown this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Cinder Sisters sleep, at least one of their heads is awake.

Actions

Multiattack. The Cinder Sisters make as many bite attacks as they have heads.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage and 5 (1d10) fire damage.

Legendary Actions

The Cinder Sisters can take a number of legendary actions per turn equal to half the number of heads they possess, 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 Cinder Sisters regains spent legendary actions at the start of their turn.

Bite Attack. The Cinder Sisters makes a bite attack.

Fire Breath (Costs 2 Actions). One of the Cinder Sisters' heads breaths fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Blasphemy (Costs 2 Actions). One of the Cinder Sisters' heads innately casts *divine word*, expending the use of it.

LOST CIVILIZATIONS

The thick jungle canopy hides more than just drow, scorpions, and wandering monsters. Some entire civilizations remain lost to Khorvairan society, cloaked in the obfuscating curse of the Shattered Land.

Through luck or design, the player characters may stumble upon heretofore unknown civilizations that have risen in isolation from other humanoid culture.

THE ABEIL HIVE EMPIRE

The Abeil are one such civilization, waiting to be discovered. They are a race of industrious, insectoid humanoids with a complex society similar in structure to an insect hive. In physical appearance, they resemble elves with prominent insectoid features reminiscent of bees, such as compound eyes, insectoid wings and legs, and striped yellow and black coloration.

How advanced their civilization is, and therefore how close they are to being struck down by the Du'rashka Tul, is for the Dungeon Master to decide.

ABEIL VASSAL

The backbone of abeil society, the vassals make up the majority of the population and perform most functions to keep their hive cities functioning.

ABEIL SOLDIER

Abeil soldiers are the physically largest of their society, born and bred to defend their hive cities and queens. They make up fully a third of the population of any given hive city.

ABEIL QUEEN

The undisputed ruler of abeil society is the queen. All abeil in her hive city live and die by her command. Though she has absolute power, an abeil queen enjoys the advice and council of her viziers.

ABEIL SOLDIER

Large monstrosity, lawful neutral

Armor Class 11

Hit Points 102 (12d10 + 36)

Speed 40 ft., fly 90 ft. (hover)

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

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages Elvish, Sylvan, telepathy 25 miles (Hive Mind)

Challenge 6 (2,300 XP)

Hive Mind. All abeil within 25 miles of their queen share a hive mind. Within this area, abeil can speak telepathically with other abeil, can't be surprised unless they all are, and have advantage on attack rolls and all Intelligence, Wisdom, and Charisma saving throws.

Actions

Multiattack. The abeil soldier makes either two glaive attacks, two longbow attacks, or an attack with its claws and a sting attack.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage and the target is grappled (escape DC 15).

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target the abeil has grappled. *Hit:* 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 hour. On a successful save, the target takes half as much poison damage and isn't poisoned.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Drone. The abeil creates a buzzing drone with its wings. All creatures within 60 feet of the abeil, except other abeil, must succeed on a DC 14 Wisdom saving throw against this magic or fall asleep. The target is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap them awake.

Stormwing (Recharge 5-6). The abeil soldier makes a thunderous noise with its wings. All creatures within 60 feet of the abeil soldier must succeed on a DC 14 Constitution saving throw or take 28 (8d6) thunder damage.



The Abeil

ABEIL QUEEN

Medium monstrosity, lawful neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 119 (14d8 + 56)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	15 (+2)	21 (+5)	18 (+4)

Skills Insight +9, Intimidation +8, Perception +13, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 23

Languages Elvish, Sylvan, telepathy 25 miles (Hive Mind)

Challenge 11 (7,200 XP)

Hive Mind. All abeил within 25 miles of their queen share a hive mind. Within this area, abeил can speak telepathically with other abeил, can't be surprised unless they all are, and have advantage on attack rolls and all Intelligence, Wisdom, and Charisma saving throws.

Spellcasting. The abeил queen is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The abeил queen has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *thunderwave*

2nd level (3 slots): *barkskin*, *lesser restoration*

3rd level (3 slots): *call lightning*, *meld into stone*, *wind wall*

4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*

5th level (2 slots): *commune with nature*, *geas*, *mass cure wounds*

6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *feeblemind*

Actions

Multiattack. The abeил queen makes an attack with its claws and a sting attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 15).

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target the abeил has grappled. *Hit:* 8 (1d4 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage and become poisoned for 1 hour. On a successful save, the target takes half as much poison damage and isn't poisoned.

Drone. The abeил creates a buzzing drone with its wings. All creatures within 60 feet of the abeил, except other abeил, must succeed on a DC 16 Wisdom saving throw against this magic or fall asleep. The target is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap them awake.

ABEIL VASSAL

Medium monstrosity, lawful neutral

Armor Class 11

Hit Points 13 (3d8)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	10 (+0)	14 (+2)	9 (-1)

Skills Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan, telepathy 25 miles (Hive Mind)

Challenge 1/2 (100 XP)

Hive Mind. All abeил within 25 miles of their queen share a hive mind. Within this area, abeил can speak telepathically with other abeил, can't be surprised unless they all are, and have advantage on attack rolls and all Intelligence, Wisdom, and Charisma saving throws.

Actions

Multiattack. The abeил vassal makes either two javelin attacks or an attack with its claws and a sting attack.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage and the target is grappled (escape DC 10).

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target the abeил has grappled. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage and become poisoned for 1 hour.

Drone. The abeил creates a buzzing drone with its wings. All creatures within 60 feet of the abeил, except other abeил, must succeed on a DC 16 Wisdom saving throw against this magic or fall asleep. The target is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap them awake.

THE SCORROW

Scorrow are among the deadliest hunters of Xen'drik, stalking through the shadows of almost every environment the Shattered Land has to offer, seeking prey worthy of their venom.

Scorrow are massive black scorpions, but with the smooth torso of a drow rising from where the scorpion's head should be. Though their physical connection to drow is obvious, the Vulkoori drow claim that the scorrow are not transformed drow, but their own true breeding species that are blessed in the eyes of Vulkoor.

SCORROW

Scorrow are predatory and migratory. They have no tribal structure and typically hunt individually or in pairs.



Scorrow

SCORROW

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	13 (+1)	13 (+1)	12 (+1)

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant

Challenge 8 (3,900 XP)

Scorpion Empathy. A scorrow is constantly under the effects of a *speak with animals* spell but can only converse with beasts that are scorpions.

Wild Ambush. The scorrow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

Actions

Multiattack. The scorrow makes two claw attacks and one shortsword attack. If it has both shortswords drawn, it may make two shortsword attacks and two claw attacks. It may substitute any of its shortsword attacks for boomerang attacks.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and the target is grappled (escape DC 16). The scorrow has two claws, each of which can grapple only one target.

Xen'drik Boomerang. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. If attack misses, the boomerang returns to the scorrow at the end of its turn. It carries four boomerangs.

Reactions

Sting. When a creature enters a space within 5 feet of the scorrow, or ends its turn there, the scorrow may make the following attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target must make DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

CLAWBORN SCORROW

Once in a great while, a scorrow is born that is said to be especially favored by Vulkoor. These clawborn scorrow are blessed with a second pair of claws where its humanoid hands would be. Both sets of claws are distinctly larger than a normal scorrow's and the sting of a clawborn delivers even more virulent poison.

CLAWBORN SCORROW

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	12 (+1)

Skills Perception +5, Stealth +11, Survival +9

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant

Challenge 10 (5,900 XP)

Scorpion Empathy. A scorrow is constantly under the effects of a *speak with animals* spell but can only with converse with beasts that are scorpions.

Wild Ambush. The scorrow can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, and can attempt to do so as a bonus action. Further, it isn't slowed by difficult terrain caused by such phenomena.

Actions

Multiattack. The scorrow makes four attacks with its claws.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 + 5) bludgeoning damage and the target is grappled (escape DC 17). The scorrow has four claws, each of which can grapple only one target.

Reactions

Sting. When a creature enters a space within 5 feet of the scorrow, or ends its turn there, the scorrow may make the following attack. **Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 +5) piercing damage, and the target must make DC 16 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

VALENAR ELVES

Although the Tairnadal elves have carved the territory of Valenar out for themselves as a foothold on Khorvaire, Xen'drik has always been their ancient hunting ground. The call of their ancestors sings in their blood, and many Valenar warbands venture into the jungles of the Shattered Land to reenact the war their ancestors fought against the giants and their drow ser-

vitors.

Mounted Warfare. Most Valenar warbands always travel with their bonded mounts. See [The Korranberg Chronicle: Threat Dispatch](#) for more information about Valenar mounts.

VALENAR KEEPER OF THE PAST

The Tairnadal revere their ancestors above all, adhering to an ancient faith called the Spirits of the Past. The Keepers of the Past are Valenar clerics, many of whom ride into battle as war priests alongside their martial brethren, extorting their allies to make their ancestors live again through their deeds.

VALENAR KEEPER OF THE PAST

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather)

Hit Points 117 (18d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Common, Elvish, Giant

Challenge 9 (5,000 XP)

Spellcasting. The keeper is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Born in the Saddle. Mounting or dismounting a horse costs the keeper only 10 feet of movement. The keeper never falls off a mount if the horse is moved against its will, and the keeper cannot be knocked prone while mounted. If the keeper's mount is knocked prone, the keeper can dismount it and land on its feet without using its reaction.

Actions

Multiattack. The keeper makes three melee attacks or casts a spell and makes one melee attack.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The keeper grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The keeper can make this choice after the roll is made but before it is determined to be a hit or miss.

VALENAR REVENANT BLADE

Medium humanoid (elf), any alignment

Armor Class 17 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	10 (+0)	14 (+3)	12 (+1)

Saving Throws Dex +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages Common, Elvish

Challenge 9 (5,000 XP)

Indomitable (2/Day). The revenant blade rerolls a failed saving throw.

Second Wind (Recharges after a Short or Lord Rest). As a bonus action, the revenant blade can regain 20 hit points.

Born in the Saddle. Mounting or dismounting a horse costs the revenant blade only 10 feet of movement. The revenant blade never falls off a mount if the horse is moved against its will, and the revenant blade cannot be knocked prone while mounted. If the revenant blade's mount is knocked prone, the revenant blade can dismount it and land on its feet without using its reaction.

Skirmish. When the revenant blade makes an attack, it deals 10 (3d6) extra damage if it moved at least 10 feet since its last attack or since the start of its first turn in a combat. The revenant blade does not provoke opportunity attacks for moving out of the threatened range of creatures it has hit with an attack in the same turn.

Actions

Multiattack. The revenant blade makes three attacks with its double scimitar or two attacks with its shortbow.

Double Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Parry. The revenant blade adds 3 to its AC against one melee attack that would hit it. To do so, the revenant blade must see the attacker and be wielding its double scimitar

VALENAR REVENANT BLADE

Among the Valenar elves, revenant blades are warriors whose skill at arms so perfectly matches the legends of their heroic ancestors, that their spirits are said to live again with every slice and strike.

Ancestral Guidance. Some revenant blades, particularly if their ancestor is hailed as a great general, are accomplished leaders of Valenar warbands and gain the following action option:

Leadership (Recharges after a Short or Long Rest). For 1 minute, the revenant blade can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the revenant blade. A creature can benefit from only one Leadership die at a time. This effect ends if the revenant blade is incapacitated.

These warband leaders have the same challenge rating as other revenant blades.



VALENAR WARRIOR

The majority of a Valenar warband is comprised of exceedingly skilled scouts, each one a match for several soldiers. When the Tairnadal of Valenar rode into battle during the Last War, even the most "common" of their warriors struck fear into the hearts of the soldiers who faced them across the battlefield.

VALENAR WARRIOR

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5

Skills Intimidation +4, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Elvish

Challenge 5 (1,800 XP)

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

1st level (4 slots): *hunter's mark*, *jump*, *longstrider*

2nd level (3 slots): *pass without trace*

Born in the Saddle. Mounting or dismounting a horse costs the warrior only 10 feet of movement. The warrior never falls off a mount if the horse is moved against its will, and the warrior cannot be knocked prone while mounted. If the warrior's mount is knocked prone, the warrior can dismount it and land on its feet without using its reaction.

Actions

Multiattack. The warrior makes two weapon attacks. If it has both of its scimitars drawn, it may make three scimitar attacks.

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Parry. The warrior adds 2 to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding both of its scimitars.

WILD ENCOUNTERS

The wilderness of Xen'drik's jungles, mountains, and deserts are chock full of a seemingly random assortment of creatures, mutated beasts, and dangerous plant-life.

Some of these creatures are native to the twisted environment of the Shattered Land, evolving into more dangerous or bizarre forms in an effort to survive the deadly environment after dragonfire and epic magic cursed the land. Other threats were deliberately created by ancient civilizations like the giants or their slaves, during the elven rebellions or the Giant-Quori War that wracked the continent before the downfall of giant civilization.

ALCHEMY BEETLE

The ancient giants created many alchemical wonders, some of which remain active and roam the broken ruins of their long-gone creators. The alchemy beetle is one of these.

Alchemical Reservoir. An alchemy beetle is created with a reservoir of alchemical fluid that deals one of the following types of damage: acid, cold, lightning, or fire. Once created, an alchemy beetle has enough liquid to deal its alchemical damage roughly 100 times. Only the giants knew how to refill a beetle, so ones that have run out remain empty.

Alchemy beetles that have run out of fluid do not have the Alchemical Burst trait and deal only 3 (1d4 + 1) piercing damage with their bite attacks. They have a reduced challenge rating of 1/8 (25 XP).



Alchemy Beetle

ALCHEMY BEETLE

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 21 (6d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	1 (-5)	14 (+2)	6 (-2)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Alchemical Burst. When the alchemy beetle dies, it explodes in a burst of alchemical fluid. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 10 (3d6) damage of the same type it deals with its bite on a failed save, or half as much damage on a successful one. Objects that aren't being worn or carried in that area are damaged as well.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) damage of one of the following types (one type per individual beetle): acid, cold, lightning, or fire.

DREAM SERPENT

Giant snakes, the venom of dream serpents is magically endowed with hallucinogenic properties and their opalescent eyes can induce magical slumber.

Green Dream. Creatures who have had their Wisdom score reduced by a dream serpent's bite attack have vivid dreams of vibrant jungles and thousands of angry hissing serpents the next time they sleep. These dreams cause no ill effects but are disturbing nonetheless.

DREAM SERPENT

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	14 (+2)

Skills Perception +3, Stealth +8

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 5 (1d10) poison damage, and the target must make a DC 12 Constitution saving throw or take 1d4 Wisdom damage. If this reduces the target's Wisdom to 0, the target is cursed and magically falls asleep. While cursed, their Wisdom score cannot be restored and they cannot awaken until the curse is removed by the *remove curse* spell or other magic. Otherwise, the reduction lasts until the target finishes a long rest.

Sleep Gaze. The dream serpent targets one creature it can see within 60 feet of it. If the target can see the dream serpent, it must succeed on a DC 12 Wisdom saving throw against this magic or fall asleep. The target is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap them awake.



Dream Serpent

MAN-EATING PLANTS

In addition to beasts and monsters presented here, the jungle of Xen'drik itself can be an active threat to explorers. All kinds of exotic plant monsters from the *Monster Manual*, such as **awakened shrubs** and **awakened trees** (pg. 317), all types of **blights** (pg. 32), and **shambling mounds** (pg. 270), can be found in Xen'drik. The same is true of plant monsters from *Volo's Guide to Monsters*, specifically all kinds of **vegepygmies** (pg. 196-197) and **wood woads** (pg. 198).

If the Dungeon Master has access to the *Tomb of Annihilation* adventure, plant creatures from Appendix D, such as **assassin vines** (pg. 213), **mantraps** (pg. 227), **tri-flower fronds** (pg. 234) and **yellow musk creepers** (pg. 237) can also be found in Xen'drik.

In Eberron, the bulb of a yellow musk creeper can also be implanted into giants, turning them into giant yellow musk zombies. Use the statistics of an **ogre zombie** on page 316 of the *Monster Manual* to represent a giant yellow musk zombie, except that it has a slam attack instead of a morningstar attack (same attack bonus and damage) and if damage reduces it to 0 hit points it doesn't receive a Constitution saving throw to remain at 1 hit point from its Undead Fortitude trait if it the damage was fire damage or from a critical hit, instead of from radiant damage or a critical hit.

MORCAUDA (DEATH TAIL)

A morcauda is a monstrous jungle predator. It has a powerful, feline body with three tails—each tipped with a clear, glassy orb. The morcauda's fur is striped like that of a tiger, but with reverse coloration, predominantly black with orange stripes, which aids in stalking prey.

Cruel Hunter. Though the morcauda appears to hunt like a normal jungle tiger, it has a malicious streak of cruelty. It hunts and lames weaker creatures for sport more often than for survival. Though it is often capable of pouncing on prey and killing it outright with its sharp claws and massive teeth, it will instead harry its target with debilitating magic rays fired from its tails, taking pleasure in the victim's rising panic as it becomes weaker and weaker.

Unknown Origin. The origin of the morcauda is shrouded in mystery. Some theorize a natural link to displacer beasts, or some deranged wizard or entity merging a normal tiger with traits from a beholder.



Morcauda

MORCAUDA (DEATH TAIL)

Large monstrosity, neutral evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	7 (-2)	15 (+2)	12 (+1)

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

Senses darkvision 60 ft., passive Perception 15

Languages Understands Giant but can't speak

Challenge 5 (1,800 XP)

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

Tail Rays. As a bonus action, the morcauda shoots one of the following magical rays from one of its three tails, targeting a creature it can see within 90 feet of it. It cannot use the same tail ray two rounds in a row.

Death Ray. The target must succeed on a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. Additionally, on a failure, the target cannot regain hit points until the start of the morcauda's next turn.

Fatigue Ray. The target must succeed on a DC 15 Constitution saving throw or have its speed halved 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. At the end of every third round the target suffers this reduction in speed, it gains one level of exhaustion.

Sickening Ray. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. The target can repeat the saving throw every minute while poisoned, ending the effect on itself on a success.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

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

PREDATORS OF THE JUNGLE

The jungles of Xen'drik are home to many roaming predators and beasts, including several animals and monstrosities found in the *Monster Manual* and other sources.

All of the following beasts and monsters from the *Monster Manual* can be founding roaming the jungles of the Shattered Land, with little or no variations: **basilisks** (pg. 24), **behirs** (pg. 25), **chimeras** (pg. 39), all types of **dinosaurs** (pg. 79), **displacer beasts** (pg. 81), **driders** (pg. 120), **et-tercaps** (pg. 131), **hydras** (pg. 190), **lamias** (pg. 201), all kinds of **nagas** (pg. 233), **rocs** (pg. 260), **rust monsters** (pg. 262), and **umber hulks** (pg. 292).

Additionally, the following beasts and creatures (and their giant varieties when applicable) from Appendix A of the *Monster Manual* can be found in Xen'drik in abundance: **axe beaks**, **apes**, **baboons**, **bats**, **boars**, **constrictor** and **poisonous snakes**, **crocodiles**, **elephants**, **flying snakes**, **frogs**, all kinds of giant insects such as **giant centipedes** and **giant fire beetles**, **hawks** (regular and **blood hawk** variety), **jackals**, **lions**, **lizards**, **mammoths**, **panthers**, **phase spiders**, **quipper** fish, **rats**, **rhinoceroses**, **scorpions**, **spiders**, all kinds of **swarms**, and **tigers** (regular and the **saber-toothed** variety).

From *Volo's Guide to Monsters*, the following roaming predators can be encountered in Xen'drik: all types of **dinosaurs** (pg. 139), **giant striders** (pg. 143), **flail snails** (pg. 144), **froghemoths** (pg. 145), **girallons** (pg. 152), **guard drakes** (pg. 158), and **leucrottas** (pg. 169)

Finally, several monsters native to Xen'drik's jungle environments can also be found in *Tomb of Annihilation*: **ebilis** (pg. 219), **giant snapping turtles** (pg. 222), **jaculi** (pg. 225), **kamadans** (pg. 225), **su-monsters** (pg. 232), and **zorbos** (pg. 241).

TENTACLE SPIDER

These horrid aberrations were so named by the first explorers from Khorvaire to encounter them. They are not true spiders but are rather abominable mockeries of them, their venom unnaturally caustic and their living webs writhing and grasping of their own accord.



Tentacle Spiders

TENTACLE SPIDER

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 20 ft.

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

Skills Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't byeshk

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

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

Web Sense. While in contact with a web, the tentacle spider knows the exact location of any other creature in contact with the same web.

Web Walker. The tentacle spider ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1 + 3) bludgeoning damage, and the target must make a DC 12 Constitution saving throw, taking 4 (1d8) acid damage on a failed save, or half as much damage on a successful one. If the acid damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. A target immune to acid damage cannot be poisoned by this attack.

Writhing Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by writhing webbing. As an action, the restrained target can make a DC 12 Strength check with disadvantage, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; resistant to piercing and slashing damage from all attacks not made with byeshk weapons; immune to acid, bludgeoning, poison, and psychic damage).

TITANIC SCORPION

Many Vulkoori drow tribes revere these gigantic jungle predators as Vulkoor's avatars on Eberon. Some even go so far as to steal an egg from a clutch and raise it to be their living shrine to Vulkoor, sealing it in a giant ruin that it soon grows too large to escape, providing it with offerings and sacrifices to keep it appeased.

TITANIC SCORPION

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	1 (-5)	9 (-1)	5 (-3)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 10 (5,900 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 18). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 17 (2d10 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 32 (5d12) poison damage on a failed save, or half as much damage on a successful one.

TWO-HEADED SWORDTOOTH TITAN

This giant mutated dinosaur is a terror to behold. Use the statistics of a **tyrannosaurs rex** on page 80 of the *Monster Manual*, except it has a challenge rating of 9 (5,000 XP) and its multiattack action option is changed as follows:

Multiattack. The tyrannosaurus makes three attacks: two bite attacks and one tail attack. It can't make a tail attack against the same target as either of its bite attacks.

VINE SHARK

These wild **bulettes** have adapted to the vast jungles of Xen'drik. Use the statistics on page 34 of the *Monster Manual*, except they do not have a burrow speed, and gain the following trait:

Jungle Stride. The bulette isn't slowed by difficult terrain caused by natural undergrowth (such as thorns, briars, overgrown areas, and similar terrain) and doesn't take damage or suffer any other impairment from it. Magically manipulated undergrowth will still impede it.

WARFORGED SCORPION

It is an open secret that House Cannith based its designs for the modern warforged on arcane artifacts found among the giant ruins of Xen'drik. They were not the first to experiment with these ancient *creation forges*, however.

At some distant point in the past, it is believed that the ancestors of the Vulkoori drow grew in sophistication enough to activate and use one of these ancient eldritch devices. The result is the warforged scorpions they created to honor their god Vulkoor, though whatever became of their original creators is unknown. Their creations endure, however, and stalk the jungles for their own unknowable purposes.

Living Construct Nature. Warforged scorpions do not breath or sleep, and they do not need to eat or drink, though they may do so if they wish (to benefit from potions or magical foods). They do not suffer exhaustion from a forced march.

WARFORGED SCORPION

Large construct (beast), unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	4 (–3)	14 (+2)	1 (–5)

Skills Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 10

Languages Understands Elvish and Giant but doesn't speak

Challenge 6 (2,300 XP)

Living Construct. The warforged scorpion is immune to disease and is both a construct and a beast. It regains half hit points from a magical effect that would not benefit a construct. If reduced to 0 or fewer hit points and not outright destroyed, it becomes stable but inert until repaired. Any further damage while inert destroys it.

Actions

Multiattack. The warforged scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The warforged scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage and 7 (2d6) acid damage.

Acid Spray (Recharge 5-6). The warforged scorpion sprays acid from its stinger in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

YUAN-TI

The Yuan-ti are not native to Xen'drik but migrated to its jungles centuries ago. Legends tell that their history is one of a tragic fall from grace, that they have debased their noble heritage by pledging themselves to decadence and dark powers.

All kinds of **yuan-ti** from the *Monster Manual* (pages 308 to 310) and *Volo's Guide to Monsters* (pages 202 to 206) can be found lurking in the jungles of Xen'drik and inhabiting ancient giant ruins. The **yuan-ti broodguard** is often called a "wretchling" by explorers out of Stormreach, due to their pitiful origin as captured humanoids that have been horrifically transformed and brainwashed.



STAT BLOCKS BY CHALLENGE RATING

Challenge 1/2 (100 XP)

Abeil Vassal.....	27
Alchemical Beetle	33

Challenge 2 (450 XP)

Drow Munifex	12
Drow Shadowknife	14
Drow, Tribal	8

Challenge 3 (700 XP)

Tentacle Spider.....	36
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Challenge 4 (1,100 XP)

Dream Serpent.....	34
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Challenge 5 (1,800 XP)

Drow Evocati	11
Morcauda (Death Tail).....	35
Valenar Warrior	32

Challenge 6 (2,300 XP)

Abeil Soldier	26
Bilge Rat Enforcer	4
Drow Kaxat.....	9
Warforged Scorpion.....	38

Challenge 7 (2,900 XP)

Drow Firebinder.....	12
Drow Warlock of the Umbra	15

Challenge 8 (3,900 XP)

Captain Smargat	6
Drow Shaman	10
Scorrow.....	28

Challenge 9 (5,000 XP)

Drow Aquasa.....	9
Valenar Keeper of the Past	30
Valenar Revenant Blade	31

Challenge 10 (5,900 XP)

Cartha, Head Rat.....	5
Clawborn Scorrow	29
Titanic Scorpion	37

Challenge 11 (7,200 XP)

Abeil Queen	27
The White Raven.....	7

Challenge 12 (8,400 XP)

Drow Praetor	13
Mulraargo	21

Challenge 13 (10,000 XP)

K'shegla.....	19
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Challenge 14 (11,500 XP)

Glimmerdoom.....	24
Old Silverclaws	22

Challenge 16 (15,000 XP)

Lurking Two-Maws	23
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Challenge 18 (20,000 XP)

The Cinder Sisters.....	25
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Challenge 19 (22,200 XP)

Kraa'ark Lors (not in lair).....	18
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Challenge 20 (25,000 XP)

Kraa'ark Lors (in lair)	18
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Challenge 23 (50,000 XP)

Antaegus	17
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STAT BLOCKS BY CREATURE TYPE

Aberrations

Tentacle Spider.....	36
----------------------	----

Beasts

Titanic Scorpion.....	37
Warforged Scorpion.....	38

Constructs

Alchemical Beetle	33
Warforged Scorpion.....	38

Fiends

The Cinder Sisters.....	25
K'shegla	19

Giants

Antaegus.....	17
Mulraargo.....	21

Humanoids

Bilge Rat Enforcer.....	4
Captain Smargat	6
Cartha, Head Rat.....	5
Drow Aquasa.....	9
Drow Evocati.....	11
Drow Firebinder	12
Drow Kaxat	9
Drow Munifex.....	12
Drow Praetor.....	13
Drow Shadowknife	14
Drow Shaman	10
Drow, Tribal.....	8
Drow Warlock of the Umbra	15
Valenar Keeper of the Past	30
Valenar Revenant Blade	31
Valenar Warrior.....	32
The White Raven.....	7

Monstrosities

Abeil Queen.....	27
Abeil Soldier	26
Abeil Vassal.....	27
Clawborn Scorrow.....	29
Dream Serpent.....	34
Glimmerdoom.....	24
Kraa'ark Lors	18
Lurking Two-Maws	23
Morcauda (Death Tail).....	35
Old Silverclaws	22
Scorrow	28

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