

VOLUME 7

THE KHYBER KHRONICLE

MONSTER EDITION



- RE-EXPLORE THE CREATURES KNOWN AS THE FESTLINGS
- NOTABLE LICHES OF EBERRON
- ENCOUNTERS WITH OLD AND NEW MONSTERS
- MONSTERS, MONSTERS, AND MORE MONSTERS

THE KHYBER KHRONICLE

VOLUME 7



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A SCHOLAR'S EXAMINATION OF FESTLINGS

DESIGNED BY ZACH PICKETT, WRITING: MATTHEW BOOTH

These unusual fey are not, by any means, unknown. They have long been known in the Eldeen Reaches and are common companions to members of the Greensinger sect. However, due to a recent article in the *Sharn Inquisitive* relying on fearmongering to sell that issue after a guest at the Tain Gala provoked a number of festlings, it is time to set the facts straight. Once and for all; are festlings the danger they were made out to be?

It might surprise you to learn the answer is “yes.” Festlings are fey, not people or even trained animals. They do not have the same type of intelligence as any mortal, not even the barest rudiment of the code of ethics we cling to in society. This makes them dangerous, but in the same way as an ankheg or troll. If you stick to certain rules while interacting with them, you are unlikely to be hurt.

Like many fey, festlings are born from particularly strong emotion. In their case, the feelings of joy and festivity. The base form of a festling is called a Vandal. They do precisely what their name suggests; breaking objects, stealing things and even laying elaborate traps for fellow “guests.” This is all, in the festling’s mind, good fun, and they never expect anger from their victims. Expressing anger without violence is often enough to drive them off to find someone with “better humor.”

A long-lived festling can eventually grow into a Rouser. In this stage of their life, festlings are much calmer and indeed focus on the party rather than any raucous pranks. The presence of a Rouser can make songs sweeter, alcohol more potent, and dancers more graceful. It’s even rumored that romances that spark under a Rouser’s watch become more intense and fulfilling. Rousers are good-natured, and despite misunderstanding, the limits of mortal endurance, will never directly hurt someone.

When a Rouser grows too large, it will take root and become an ordinary tree. While some of the festling’s old magic surrounds it, this tree is unremarkable but for one thing. When it fruits, it drops the least form of festling. Taunters are child-sized and child-like. They are sharp-witted and focus on children, inspiring them to be bold, fun-loving, and even rude. Adults may draw Taunters if there’s a riddle or song contest, as the little fey love to hear wit and skill. These ‘young’ festlings will grow into Vandals, continuing the cycle.

However, a festling should not be met with violence. They aren’t averse to it themselves and are inspired to greater acts of malice and chaos. Taunters, Vandals and Rousers will all transform in the presence of any violence more notable than a hand-to-hand brawl, becoming Miscreants, Arsonists, and Mongers. Their bodies burst into flame, and they take great delight in spreading it to any surface, and their influence on people turns malicious.

Burning festlings are terribly dangerous, and cannot be driven off. Until everything and everyone around them is either on fire or dead, burning festlings will continue to “party.” While killable, the remains of Arsonists and Mongers will become Miscreants if not pulped or burned to ash, and Miscreants themselves will often hide in unexpected places like chimneys, basements, attics, wells or even under sufficiently large dresses. The Miscreants will often emerge after the “party” has died down, to keep things going.

TEMPTING TAUNTER

Tiny fey (Festling), Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 40ft. climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Damage Immunities Fire

Damage Resistances Bludgeoning and Piercing

Condition Immunities Charmed

Skills Acrobatics +4, Deception +6, Insight +5, Persuasion +6

Senses passive Perception 11

Languages sylvan, elvish, common

Challenge 1/2 (100 XP)

Ignite Havoc. If the taunter would be dealt fire damage, or reduced below half of its health, it begins to burn and enters its Miscreant form. While in this form, its alignment changes to Chaotic Evil, and it gains access to the *crown of madness* spell and the Burning Pitch action. It remains in this state until it dies.

Wiley Tongue. The taunter is doubly proficient in Deception, Persuasion, and Insight; additionally, they can cast vicious mockery as a bonus action.

Innate Spellcasting. The taunter's innate spellcasting ability is Charisma (spell save DC 12). The taunter can innately cast the following spells, requiring no material components:

At will: *vicious mockery* (as 5th level: 2d4), *suggestion*, *crown of madness* (Miscreant form only)

Swift and Slippery. The taunter can use the dash and disengage actions as bonus actions.

ACTIONS

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target, Hit: 4 (1d4 + 2) bludgeoning damage.

Burning Pitch: Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target, Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a creature, the pitch clings to them and continues to burn. At the beginning of each of its turn the creature takes 1d4 fire damage. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

REACTIONS

Deflecting Tone. When hit by an attack by a creature within 60 feet, the taunter can use its reaction to increase its armor class by 5, possibly causing the attack to miss. This has no effect if the attacker is immune to being charmed.

VEXING VANDAL

Medium fey (Festling), Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Str +5, Dex +4

Damage Immunities Fire

Damage Resistances Bludgeoning and Piercing

Condition Immunities Charmed

Skills Athletics +7, Stealth +6,

Senses passive Perception 11

Languages understands sylvan, elvish, and common but doesn't speak

Challenge 1 (200 XP)

Ignite Havoc. If the vandal would be dealt fire damage, or reduced below half of its health, it begins to burn and enters its arsonist form. While in this form, its alignment changes to Chaotic Evil, its innate spellcasting changes to the *produce flame* and *burning hands* spells, Lust for Wealth is replaced by Bewitched by Blazes, and its Great Club is replaced by a Burning Great Club. It remains in this state until it dies.

Smash and Grab. The Vandal is doubly proficient in Athletics and Stealth; additionally, they deal double damage to structures and objects.

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

At will: (vandal form only) *Minor Illusion*, *Invisibility*, (arsonist form only) *Produce Flame* (as 5th level: 2d8), *Burning hands* (3d6)

Mugging. Once per turn, the vandal deals an additional 9 (2d8) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Lust for Wealth (vandal form only). As a bonus action, the vandal can cloud a creature's mind with greed. The target must be within 30 feet and make a DC 11 Charisma saving throw or be unable to see or hear other creatures if some form of wealth is within its view. This lasts until the end of the creature's next turn.

Bewitched by Blazes (arsonist form only). As a bonus action, the vandal can afflict its love of fire upon a creature's mind. The target must be within 30 feet and make a DC 11 Charisma saving throw or be charmed by the arsonist as long as flames are within its view. Attacks made against a creature charmed in this manner are made with advantage. This lasts until the end of the creature's next turn.

ACTIONS

Multiattack. The vandal makes two attacks with its great club.

Great Club (vandal form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, Hit: 7 (1d8 + 3) bludgeoning damage.

Blazing Great Club (arsonist form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, Hit: 7 (1d8 + 3) bludgeoning damage and 3 (1d6) fire damage.

REVEL ROUSER

Large fey (Festling, Shapechanger), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Cha +7, Dex +5, Wis +4

Damage Immunities Fire

Damage Resistances Bludgeoning and Piercing

Condition Immunities Charmed

Skills Deception +7, Performance +10, Persuasion +7

Senses passive Perception 11

Languages sylvan, elvish, common

Challenge 6 (2,300 XP)

Ignite Havoc. If the rouser would be dealt fire damage, or reduced below half of its health, it begins to burn and enters its monger form. While in this form, its alignment changes to Chaotic Evil, its innate spellcasting is replaced, its Unsteady Fists become Maddening Claws, its Intoxicating Breath becomes Immolating Breath, and its Song of Merriment becomes Song of Slaughter. It remains in this form until it dies.

Innate Spellcasting. The monger's innate spellcasting ability is Charisma (spell save DC 15). The monger can innately cast the following spells, requiring no material components:

At will: (Rouser Form Only) *Friends*, *Major Image*, *Create food and water* (makes a feast and alcoholic beverages), (Monger Form Only) *Fire Bolt* (as 11th level: 3d10), *Crown of Madness*, *Major Image*

3/day: *Otto's Irresistible Dance*

Charge. If the rouser moves at least 10 feet straight towards a target and then hits it with ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed 15 feet away and knocked prone.

ACTIONS

Multiattack. The rouser makes two attacks with its Unsteady Fists or its Maddening Claws.


Unsteady Fists (Rouser Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

Maddening Claws (Monger Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, Hit: 11 (2d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or lose its ability to tell friend from foe, considering all creatures it can see as enemies. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. This effect lasts until the end of the creature's next turn.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, Hit: 14 (4d4+4) bludgeoning damage.

Intoxicating Breath (recharge 5-6) (Rouser Form Only). The rouser exhales a 30-foot cone of intense, gaseous alcohol. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (4d12+2) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is incapacitated while poisoned in this way.

Immolating Breath (recharge 5-6) (Monger Form Only). The rouser exhales a 30-foot cone of intense flames. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (4d8 + 10) fire damage on a failed save, or half as much damage on a successful one. If the fire damage reduces a target to 0 hit points, the creature must make a DC 15 Constitution saving throw or be killed and all but their bones turned to ash.



Song of Merriment (Rouser Form Only). As an action, the rouser begins to sing. All creatures with an intelligence score of 5 or more within 100 feet of it which are not deafened must make a DC 15 Charisma saving throw or become charmed for the duration of the song. Creatures charmed by the rouser are unable to attack and follow the directions of the rouser (usually raucous partying) who commands them verbally using the lyrics of the song. The creatures can repeat the saving throw whenever they are damaged or commanded to do something potentially dangerous. The effect ends if the rouser's concentration (as if concentrating on a spell) is interrupted or it is silenced. When the effect ends for a creature, it is immune to the song of merriment of all rousers for 24 hours.

Song of Slaughter (Monger Form Only). As an action, the monger begins to sing. All creatures with an intelligence score of 5 or more within 100 feet of it which are not deafened must make a DC 15 Charisma saving throw or become charmed for the duration of the song. Creatures charmed by the rouser are instantly hostile to all creatures other than the monger and their actions can be guided by the monger (usually fighting one another to the death) who commands them verbally using the lyrics of the song. The creatures can repeat the saving throw whenever they are damaged and at the end of their turns. The effect ends if the monger's concentration (as if concentrating on a spell) is interrupted or it is silenced. When the effect ends for a creature, it is immune to the song of slaughter of all mongers for 24 hours.

Heart of the Party. The rouser can magically polymorph into a humanoid that has a challenge rating equal to or less than its own, or back into its true form. It reverts back into its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (rouser's choice).

In a new form, the rouser retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity. And special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has, but it lacks.

ENCOUNTERS WITHIN DROAAM

BY JOE RASO

The following encounters were inspired by the backstories presented in “The Influence of Droaam” article found in volume 4 of the [Khyber Khronicle](#).

A FALSE PROPHET

An encounter for characters level 5 to 7

BACKGROUND

Sora Teraza is rumored to be one of the greatest oracles in all of Khorvaire. The Sisters of Sora Kel have selectively dispatched her prophecies to individuals across the five nations for unknown reasons. Fortunes received from Droam are not something to be taken lightly. A few charlatans have tried to profit from this by fooling gullible individuals with forged prophecies of their own. Gankle Baldanoss was once a Trust spy (CR 1; [Khyber Khronicle](#) volume 6, p37) from Zilargo, but now swindles coin from unsuspecting nobles. He delivers counterfeit prophetic messages to those he cheats, claiming they are from the great hag seer Sora Teraza. Unfortunately, one of Gankle's recent victims discovered this deception and hired the heroes to track down Gankle.

To make matters worse for Gankle, Droaam has caught word of his forgeries and sent a few agents to deal with the problem.

LOCATION

This encounter can be placed in nearly anywhere in Khorvaire but is well suited to cities supporting large numbers of wealthy merchants and nobles. For an exciting scene, the heroes might catch up with Gankle on a lightning railcar, an elemental sailing vessel or an airship. High atop an urban tower also works. A conflict with Droaamish agents and a few safe exits can quickly turn into a thrilling encounter.

ENCOUNTER SETUP

With some effort, the heroes manage to track down Gankle (location left to the discretion of the DM). As the heroes move to confront the gnomish charlatan, a trio of rough looking humans arrive.

These figures are changelings sent to eliminate Gankle for distributing forged Sora Teraza prophecies. The trio consists of Lam, Nit, and Sim and they are doppelganger footpads (CR3; [Khyber Khronicle](#) volume 4, p51).

TACTICS

Ideally, the heroes should have a chance to briefly interact with Gankle before the changelings arrive. Once Gankle is aware that he is being targeted by the changelings, he will attempt to flee. Meanwhile, the changelings are focused on eliminating the troublesome gnome and will brutally deal with anything that gets in their way.

INSTIGATING CONFLICT

An encounter for characters levels 2 to 4

BACKGROUND

Sigor Thul is a retired member of Karrnath's Rekkemark and someone who feels the Last War ended too quickly. Ghunderbrahg is a half-orc agent of Tharashk and a secret member of the Daask criminal guild. They both detest one another but have formed an uneasy partnership to accomplish orders each has been given. Recently the pair escaped the Mournlands with possibly valuable Cyran regalia. Ghunderbrahg intends to give these treasures to Prince Oargev to further ingratiate Droaam with the prince. The half-orc was asked to offer Prince Oargev monstrous troops to help the prince carve a new nation out of eastern Breland.

Meanwhile, Sigor was directed to discretely weaken Breland's power by cooperating with Droaam. Forcing Breland to deal with a civil war about to break out in New Cyre would fit that objective nicely.

The old Karnathi soldier is fed up working with Ghunderbrahg. He has concocted a plan that, that will rid him of his irritating half-orc ally and cause Breland to deal with a burgeoning threat. His plan just needs a group of gullible adventurers...

To learn more about Ghunderbrahg and Sigor take a look at [Khyber Khronicle](#) volume 4's article “The Influence of Droaam” on pages 18 and 19.

LOCATION

This encounter is set up to be a tavern brawl. It is well suited to occur in New Cyre but could just as easily be set in any location near The Mournlands, wherever relic hunters may go to unwind after a harrowing adventure.

ENCOUNTER SETUP

The heroes receive a request to meet with Sigor Thul, a human veteran (CR 3; *Monster Manual*), outside of a busy tavern. He discretely tells them that a half-orc named Ghunderbrahg is inside. He fears the half-orc is working with Prince Oargev to create a new nation out of eastern Breland with the help of foreign mercenaries. Sigor claims to not know who Ghunderbrahg is working for, and that he lacks proof of his suspicions. He wants the heroes to confront Ghunderbrahg to determine if the half-orc has a connection to Prince Oargev and if they plan to secede New Cyre from Breland. Sigor claims he can't face the half-orc directly for fear it would implicate Karrnath in these events, which would prove problematic for the northern nation.

Ghunderbrahg, a half-orc Bandit Captain (CR 2; *Monster Manual*) is in the tavern celebrating the recovery of the Cyran treasures with two fellow Draask agents, Grith and Eunate, both half-ogre's (CR 1; *Monster Manual*).

TACTICS

Sigor knows Ghunderbrahg is hot-headed and wants the heroes to fight him – hopefully to get the half-orc arrested by the local constabulary. Sigor is happy to watch quietly from the back of the tavern as the heroes get embroiled with the half-orc and his crew.

Ghunderbrahg is slightly drunk and feeling over-confident in the abilities of his half-ogres to deal with troublemakers. He is quick to anger and is easily provoked.

However, Ghunderbrahg is not stupid and may suspect that something is amiss when speaking with the heroes if he rolls well on insight checks. He may become suspicious that Sigor is up to something and will try to turn the tables by convincing the heroes that they've been set up by the Karrnth agent. The half-ogres, Grit and Eunate, are generally quiet and will follow Ghunderbrahg's lead.

Depending on the interest of the DM and the players, this encounter could be resolved only using social skills (Deception, Intimidation, Persuasion) or it can quickly devolve into a full-scale bar fight with everyone involved.



NOTABLE LICHES OF EBERRON

WRITTEN AND DESIGNED BY JEREMIAH MCCOY

INTRODUCTION

Liches are one of the most dangerous enemies in all of D&D history and lore. Eberron is a world full of magic, with a long history of magical empires and beings of immense power. It would be surprising if they didn't have several liches arise throughout its history.

The most prominent, and well-known lich in Eberron is Erandis Vol. She was an oddity from the beginning. She was half elf and half dragon. The Dragons and Elves saw this as a threat to the status quo, especially with her having a powerful Dragonmark. She was eventually killed, but her mother brought her back from the dead as a lich. The Blood of Vol certainly started as a cult around her. The Emerald Claw has factions controlled by her, and The Emerald Claw was the title of her draconic father. She is arguably the most powerful and influential lich in the world, but Vol is just one lich. Others exist.

Not all liches are the same. They are undead and casters, but the route they take may vary quite a lot. Erandis Vol had lichdom thrust upon her, but most seek it out. It often takes a significant amount of work. Vast dark rituals involving human sacrifice, the ingestion of poisons, and the preparation of ornate phylacteries are often seen, but not always.

CALEN, ARTIFICER LICH

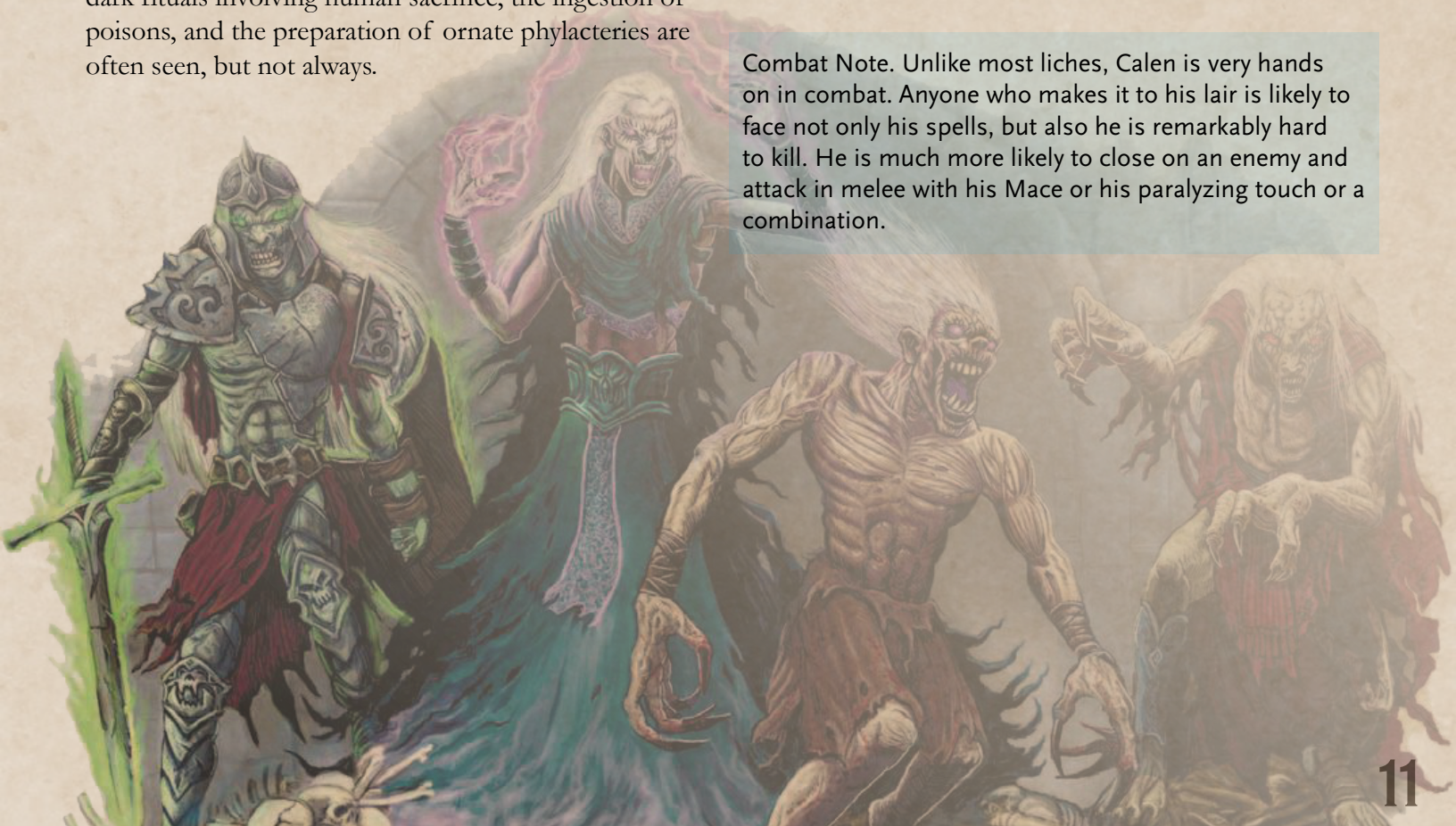
Calen d'Cannith was a brilliant scion of the House d'Cannith. At the start of the War, he was considered one of their greatest artificers. When the war began, he was in Xendric combing the ruins. He was called back to begin work on engines of war. His work was foundational to many advances that continued years later, including possibly the warforged.

As the war continued, he became increasingly unstable. Some said it was a madness he acquired in Xendric. Others speculated he could not carry the weight of all the deaths his tools had caused. His increasingly erratic behavior was tolerated so long as he continued to build, and build he did.

Over time, his obsessions began to manifest as a tendency to replace body parts. First, he would try it on subjects in his labs, The results were mostly gruesome and deadly, but he eventually began to have successes. He began to apply these techniques, these "upgrades" to himself.

50 years ago, he disappeared in the nation of Karnath and began work on his final upgrade. His lab, secreted away in the kingdom, became the site for a horrendous series of experiments which ended with him becoming a new kind of Lich. His body has become a mix of necromantically preserved corpse and blood-soaked construct.

Combat Note. Unlike most liches, Calen is very hands on in combat. Anyone who makes it to his lair is likely to face not only his spells, but also he is remarkably hard to kill. He is much more likely to close on an enemy and attack in melee with his Mace or his paralyzing touch or a combination.



CALEN, THE ARTIFICER LICH

Medium undead, Neutral Evil

Armor Class 21 (Natural Armor)

Hit Points 170

Speed 30 ft.

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

Saving Throws con +10, int +12, wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common, Draconic, Giant, Daelkyr, Abyssal, Goblin

Challenge 21 (33,000 XP)

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

Rejuvenation. Destroying Calen is insufficient to kill him. Once his form is destroyed he gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within his lab, which is his phylactery.

Magical Tinkering Calen is an accomplished artificer. He often has little trinkets about him that have been enchanted to provide a range of effects. These objects are often scattered around his lab.

Artificer Infusions Calen has the capabilities of a Master Artificer. He constantly has infused or enchanted items about his person. See side bar for items.

Typical items:

- Horn of Blasting
- Sending Stones
- Wand of Lightning Bolts
- Sword of Life Stealing
- Animated Shield.
- **Arcane Turret.** Calen has two turrets that he keeps with 10ft of him all the time. If one is destroyed, he can expend a spell slot, and recreate another. Each projects a force field giving Calen partial cover so long as he stays within 10 feet.

Armor Class 18

Hit Points 90

Damage Immunities poison damage, psychic damage

Condition Immunities All

- **Flamethrower.** The turret exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against spell save DC 20, taking 1d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Spellcasting. Calen is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following artificer spells prepared:

Cantrips (at will): *Mage Hand, Dancing Lights, Mending, Ray of Frost*

1st level (4 slots): *Jump, Expeditious Retreat, Shield of Faith, Identify*

2nd level (3 slots): *Alter self, Invisibility, Heat Metal*

3rd level (3 slots): *Haste, Dispel Magic, Warding Glyph*

4th level (3 slots): *Otiluke's Resilient Sphere, Stone Shape, Fabricate*

5th level (1 slots): *Wall of Stone*

CALEN'S LAIR

Turn Resistance. Calen has advantage on saving throws against any effect that turns undead.

Critical Immunity. Calen's body incorporates Adamantine. Critical hits count as ordinary hits.

ACTIONS

Multiattack. Calen makes two attack actions a turn.

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sword of Life Stealing. Melee Sword Attack: +12 to hit Hit: 1d8+1 (Versatile 1D10). On a roll of 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points.

LEGENDARY ACTIONS

Calen 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. Calen regains spent legendary actions at the start of its turn.

Cantrip. Calen casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Calen fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Calen's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of Calen must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Calen's lab, in a secret location somewhere in Karnath. The structure IS his phylactery. His soul is bound there. It also is the site of his experiments. There are often dozens of constructs there, including several Iron Golems.

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

- Calen activates a sterilization protocol. The room fills with a poison gas. Everyone in the room must make a DC 18 constitution save. If they fail, they are poisoned and take 8d6 poison damage. They still take half damage if they succeed.
- Calen can draw on the components found in his lab to repair himself. He regains 30 hit points.
- Calen calls forth his cleaning constructs powered by the souls of his victims. These tiny devices pour out of the walls and attack one creature that Calen can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 15d6 necrotic damage on a failed save, or half as much damage on a success. If someone is reduced to 0 hit points this way, their body is dissolved. The tiny constructs retreat back into the walls.



BRODREN CARTHENEL, ELVEN ANCESTOR

Brodren Carthenel was one of the early pioneers into necromancy. He and several other scholars studied the magic that would eventually become the basis for the Undying Court. His line of research followed the more “negative energy” route of necromancy. This was leading towards a means of preserving their ancestors, but his methods were eventually rebuked. To achieve his form of undeath, sacrificing another person was required.

Eventually, his style of necromancy was discounted and even shunned by Aerenal necromancers. Only the bloodline of Vol followed his work. His research gave Erandis Vol’s mother the knowledge she needed to resurrect her daughter as a lich.

Despite Broden’s research falling into disfavor, the Carthenel line remained prominent. There was a long tradition of service among them. As Broden reached the end of his mortal span he began work on his final transformation. Despite the evil nature of what he was doing, his goal was not greedy. He saw himself as a protector of Aerenal society. To this goal, he shaped his ritual to tie himself to his family line. The shameful secret of the line is that they are now tied to his existence. The bloodline of the Carthenel is his Phylactery.

In the millennia since his transformation, Broden has begun to ape the trappings of the Undying Court. He wears masks and stands on the decorum used in Shae Mordai despite the fact he would never be allowed there. Through his family, he has manipulated portions of elven society for thousands of years. He is not often a direct threat preferring to act through intermediaries. He may not be bent on collecting personal power, but he is utterly ruthless.

Note on Broden. Broden is constantly moving. His family provides him haven when he travels to their enclaves, and he can Disguise himself with his mask quite easily. After millennia of dabbling in the affairs of Elves, Dragons, and Overlords he has found not having a permanent base very useful.

BRODREN CARTHENEL

Medium undead, Lawful Evil

Armor Class 17 (Natural Armor)

Hit Points 145

Speed 30 ft.

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

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common, Thelanis, Draconic, Giant, Abyssal, Riedran

Challenge 21 (33,000 XP)

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

Rejuvenation. Broden’s phylactery is his bloodline. If his body destroyed, he will reform by transforming the nearest member of his family within 1d10 days. This process kills the member of his bloodline. He has not had to do this in centuries.

Items of note: Broden always wears a mask which has an enchantment that provides on command Disguise Self(per the spell) 3 times a day. He also wears a Ring of Spell Turning.

Spellcasting. The Broden is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Broden has the following wizard spells prepared:

Cantrips (at will): *Mage Hand*, *Prestidigitation*, *Ray of Frost*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Shield*, *Thunderwave*

2nd level (3 slots): *Cloud of Daggers*, *Detect Thoughts*, *Invisibility*, *Mirror Image*

3rd level (3 slots): *Animate Dead*, *Counterspell*, *Dispel Magic*, *Fireball*

4th level (3 slots): *Blight*, *Dimension Door*

5th level (3 slots): *Enervation*, *Scrying*

6th level (1 slot): *Disintegrate*, *Guards and Wards*

7th level (1 slot): *Finger of Death*, *Plane Shift*

8th level (1 slot): *Abi-Dalzim's Horrid Wilting*, *Demiplane*

9th level (1 slot): *Foresight*

Turn Resistance. Broden has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. Hit: 3d6 cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Broden 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. Broden regains spent legendary actions at the start of its turn.

Cantrip. Broden casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Broden uses his Paralyzing Touch.

Broden fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the Broden must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



GARUKTHEN, STORM GIANT LICH

Garukthen was a powerful storm giant necromancer in the lands of Xen'drik. The empire had survived the war against the Dal Quor and was one of the Arcanists called to together put down the slave revolt that began a thousand years later.

Despite his power and his knowledge of Necromancy, Garukthen was a very cautious being. He argued that gathering so much power would draw the attention of other powerful beings. The dragons of Argonnessen confirmed his fear. Long fearing such an occurrence, he had prepared. He retreated to his lab and began the ritual which would transform him into something almost unkillable. He became possibly the first lich in the world.

The process shattered his mind. He also watched as giant society was broken by the dragons. His mind became a tangled erratic knot. He may be one of the few giants left who remember the once great empire, but it is locked inside a deeply disturbed mind.

For thousands of years, he has continued his experiments, but with a blasted mind, he often starts things and forgets what his goal was. He exhausted his supply of slaves long ago and took to capturing his former giant cousins, now simple primitive things, and uses them for his experiments. He has a small army of giant undead that he keeps near his lair. Every few thousand years he sends them out into the world searching. He likely forgets what he sent them searching for, but still, they go.

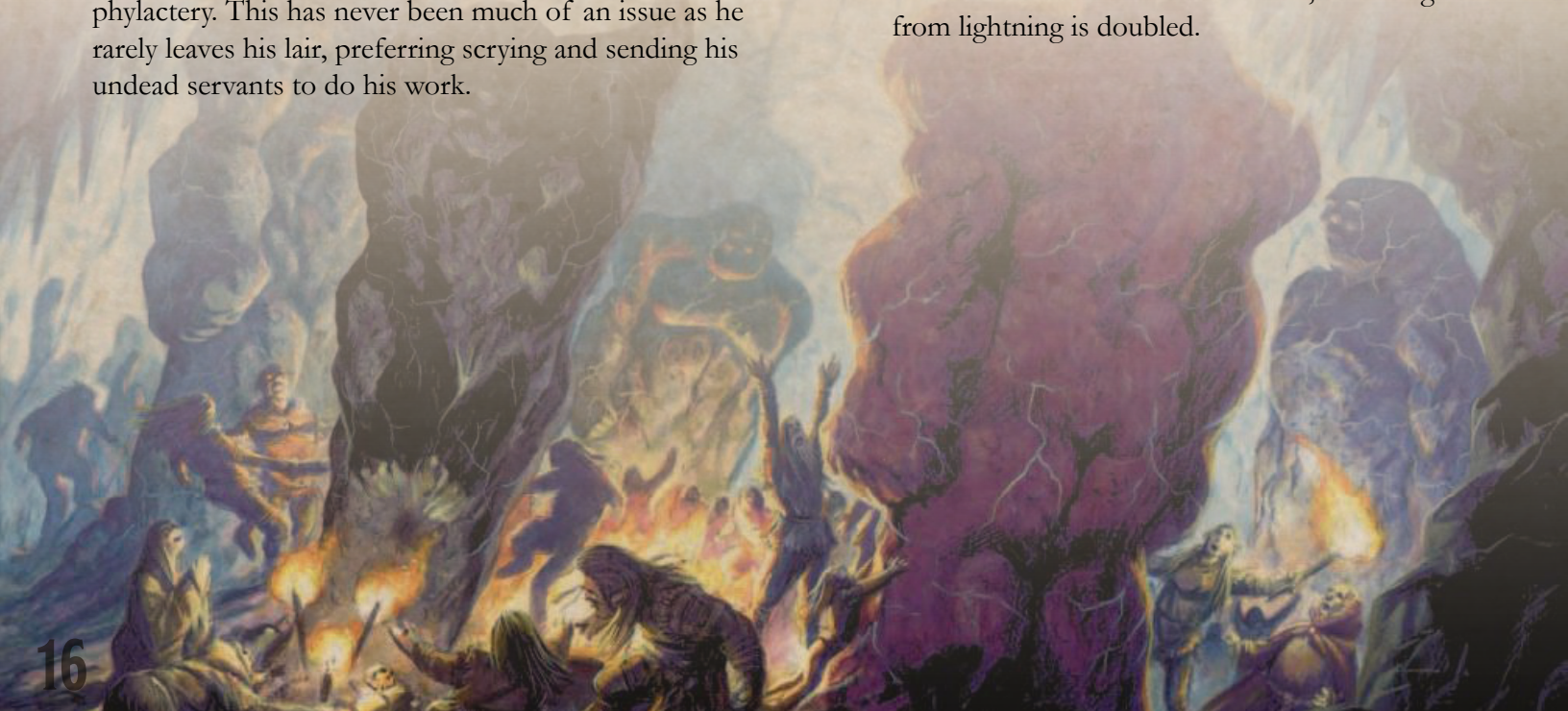
Unlike many liches, Garukthen never developed a phylactery. This has never been much of an issue as he rarely leaves his lair, preferring scrying and sending his undead servants to do his work.

GARUKTHEN'S LAIR

Garukthen's lab has stood in the same spot for nearly 40,000 years. It is shielded from attempts to scry its location, hidden in the remnants of a long-dead volcano. The open top cannot be seen from above due to a combination of illusions. There are several secret tunnels run for leagues in every direction. The lab is where he conducts his various and grisly experiments. Half disassembled bodies are found in various states of undeath. There are ancient Giant arcanist power sources in the room which he uses to great effect.

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

- Garukthen rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- Garukthen targets one creature it can see within 90 feet of it. A bolt arcane energy surges from one of the ancient giant artifacts. The target must make a DC 18 Dexterity save, taking 8d12 damage on a failed save, or half as much on a success. The target also automatically loses concentration and is at disadvantage all saves till the end of their next turn.
- Garukthen calls forth a storm over the entire lab. Visibility is reduced to 30ft for everyone in the room. Till the end of the next turn, all damage from lightning is doubled.



GARUKTHEN, STORM GIANT LICH

Huge giant undead, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 216

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	20 (+5)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +12, Int +12, Wis +9

Skills Arcana +19, History +12, Perception +9

Damage Resistances Cold, Necrotic

Damage Immunities, Thunder, Lightning, and Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common, Giant, Thelanis, Abyssal, Goblin

Challenge 24 (62,000 XP)

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

Spellcasting. Garukthen is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Garukthen has the following wizard spells prepared:

Cantrips (at will): *Shocking Grasp*, *Prestidigitation*, *Thunderclap*

1st level (4 slots): *Detect Magic*, *Earth Tremor*, *Shield*, *Thunderwave*

2nd level (3 slots): *Blindness/Deafness*, *Crown of Madness*, *Hold Person*, *Mirror Image*

3rd level (3 slots): *Animate Dead*, *Counterspell*, *Dispel Magic*, *Fireball*

4th level (3 slots): *Wall of Fire*, *Resilient Sphere*

5th level (3 slots): *Cloudkill*, *Scrying*

6th level (1 slot): *Circle of Death*, *Create Undead*

7th level (1 slot): *Finger of Death*, *Forcecage*

8th level (1 slot): *Maddening Darkness*, *Power Word Stun*

9th level (1 slot): *Power Word Kill*

Turn Resistance. Garukthen has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Garukthen 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. Garukthen regains spent legendary actions at the start of its turn.

Cantrip. Garukthen casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Garukthen uses its Paralyzing Touch.

Thunderbolt (2 Actions). Garukthen hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 6d10 thunder damage on a failed save, or half as much damage on a successful one.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 120 feet of Garukthen must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

MONSTERS OF EBERRON

WRITTEN AND DESIGNED BY GERALD GLAD, KENNY MORRIS, AND ZACHARY PICKETT

BONE LORD

Gargatuan undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 350 (28d20 + 56)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	18 (+4)	12 (+1)	6 (-2)	9 (-1)

Damage Resistances Piercing and Slashing from Nonmagical Attacks that aren't Adamantine, Lightning

Damage Immunities Poison

Condition immunities Charmed, Exhaustion, Poisoned, Paralyzed

Senses darkvision 120ft, passive Perception 10

Languages cannot speak but knows Dwarvish, Gnomish, and Abyssal

Challenge 19 (22,000)

Magic Weapons. The giant skeletons weapons are magical

Turn Immune. The Bone Lord has immunity to any effect that turns undead.

Immutable Form. While wearing the Bone Lord Crown the Bone Lord is immune to any outside spell or effect that would alter its form.

Sword Resistance. When holding its swords, the Bone Lord has resistance to each of their damage types.

Bone Lord Crown. While wearing this the Bone Lord can sense the exact location of and control any undead within 300ft of it.

ACTIONS

Multi-attack. The Bone Lord makes two melee attacks.

Sweep. The Bone Lord swings one sword in a 180 degree arc around it. Any creature inside of a 30 feet reach must succeed on a DC 17 Strength saving throw, on a success they are pushed straight back 20 feet, on a failed save they are thrown straight back 20 feet, fall prone, and take whatever damage that sword would deal.

Stomp. The Bone Lord lifts a foot and stomps down on a creature within 10ft of it and that creature must succeed on a DC 13 Dexterity save or take 24 (5d6+7) bludgeoning damage and fall prone.

Giant Burning Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) fire damage

Giant Frozen Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) cold damage

Giant Melting Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) acid damage

Giant Heavy Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) thunder damage

Giant Plasma Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) radiant damage

Giant Withering Longsword. *Melee Weapon Attack:* +13 to hit, reach 10ft, one target. Hit:29 (4d10 +7) slashing damage, 11 (2d10) necrotic damage

LEGENDARY ACTIONS

The Bone Lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only on the end of another creatures turn. The Bone Lord regains spent legendary actions at the start of its turn.

6 Arm Multi-attack. The Bone Lord makes 1 attack with each of its arms against any creature within range.

Control Undead (Costs 2 Actions). While wearing the Bone Lord Crown the Bone Lord can have all undead within its range make one attack against a target.

Skeleton Re-spawn (Costs 2 Actions). While wearing the Bone Lord Crown the Bone Lord can cause all skeletons within 20ft of giant skeleton to reassemble and gain all health back.

CHAOS SPAWN OF XORIAT

Creatures of graceless muscle and warping shape, chaos spawn are formidable foes whose actions are unknowable and deadly. A chaos spawn lurches and gallops across fields of battle killing whoever and whatever draws near like a warhorse of the apocalypse. Lacking living prey, a chaos spawn will crush any structures in beholds until all that remains is rubble and splinters.

A chaos spawn's form is unique and changes from second to second. Some bear likenesses reminiscent to terrestrial creatures mangled and melted together, others go far further in their defiance of reality and sanity.

Visions of Xoriat have told that powerful Daelkyr ride upon these untrainable aberrations, rolling with their madness, feeding their depravity. Their stories and tales are soaked in insanity, but perhaps they hold some grain of truth.

The last coterminous of Xoriat spilled forth many chaos spawn into the Shadow Marches, but thankfully, very few remain upon Khorvaire. Those that do, reside in enchanted shackles or imprisoned by epic magic for fear that their deaths will only hasten the return of the plane of madness. A prophecy known as 'The Pact of Flesh' tells that when these powerful beasts of Xoriat are slain, their essence shall return to their home, leaving trails upon which the Daelkyr ride, returning upon their vengeful mounts to conquer and destroy Khorvaire.

CHAOS SPAWN OF XORIAT

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 156 (12d12 + 48)

Speed 60ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	18 (+4)	5 (-3)	4 (-3)	2 (-5)

Saving Throws Str +10, Con +8

Skills Perception +1

Damage Resistances fire, lighting, thunder; bludgeoning, piercing, and slashing from nonmagical sources

Damage Immunities force, poison

Damage Vulnerabilities psychic

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

Senses blindsight 120ft. (blind past this radius), passive Perception 11

Languages understands Deep Speech but cannot speak

Challenge 10 (5,900 XP)

Aura of Chaos. The chaos spawn radiates the unpredictability and warping nature of Xoriat in a 60-foot radius. At the beginning of its turn, if the chaos spawn isn't incapacitated, roll 1d6. On a 1-2, all creatures in the aura suffer a -2 penalty to AC and a +4 bonus to attack rolls. On a 3-4, all creatures in the aura suffer a -2 penalty to attack rolls and a +4 bonus to AC. On a 5-6, all other creatures which start their turn within the in aura must make a DC 16 Charisma saving throw or suffer from a random short-term madness until the end their next turn.



Chaos in Motion. The chaos chooses its targets at random. It also gains the following benefits:

- The chaos' movement ignores difficult terrain
- Opportunity attacks made against the chaos are made at disadvantage
- the chaos' movement cannot be reduced by magic or abilities
- Magic or other effects which would predict the chaos' actions or movements fail to do so. Such things grant no advantage nor disadvantage in regards to the chaos spawn

Reactive. The chaos can take four reactions every round in combat, one for every natural weapon. Creatures provoke attacks of opportunity from each different reach of the chaos' natural weapons.

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

ACTIONS

Multiattack. The chaos makes 1d4 attacks, each with a different weapon chosen at random. Each attack past the first takes a cumulative -2 penalty to the attack roll.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become poisoned. While poisoned in this way, the creature's speeds are reduced by half and it is blind past 10 feet. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage. If the target is a creature, it must make a DC 16 Dexterity saving throw. On a failure, the creature loses additional hit points due to blood loss at the beginning of its next turn equal to the slashing damage taken.

Horns. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it must make a DC 18 Strength saving throw or be knocked prone.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 16 (4d4 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be grappled (escape DC 16) and pulled up to 20 feet towards the chaos spawn. The creature is restrained while grappled in this way. The chaos has 3 tentacles, each of which can grapple one creature.

Incongruent Smash (Recharge 5-6). The chaos spawn breaks the bonds of reality as it attacks in force. The chaos spawn makes one chaos crush attack against one creature within 60 feet of it as well as up to four creatures within 30 feet of the initial target. This attack doesn't suffer from disadvantage and ignores all but total cover.

Chaos Crush. *Ranged Spell Attack:* +10 to hit, range 60 ft., up to 5 creatures. *Hit:* 33 (6d8 + 6) force damage. If the target is a creature, it must make a DC 16 Wisdom saving throw or be affected by *confusion*. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

CLOCKWORK ZOMBIE

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 60 (12d8 + 6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	18(+4)	3(-4)	8(-1)	6(-2)

Damage Immunities lightning, poisoned

Condition Immunities poisoned, charmed

Senses Blindsight 80ft, passive Perception 14

Languages understands language it knew in life but can only repeat programmed phrases

Challenge 1/2 (100 XP)

Compulsory Mind. The clockwork zombie can't be compelled to act in a manner contrary to its instructions

Turn Resistance. The clockwork zombie has advantage on saving throws against any effect that turns undead.

Lightning Supercharge. Anytime the clockwork zombie is dealt lightning damage it will gain hit-points equal to the damage that would be dealt

ACTIONS

Multiattack. clockwork zombie makes two claw attacks

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

Windup. the clockwork zombie can use its action to store one extra action to either move or attack on a later turn.

Clockwork Conversion. the clockwork zombies can use its action along with one other clockwork zombies action to convert a dead creature into a clockwork zombie with full health.

REACTIONS

Clockwork Restart. When the clockwork zombie is hit with lightning damage it can use its reaction to direct the lightning to restore any number of clockwork zombie other than it within 40 feet of it up to full health.



CRYPT THING, MINOR

When someone wants to protect their burial grounds, but don't have much resources to do it. This "budget" crypt thing will creep out intruders with its ragged, heavy robe. Good thing they don't know that it isn't armored, or armed because you were broke. Any doltish group of "adventurers" can easily dispatch one of these. But if it has backup, it can maneuver creatures (enemies or allies) into dangerous situations. If you are too cheap to buy good guardians, at least use your bad guardians well.

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



CRYPT THING, MINOR

Medium undead, lawful neutral

Armor Class 15 (natural)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +4

Skills Perception +5, Stealth +7

Damage Resistance cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft. passive Perception 15

Languages Any languages it knew in life.

Challenge 3 (700 XP)

Bound. The crypt thing is magically bound to the tomb or graveyard that it protects. The crypt thing cannot move more than 60 feet from the site it is bound to.

Turn Resistance. The crypt thing has advantage against effects that turn undead.

ACTIONS

Multiattack. The crypt thing makes two melee attacks.

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

Banish Interloper (Recharge 5-6). The crypt thing magically teleports one creature of its choice that it can see up to 60 feet. Creatures cannot be teleported into objects or terrain unless there is a hollow space that the creature can fit in. The target must succeed on a DC 12 Charisma saving throw to avoid being teleported.

Teleport. The crypt thing magically teleports to an unoccupied space within 10 feet as a bonus action.

THE DEMON LORD OF HELLFIRE AND WRATH

Deep within the elemental plane of fire lies a citadel of immense size that holds the treasures of many ages. Inside the deepest reaches of this citadel is an enormous throne room with a gargantuan figure sprawled upon it patiently planning for the day its followers summon it to conquer the far reaches of the other planes.

THE DEMON LORDS LAIR

Throughout the lair complex, fiery servants erect monuments to the Demon Lords power, telling the grim story of its life, the enemies it has slain, and the worlds it has conquered.

Lair Actions

On initiative count 20 (losing initiative ties), the Demon Lord takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground the Demon Lord can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the Demon Lord. Each creature other than the Demon Lord on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the Demon Lord can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.



DEMON LORD OF HELLFIRE AND WRATH (KRO'NGRUZ)

Gargantuan Fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 440 (36d20 + 62)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	20(+5)	22(+6)	18(+4)	16(+3)	20 (+5)

Saving Throws Str +14, Con +13, Cha +12

Damage Vulnerabilities cold, radiant

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

Damage Immunities fire, poison

Condition Immunities poisoned, frightened

Senses truesight 120 ft., passive perception 20

Languages Abyssal, telepathy 120 ft.

Challenge 22 (41,000 XP)

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

Fire Aura. Creatures in a 15 foot radius of the Demon Lord that move into or start their turn must succeed on a DC 18 Constitution save or take 22(4d10) fire damage

Magic Weapons. the Demon Lord weapon attacks are magical.

ACTIONS

Multiattack. The Demon Lord makes three attacks: two with its terror-axe and one with its whip.

Terror-axe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 29 (4d12 + 7) slashing damage. When the Demon Lord deals damage with this weapon the target must succeed on a DC 20 charisma save or be frightened of the Demon Lord until the end of there next turn.

Whip. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. Hit: 22 (3d10 + 7) slashing damage plus 14 (4d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be grappled and pulled 1d6 squares toward the Demon Lord.

LEGENDARY ACTIONS

The Demon Lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only on the end of another creatures turn. The Bone Lord regains spent legendary actions at the start of its turn.

Chain Combo. The Demon Lord makes a combination attack with its weapons.

Melee Weapon Attack: +11 to hit, reach 30 ft., one target. Hit: 22 (3d10 + 7) slashing damage plus 14 (4d6) fire damage, and the target is grappled and pulled toward the Demon Lord. When the creature reaches the Demon Lord it deals its Terror-axe damage along with 1d10 extra slashing damage for every 5 feet the target creature is pulled.

Wing Attack. The Demon Lord beats its wings. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Blood-thirster can then fly up to half its speed.

Teleport (Costs 2 Actions). The Demon Lord can magically teleport, along with anything it is wearing or carrying, up to 120 ft. to an unoccupied space.

Wrathful Overlord (Costs 3 Actions). Any creature within a 120 foot radius that the Demon Lord can sense must succeed on a DC 20 Wisdom save or go berserk. While berserk, the creature must use their action each round to attack the creature nearest to them. If they can make extra attacks as part of their attack action, they use those extra attacks, moving to attack the next nearest creature after they fell their current target. If they have multiple possible targets, they attack one at random. They can attempt the save again on the end of their turn.

CHAOS DRAGONS

Chaos dragons share the basic draconic shape, but beyond that, they wildly vary in appearance. They are difficult to predict and should not be trusted to stick to any deals or promises. They hate order and seek to dismantle it.

ANCIENT CHAOS DRAGON

Gargantuan dragon, chaotic (any)

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 +7	10 +0	27 +8	18 +4	17 +3	19 +4

Saving Throws Dex +6, Con +14, Wis +9, Cha +10

Skills Perception +15, Persuasion +10, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 20 (24,500 XP)

Condition Immunities charmed, frightened

I Do What I Want. Chaos dragons are immune to enchantment spells and effects.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. **Hit:** 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Chaos Blast. The dragon exhales a random blast based on the results of 1d6 (1 fire, 2 cold, 3 lightning, 4 acid, 5 thunder, 6 psychic) in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 56 (16d6) determined damage on a failed save, or half as much on a successful one.

Confusion Breath. The dragon exhales confusion gas in a 90-foot cone. Each creature in that area must succeed a DC 22 Wisdom saving throw or act as if under a confusion spell for 1 minute. At the end of a confused creature's turn, the creature can make another Wisdom saving throw to end the effect. The effect also ends if the creature takes damage.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT CHAOS DRAGON

Huge dragon, chaotic (any)

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 128)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 +5	10 +0	23 +6	16 +3	15 +2	17 +3

Saving Throws Dex +5, Con +11, Wis +7, Cha +8

Skills Perception +12, Persuasion +8, Stealth +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 13 (10,000 XP)

Condition Immunities charmed, frightened

I Do What I Want. Chaos dragons are immune to enchantment spells and effects.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Chaos Blast. The dragon exhales a random blast based on the results of 1d6 (1 fire, 2 cold, 3 lightning, 4 acid, 5 thunder, 6 psychic) in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 42 (12d6) determined damage on a failed save, or half as much on a successful one.

Confusion Breath. The dragon exhales confusion gas in a 60-foot cone. Each creature in that area must succeed on a DC 19 Wisdom saving throw or act as if under a confusion spell for 1 minute. At the end of a confused creature's turn, the creature can make another Wisdom saving throw to end the effect. The effect also ends if the creature takes damage.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack. The dragon can then fly up to half its flying speed.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone.

YOUNG CHAOS DRAGON

Large dragon, chaotic (any)

Armor Class 17 (natural armor)

Hit Points 131 (14d10 + 54)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 +3	10 +0	19 +4	14 +2	13 +1	15 +2

Saving Throws Dex +3, Con +7, Wis +4, Cha +5

Skills Perception +7, Persuasion +5, Stealth +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 6 (2,300 XP)

Condition Immunities charmed, frightened

I Do What I Want. Chaos dragons are immune to enchantment spells and effects.

ACTIONS

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

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 14 (2d10 + 3) piercing damage.

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Chaos Blast. The dragon exhales a random blast based of the results of 1d6 (1 fire, 2 cold, 3 lightning, 4 acid, 5 thunder, 6 psychic) in a 40-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) determined damage on a failed save, or half as much on a successful one.

Confusion Breath. The dragon exhales confusion gas in a 30-foot cone. Each creature in that area must succeed a DC 15 Wisdom saving throw or act as if under a confusion spell for 1 minute. At the end of a confused creatures turn, the creature can make another Wisdom saving throw to end the effect. The effect also ends if the creature takes damage.

CHAOS DRAGON WYRMLING

Medium dragon, chaotic (any)

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 +1	10 +0	15 +2	12 +1	11 +0	13 +1

Saving Throws Dex +2, Con +4, Wis +2, Cha +3

Skills Perception +4, Stealth +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 1 (200 XP)

Condition Immunities charmed, frightened

I Do What I Want. Chaos dragons are immune to enchantment spells and effects.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 6 (1d10 + 1) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Chaos Blast. The dragon exhales a random blast based of the results of 1d6 (1 fire, 2 cold, 3 lightning, 4 acid, 5 thunder, 6 psychic) in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) determined damage on a failed save, or half as much on a successful one.

Confusion Breath. The dragon exhales confusion gas in a 15-foot cone. Each creature in that area must succeed a DC 12 Wisdom saving throw or act as if under a confusion spell for 1 minute. At the end of a confused creatures turn, the creature can make another Wisdom saving throw to end the effect. The effect also ends if the creature takes damage.



HALF – CHAOS DRAGON REAVER

Medium humanoid (human), any alignment

Armor Class 18 (scale mail and shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 +3	15 +2	17 +3	14 +2	11 +1	14 +2

Saving Throws Str +6, Con +6

Skills Athletics +6, Perception +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 5 (1,800 XP)

Condition Immunities charmed, frightened

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

I Do What I Want. Chaos dragons are immune to enchantment spells and effects.

ACTIONS

Multiattack. The reaver makes two melee attacks.

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Chaos Blast. The dragon exhales a random blast based on the results of 1d6 (1 fire, 2 cold, 3 lightning, 4 acid, 5 thunder, 6 psychic) in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) determined damage on a failed save, or half as much on a successful one.

Confusion Breath. The dragon exhales confusion gas in a 15-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw or act as if under a confusion spell for 1 minute. At the end of a confused creature's turn, the creature can make another Wisdom saving throw to end the effect. The effect also ends if the creature takes damage.

HOWLING DRAGONS

Howling dragons' scales are purple, becoming darker as they age. Their heads are crowned with long, flexible spines that form a fan-like frill. Hungry and insane, they spread death and madness where ever they go.

ANCIENT HOWLING DRAGON

Gargantuan dragon, chaotic (evil or neutral)

Armor Class 20 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 +10	10 +0	28 +9	18 +4	17 +3	24 +7

Saving Throws Dex +7, Con +16, Wis +10, Cha +14

Skills Perception +17, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (36,500 XP)

Damage Resistances psychic

Damage Immunities thunder

Madness Embraced. Howling dragons are immune to the effects of madness.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thundering Howl. The dragon howls in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 66 (12d10) thunder damage and deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

Maddening Howl. The dragon howls in a 90-foot cone. Each creature in that area must make a DC 24 Intelligence saving throw, taking 33 (6d10) psychic damage and is stunned till the end of their next turn on a failed save, or half as much damage and no stun on a successful one. If the save is failed by 5 or more, that creature gains a level of madness.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT HOWLING DRAGON

Huge dragon, chaotic (evil or neutral)

Armor Class 17 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 +8	10 +0	24 +7	16 +3	15 +2	22 +6

Saving Throws Dex +6, Con +13, Wis +8, Cha +14

Skills Perception +14, Stealth +6

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

Damage Resistances psychic

Damage Immunities thunder

Madness Embraced. Howling dragons are immune to the effects of madness.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

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

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thundering Howl. The dragon howls in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 60 (11d10) thunder damage and deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

Maddening Howl. The dragon howls in a 60-foot cone. Each creature in that area must make a DC 21 Intelligence saving throw, taking 27 (5d10) psychic damage and is stunned till the end of their next turn on a failed save, or half as much damage and no stun on a successful one. If the save is failed by 5 or more, that creature gains a level of madness.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack. The dragon can then fly up to half its flying speed.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone.

YOUNG HOWLING DRAGON

Large dragon, chaotic (evil or neutral)

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 +6	10 +0	20 +5	14 +2	13 +1	20 +5

Saving Throws Dex +4, Con +9, Wis +5, Cha +9

Skills Perception +9, Stealth +4

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP)

Damage Resistances psychic

Damage Immunities thunder

Madness Embraced. Howling dragons are immune to the effects of madness.

ACTIONS

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

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thundering Howl. The dragon howls in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 55 (10d10) thunder damage and deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

Maddening Howl. The dragon howls in a 30-foot cone. Each creature in that area must make a DC 17 Intelligence saving throw, taking 22 (4d10) psychic damage and is stunned till the end of their next turn on a failed save, or half as much damage and no stun on a successful one. If the save is failed by 5 or more, that creature gains a level of madness.

HOWLING DRAGON WYRMLING

Medium dragon, chaotic (evil or neutral)

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 +4	10 +0	16 +3	12 +1	11 +0	16 +3

Saving Throws Dex +2, Con +5, Wis +2, Cha +5

Skills Perception +4, Stealth +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 3 (700 XP)

Damage Resistances psychic

Damage Immunities thunder

Madness Embraced. Howling dragons are immune to the effects of madness.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thundering Howl. The dragon howls in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) thunder damage and deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

Maddening Howl. The dragon howls in a 15-foot cone. Each creature in that area must make a DC 13 Intelligence saving throw, taking 5 (1d10) psychic damage and is stunned till the end of their next turn on a failed save, or half as much damage and no stun on a successful one. If the save is failed by 5 or more, that creature gains a level of madness.

HALF – HOWLING DRAGON SORCERER

Medium humanoid (human), any alignment

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 +0	15 +2	16 +3	12 +1	12 +1	18 +4

Saving Throws Con +6, Cha +7

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 7 (2,900 XP)

Damage Resistances psychic

Damage Immunities thunder

Madness Embraced. Howling dragons are immune to the effects of madness.

Spellcasting. The half dragon is an 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The half dragon has the following sorcerer spells:

Cantrips (at will): *dancing lights, fire bolt, mage hand, message, ray of frost, shocking grasp*

1st level (4 slots): *charm person, disguise self, magic missile*

2nd level (3 slots): *phantasmal force, scorching ray*

3rd level (3 slots): *counterspell, hypnotic pattern*

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

5rd level (2 slots): *dominate person, seeming*

6th level (1 slots): *globe of invulnerability*

ACTIONS

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thundering Howl. The half dragon howls in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) thunder damage and deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

Maddening Howl. The half dragon howls in a 15-foot cone. Each creature in that area must make a DC 13 Intelligence saving throw, taking 5 (1d10) psychic damage and is stunned till the end of their next turn on a failed save, or half as much damage and no stun on a successful one. If the save is failed by 5 or more, that creature gains a level of madness.

EXPERIMENT #314

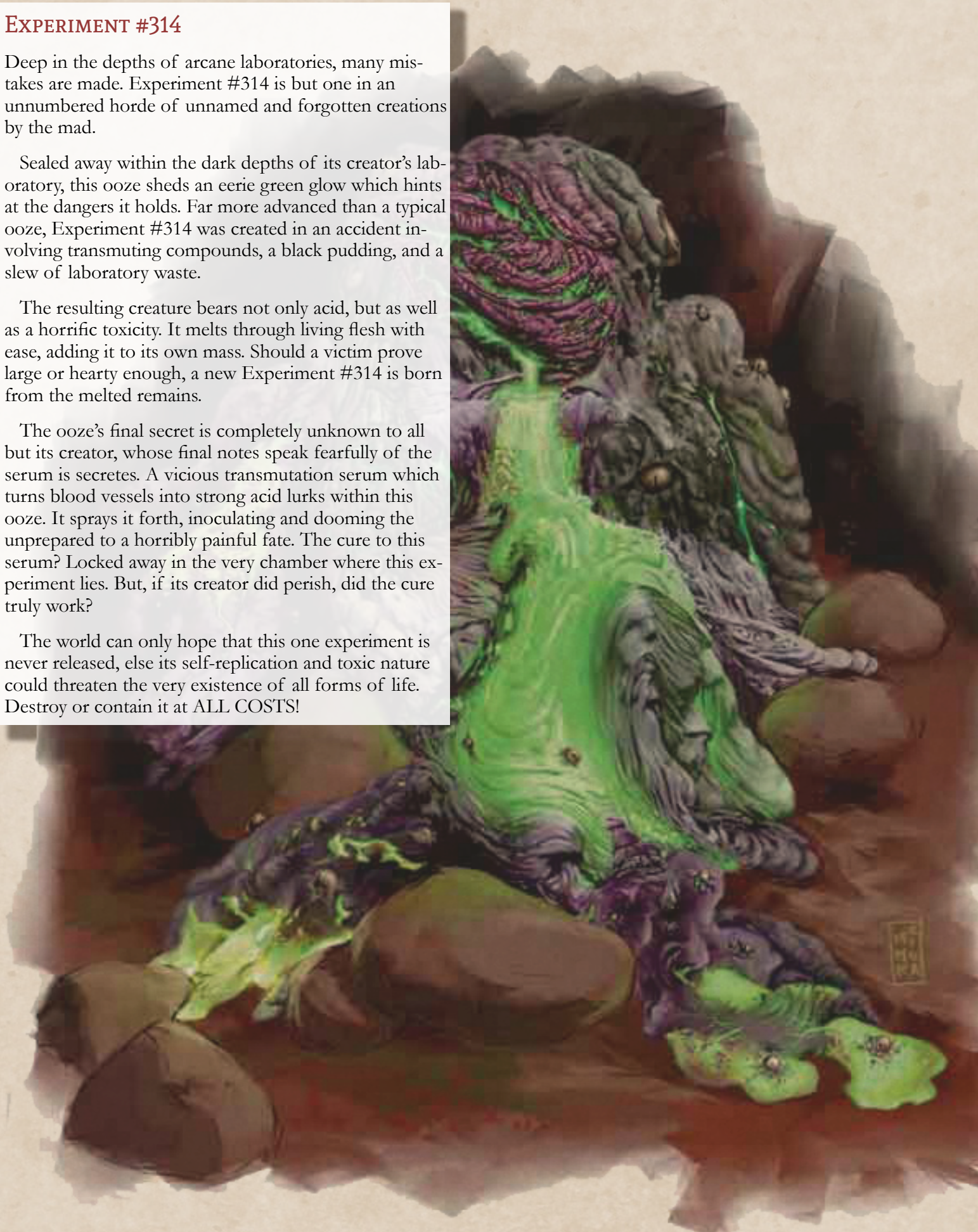
Deep in the depths of arcane laboratories, many mistakes are made. Experiment #314 is but one in an unnumbered horde of unnamed and forgotten creations by the mad.

Sealed away within the dark depths of its creator's laboratory, this ooze sheds an eerie green glow which hints at the dangers it holds. Far more advanced than a typical ooze, Experiment #314 was created in an accident involving transmuting compounds, a black pudding, and a slew of laboratory waste.

The resulting creature bears not only acid, but as well as a horrific toxicity. It melts through living flesh with ease, adding it to its own mass. Should a victim prove large or hearty enough, a new Experiment #314 is born from the melted remains.

The ooze's final secret is completely unknown to all but its creator, whose final notes speak fearfully of the serum it secretes. A vicious transmutation serum which turns blood vessels into strong acid lurks within this ooze. It sprays it forth, inoculating and dooming the unprepared to a horribly painful fate. The cure to this serum? Locked away in the very chamber where this experiment lies. But, if its creator did perish, did the cure truly work?

The world can only hope that this one experiment is never released, else its self-replication and toxic nature could threaten the very existence of all forms of life. Destroy or contain it at ALL COSTS!



EXPERIMENT #314

Medium ooze, unaligned

Armor Class 10

Hit Points 33 (5d8 + 10)

Speed 20 ft., climb 20 ft.

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

Damage Resistances cold, fire, bludgeoning, piercing

Damage Immunities acid, poison, slashing

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

Senses blindsight 60 ft., darkvisions 120 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing

Noxious Form. A creature that touches the ooze or hits it with a melee attack while within 5 of it takes 4 (1d8) acid damage and 4 (1d8) poison damage.

Illumination. The ooze's body sheds bright green light in a 10-foot radius and dim light for an additional 10 feet.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage plus 9 (2d8) poison damage. If this attack kills a creature, it regains 14 (4d6) hit points and that creature's body dissolves into a puddle of noxious waste at the start of the ooze's next turn. If the creature was Large or larger, or had 5 or more hit dice, a new Experiment #314 rises from the puddle 1d6 rounds later.

Serum Spit (Recharge 4-6). *Ranged Weapon Attack:* +4 to hit, range 20/40 feet, one creature. *Hit:* 2 (1d4) acid damage plus 2 (1d4) poison damage. If the target isn't undead or a construct, the target is injected with a transmutation serum which begins to turn the target's blood to acid and it must succeed on a DC 14 Constitution saving throw. On a failed save, they begin to succumb to the serum. At the start of each of the target's turns, the target takes 1d6 acid damage plus 1d6 acid damage for every turn since the target has been exposed to the serum. Applying salt to the wound before the end of the target's next turn negates the serum and deals 1 necrotic damage to the target. After this time, the serum has spread too far through their veins to be negated by salt alone. If a target injected with this serum ends its turn with 0 hit points, it dies as their circulatory system fails and their brain dissolves into acid.

The isolation of the exposed flesh from the rest of the body, either by tourniquet or amputation, is enough to halt the spread of the serum's chain reaction. A limb so isolated melts away over the course of 1 minute. Healing magic of 5th level or higher, such as *greater restoration*, *heal* or *regeneration* negates all serum with a creature's body.

FORGE BEAR

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 110 (18d10+11)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	16(+3)	2(-4)	13(+1)	6(-2)

Skills Perception +5

Senses darkvision 60ft, passive perception 15

Challenge 3 (700)

Sense Metals. the Forge Bear has advantage on perception to smell any metal material within 120 feet of it

Metallic Growths. The metal that the Forge Bear consumes has allowed it to grow metal plates outside of its hide giving it a natural resistance to piercing and slashing damage.

ACTIONS

Multiattack. The Cave bear can make two claw attacks and one bite attack, or it can make a charge attack.

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

Claws. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 16(2d10+5) slashing damage

Charge. the Forge Bear moves 20 feet in a straight line and the target must make a DC 15 strength save, on a failed save they are knocked 15 feet back, fall prone, and take 2d10 bludgeoning damage, on a successful save they take half that and the Forge Bear stops its movement.

GOB-LOBBER

Huge humanoid(goblinoid), neutral evil

Armor Class 16 {natural armor}

Hit Points 182 (16d12 + 78)

Speed 0ft

STR	DEX	CON	INT	WIS	CHA
20(+5)	4(-3)	18(+4)	8(-1)	6(-2)	10(+0)

Saving Throws Con +8, Str +9

Senses darkvision 120ft

Languages Common, Giant, Goblin

Challenge 6 (2,300)

Stationary. The Gob-Lobber is so heavy that it can no longer move around

Thick Skin. resistant to bludgeoning, piercing, and slashing damage

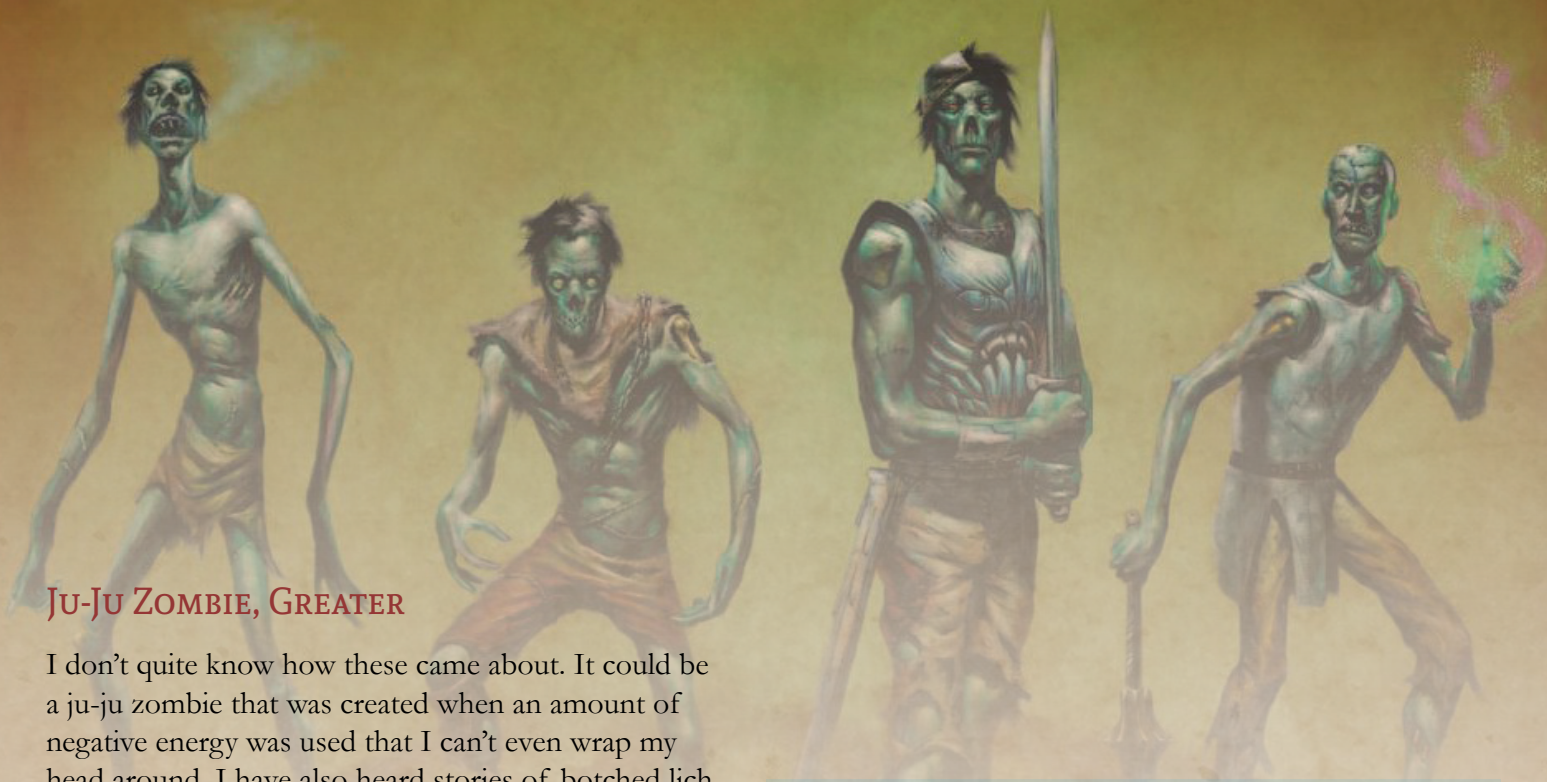
Stench. any creature that starts its turn or move within 5 feet of the Gob-Lobber must make a DC 16 constitution save. On a failed save they are poisoned and take 22(4D10) poison damage, on a successful save they take half that damage..

ACTIONS

Multiattack. The Gob-Lobber makes two attacks, one attack with each hand, using either a goblin throw or a punch attack

Punch. Melee weapon attack +8 to hit, reach 5 feet, one target. Hit: 19(4d6+5) bludgeoning

Goblin Toss. Ranged weapon attack, +0 to hit, reach 60/120ft, one target. Hit: 14(4d6) bludgeoning damage. A goblin thrown takes 1d6 bludgeoning damage for every 10 feet the goblin gets thrown before it hits target creature.



JU-JU ZOMBIE, GREATER

I don't quite know how these came about. It could be a ju-ju zombie that was created when an amount of negative energy was used that I can't even wrap my head around. I have also heard stories of botched lich transformations do to faulty phylacteries creating these monsters.

Undead Nature. A ju-ju zombie doesn't require air, food, drink, or sleep.

JU-JU ZOMBIE, GREATER

Medium undead, neutral evil

Armor Class 16 (natural)

Hit Points 85 (10d8 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	5 (-3)

Saving Throws Str +7 Wis +3

Skills Athletics +7, Stealth +8

Damage Resistance fire, cold; bludgeoning and piercing from nonmagical weapons

Damage Immunities force, lightning, necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 9

Languages Any languages it knew in life.

Challenge 7 (2,900 XP)

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

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

ACTIONS

Multiattack. The ju-ju zombie makes two melee attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 +4) bludgeoning damage and 9 (2d8) necrotic damage. The ju-ju zombie regains hit points equal to the necrotic damage it has dealt to a creature.

Death Pulse (Recharge 6). The ju-ju zombie emits an enervating pulse centered on itself out to a 15-foot radius. Creatures within the area must succeed on a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful one. Creatures that fail by 5 or more also gain a level of exhaustion.

THE NERVE RIPPER

Spawned from the depths of medical depravity and born from the workbenches of the mad. The nerve ripper is part of a wide family of maniacal mechanisms made exclusively for the “discrete” and efficient harvesting of organs and various body parts.

The nerve ripper, when deactivated, appears like a neatly folded brass multitool sporting a variety of blades, needles, and syringes. When the center button of the device is depressed, it fans out and springs to life, following the degenerated commands of its maker.

Lurking in the shadows of cities, this machine preys on the vulnerable and the unawares. It descends upon sleepers, placing them into a drug induced slumber while it extracts the nerves from the unfortunate. Those who are fortunate, never feel the pain, but not every ripper is on the streets. Madmen keep them on hand for torture and torment of those they keep prisoner, taking perverse delight in ‘entertaining’ their unwilling guests.

Damage Control

One who is proficient with Medicine can, over the course of 3d6 hours, repair the nerve damage done provided it possesses the severed nerves. They must first make a DC 18 Intelligence (Medicine) check. A failure gives them disadvantage on further checks made during surgery. Next, they must make DC 20 Dexterity (Medicine) checks until they accumulate three successes, or three failures. Each failure deals 2 (1d4) damage to the patient and the patient must succeed on a DC 13 Constitution saving throw or fall to 0 hit points and begin dying. After three successes have been accumulated, the surgery is considered a success. Over the course of 1 month, the creature gradually regains control its damaged extremity. This recovery period can be expedited with regular healing spells.

The surgery automatically fails if the nerves have been removed from the body for more than 24 hours.



THE NERVE RIPPER

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft., climb 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1) 14 (+2) 12 (+1) 10 (+0) 5 (-3) 1 (-5)

Skills Medicine +4 or +6, Stealth +6

Damage Resistances cold

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

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

Challenge 1 (200 XP)

Ambusher. In the first round of any combat, the ripper has advantage on attack rolls against any creature it has surprised.

Intended Subject. The ripper is designed with in-depth knowledge about the anatomy of a specific type of humanoid of its creator's choice. The ripper has advantage on Medicine checks regarding humanoids of that type.

Sneaky Surgeon. The ripper is doubly proficient in Stealth and Medicine. It uses Intelligence or Dexterity when making checks with Medicine.

ACTIONS

Anesthetic Needle (3/Day). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage. The target must succeed on a DC 11 Constitution saving throw or become alchemically numbed for 1 hour. While numbed, the target feels no pain and has a -5 penalty to Dexterity checks. On a failure by 5 or more, the target also falls unconscious for duration of the numbness. If the creature is the ripper's Intended Subject, the DC increases to 16. A creature resistant or immune to poison has advantage on this saving throw. Any effect which removes the poisoned condition ends the numbness.

Surgical Instruments. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) slashing damage.

Surgery. The ripper attaches itself to an unconscious, restrained, or paralyzed humanoid within 5 feet of it and slips beneath its armor and clothing. At the beginning of its next turn, the ripper begins its work. As an action, the ripper makes a DC 15 Intelligence (Medicine) check. On a success it commences with surgery.

Unless directed otherwise, it begins surgery on a random extremity. Roll 1d4. On a 1, it targets a hand. On a 2, it targets a foot. On a 3, it targets an arm. On a 4, it targets a leg.

While in surgery mode, the ripper takes an action to make a Dexterity (Medicine) check against the target's Constitution score + 5. After 2 successes, the ripper severs and extracts a section of the target's nerves from the targeted section. The target is unable to feel or control that extremity, rendering it useless. On a failure, the target takes 3 (1d6) slashing damage. A *regenerate* spell cast upon the target regrows the lost nerves.

The ripper can detach itself by spending 5 feet of movement. It does so after it succeeds on a surgery or its target dies. A creature, including the target, can use its action to detach the ripper, dealing 7 (2d6) slashing damage to the target.

SHAMBLING GORGER

Lurching, lumbering, obese masses of rotting flesh, shambling gorgers are the vile creations of The Keeper. Spawned to feed upon those who would oppose this dark god, the gorgers crawl forth from the wretched pits of death where light has been forgotten.

Fueled by their hunger, a gorgor seeks to consume and decapitate as many humanoids as possible, favoring those of a holier bent over others. A gorgor attacks by throwing itself into a mass of enemies with an uncanny speed. Then, it claws for a vulnerable morsel, grabbing hold of a suitable victim. Next, it unhinges its jaw and attempts to force the victim's head down the gorgor's now yawning throat. The gorgor clamps down and refus-

es to release as it grinds and gnashes its sharpened fangs like an undead guillotine, a truly horrible sight to behold.

Despite their awkwardness and lumbering gait, a gorgor is no easy enemy. This undead has disturbing intelligence as well as an undeniable will to survive. Where other undead are struck down, a gorgor continues to stand, fueled by the power of its god. Fatal blows and holy weapons even fail to keep these monsters dead. Only luck or brute force will prove sufficient, provided, one can withstand its vile, deathly stench which permeates the air around it in an oily miasma.

SHAMBLING GORGER

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 20 ft., climb 20 ft.

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

Saving Throws Con +6, Wis +3

Skills Religion +3, Stealth +0

Damage Resistances cold, necrotic

Damage Immunities poison

Damage Vulnerabilities -

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvisions 60 ft., passive Perception 11

Languages understands all languages it knew in life, but cannot speak

Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 5 feet of the gorgor must succeed on a DC 14 Constitution or be poisoned until the start of their next turn. After three successful saving throws, the creature is immune to the gorgor's stench for 24 hours.

Turn Resistance. The gorgor has advantage on saving throws against effects that turn undead.

Undead Fortitude. If damage reduces the gorgor to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is from a critical hit. Radiant damage imposes disadvantage on the saving throw. On a success, the gorgor drops to 1 hit point instead and gains 10 temporary hit points.

Uncanny Lurch (Recharge 5-6). As a bonus action, the gorgor moves 30 feet in a straight line.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14, with disadvantage).

Feast. *Melee Weapon Attack:* +6 to hit, one creature the gorgor is grappling. *Hit:* 15 (2d10 + 4) piercing damage. The target must succeed on a DC 14 Strength saving throw or be blinded and begin to suffocate as the gorgor engulfs their head. These conditions end when the creature is no longer grappled by the gorgor. If the gorgor scores a critical hit, the target's Constitution score is reduced by 1d6. If this reduces its Constitution score or hit point maximum to 0, it dies. A creature that dies from this attack is decapitated.

THE KHYBER KHRONICLE

VOLUME 7

WELCOME TO THE KHYBER KHRONICLE;
A COLLECTION OF ENCOUNTERS AND DM
TOOLS THAT CAN BE USED TO ENHANCE
ANY ADVENTURE AS THE DM SEES FIT.

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raven+moon co.

