

FIERCEST OF THE FORGE



A Warforged NPC Compendium

FIERCEST OF THE FORGE

A COLLECTION OF WARFORGED

BY BRIAN RUBINFELD

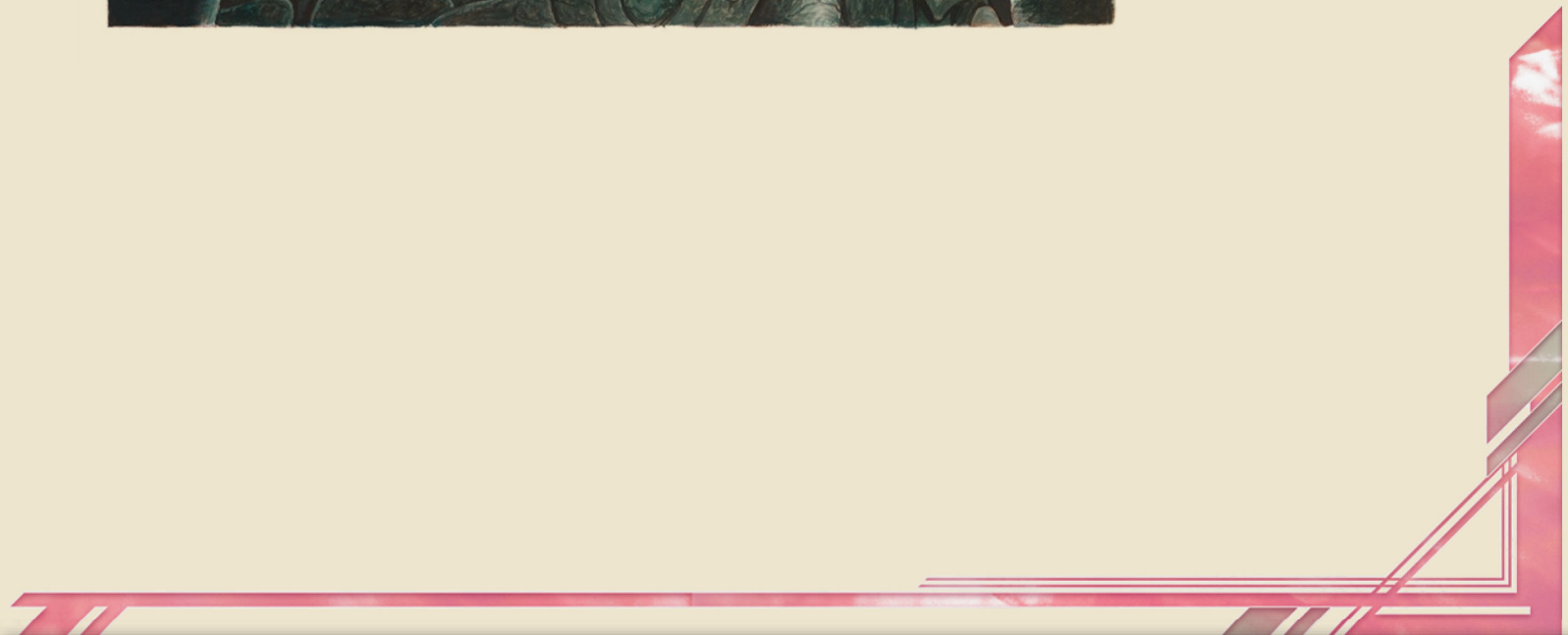




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A LOOK INTO WARFORGED LIFE

They say that the beings known as warforged are quick to find enemies and allies alike, all with a wide variety of agendas. Some see them in their old contexts, creations of war and strife. Said folk are quick to rebuke them or try to weaponize them for a variety of (often violent) causes. For those who are willing to see them for how they wish to identify, reactions still aren't guaranteed to be a positive for them. Many warforged are accustomed to feeling like the other, while some do all in their power to find a niche and hold onto it. Many have sympathized for their plights, even stood beside them in hopes of establishing them as everyday citizens of their own homes. While some Houses prove to be accepting, others have held enough sway to make the lives of warforged more miserable. Some say that their creators, House Cannith, may ironically be among the worst.

Despite these strange, confusing and often frightening circumstances that the warforged are thrown into, many motivate themselves or others like them to push onward. The Warforged psychology is so mechanical and alien compared to most mortal beings, but they remain stubborn in their desire to adjust. Some can fully grasp what it means to be a human... or elf or dwarf, while others find themselves truly separate from other races. Many retain some aspect of their old lives, or utilize their new ones to forge a title for themselves. Whether it's a task from the war or their new task, they weave it into their identity as much as possible through the power of a name. Many will take arms alongside many heroes, joining expeditions to parts unknown, such as the mysterious jungles of Xen'Drik. For the less adventurous, they may prefer a life of solitude, reflection, meditation and more. These warforged might even take up a more 'divine' cause that matches their own beliefs. And for the less fortunate, some fall into the grasp of the nefarious Lord of Blades! This doesn't stop many from breaking down in the wastelands of Cyre, the Mournlands though. Many of these poor warforged are minions and victims of the Lord of Blades as well! And those who live under his reign? Bent into his twisted will, much like those forced to content with the Last War itself!

ENEMIES AND ALLIES

From all walks of Khorvaire and beyond, Warforged find themselves taking up new causes. These might range from redundant and/or grueling tasks that would break most mortal creatures to hiring one's self out for mercenary work to just going on a personal quest for self discovery. No matter the cause, the warforged shall tackle it with diligence and perseverance. How this could effect a party of wandering adventurers often depends on their own views, allegiances and causes themselves.

Perhaps you too can find companionship and aid with the following example of Warforged out in the world, or even find yourself in a tight bind fending off the very same. Some could very well be clouded by their own perceptions, bitter towards humanoids that could very well likely push them away once more. The possibilities are quite expansive when contending with the living automata that is the warforged race.

WARFORGED IN OTHER WORLDS

While the base assumption of the Warforged is that they're living constructs from the Eberron campaign setting, it's not entirely impossible to import them into other worlds.

THE FORGOTTEN REALMS IS EVER EXPANSIVE, WITH ROOM FOR OTHER BEINGS.

- Tales from Zakhara tell of incredible clockwork men that are both capable of feeling and thought. At one time, they were merely novelties for a sultan's court, until their intelligence truly began to shine through. Some have even taken positions in royal courts, or perhaps conquests in the name of divine or political causes. Despite their semi-artificial nature, the genies might require their services where other mortals might falter. Some might even take up the mantle of Sha'ir in response to this new life of service, which the clockwork men are accustomed to throughout this desert region. Some, such as the Dao, might see a certain connection to the clockwork men and show a level of solidarity as well.
- The crafters of Lantan are renowned for their ability to create incredible works of arcane and mundane technologies. However, their creations were almost always kept in secret, hidden from a public that couldn't begin to understand. As a whole, while the Church of Gond encourages their knowledge over the raw arcane, the consequences of freely giving it away are unfathomable. Among their creations was a brand of mechanical spirit-infused beings. Among their people, they were referred to as "Gondsworke", named after the devoted worshipers of Gond Wonderbringer themselves, The Gondsmen. Over time, they began to question their insular island home and began to ponder the wider world of Abeir-Toril. Many denizens were apprehensive about them trying to leave, lest more prying eyes inspect the theocratic technocracy. Perhaps a Lantaneser Gondsworke
- The Ancient Netherese were known to make incredible wonders that were mostly lost to time. Among them are awakened constructs capable of having a soul. However, their purpose was far from known to most of the populous. While much of Netheril was content with the developments of their society, there existed an imperialistic cabal that wanted Toril united under a greater Netherese banner. Their goal was to create endless shock troops of soldiers who didn't need much care and could withstand far more than a mere human. Their warmongering goals were ultimately put to rest amidst Karsus' Folly. However, some of these forged remain buried and await orders from any would be conquerer.

- The Red Wizards of Thay have numerous off-site enclaves dedicated to all sorts of magical craft, if only to secretly fund their own agendas. "The Commissioned" were billed as an ethical alternative to slaves. However, the Red Wizards are more than happy to hunt down any Commissioned that become self-aware and desire freedom. Many of these Commissioned hide in neighboring lands, such as Rashemen. However, few of the locals genuinely understand their plight. In some instances, they try to push them away or report them to the Red Wizards in hopes of gaining some level of favor; despite the animosity that usually exists between the nations.
- Furthering the Forgotten Realms example example, the famous Candlekeep article, "[Wooley's Warforged](#)", is a good place to start. It details three different takes on the race, all within plausible Realmsian backstories. From ancient Narfell era battle constructs to dretch-based elven hunters to psycrystal manifestations.

EVEN IN DARKER SETTINGS LIKE RAVENLOFT, THEY COULD MANIFEST IN OTHER WAYS.

- The failure of Mordenheim and Adam is a legendary tragedy. That hasn't stopped copycat mad scientists from trying to forge their own artificially made life. The results, to their surprise, have been less likely to fight back... at first. While most of the creations border on stupid, some are smart enough to retaliate in much more cunning ways. The Unliving Guild in Lamordia formed from such experiments escaping. In reality, the group is a religious cult that worships Adam in secret, but avoids him out of extreme fear. They view the "First One" as a wrathful god. However, they seek to undermine any efforts that would slight Adam in his travels around his loathsome realm. Adam, himself, is well aware of this cult. However, their fearful reaction to him only deters him from trying to make further contact with them.
- The God Brain of Blutsapur always seeks to forge superior slave stock. The psycherforged are the perfect mixture of the very rock that surrounds this realm as well as incredible psychic power capable of creating life. However, the Dark Lords of Ravenloft are never given an easy out. These forged, horrified by their existence, quickly began to rebel in any way possible in hopes of escaping. Guards and slaves alike, confident in their ability to stop the augmented and superior creations, were torn asunder as the panicked constructs did whatever they could to flee the wrath of the powerful God Brain. While resting in pockets that are harder to detect, they've even found means of creating more, posing even more issue to the Dark Lord. However, their rampant paranoia puts them at odds, even with outsiders. They have a desire to destroy any creature that's not them, out of a twisted mix of self-preservation and unending fear.

- Count Strahd Von Zarovich, ever tired of losing his beloved at the hands of meddlers and rival interests, sought out any help he could gain. While no Mordenheim, Dr. Dorian Kraine proved to be a viable asset that lead to the creation of his "Stalker Golem", a hulking horror with the single minded goal of murdering anyone directly opposed to Strahd's goals. While other living constructs have souls of their own, the stalker is more of a soul container that gains more life energy as it devours more for its master, Strahd. Sometimes, it even allows the Count to harvest some of the souls for various rituals and personal power too. As for Kraine? He began to demand more from his powerful host, causing Kraine's own creation to turn on him. Now the creature lumbers around, looking for more enemies of Strahd to ruthlessly hunt down and rip apart with eerie efficiency.

ABOUT THIS BOOK

This book is a small collection of various Warforged NPCs, each based on various concepts in the Eberron campaign setting. Each monster is information on their place in the world, as well as their standard methods for handling combat. In addition, the book contains ideas on using the warforged in other campaign settings outside of its intended Eberron world. As the Wayfinder book (listed below) is updated, this document will likely be updated alongside it.

In terms of stats, most of these are based off of the current version of the DM's Guild document: [The Wayfinder's Guide to Eberron](#). Alternatively, the recent Unearthed Arcana articles on Eberron can be used for reference as well.



LAST WAR VETERAN

As the name implies, these warforged were frontline soldiers in the conflict that almost destroyed the entirety of the world. These warforged often lack a greater motivation in life, drifting around to see who needs them for what. They're unlikely to find comfort from other humanoid races, but that won't deter them from finding ways to work with them.

These wandering and estranged veterans either live on the fringes of society or dwell within adventurer guilds/mercenary groups. Some don't care and easily live off the land. Others are far less ethically inclined, they hold old battlefield codes of order and honor quite dearly, despite being glorified hitmen.

The Last War Veteran always fights tactically. Even off the field of battle, they're a little more quick to analyze a situation before rushing into it, even if the situation is more social. After all, rash action is what killed their compatriots during the Last War itself!

LAST WAR VETERAN

Medium humanoid (warforged), any lawful alignment

Armor Class 18 (integrated protection)

Hit Points 71 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances poison

Condition Immunities exhaustion

Senses passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP)

Living Construct. Even though the warforged was constructed, it is a living creature. The warforged are immune to disease. The warforged do not need to eat or breathe, but can ingest food and drink if they wish. Magic cannot put it to sleep. Instead of sleeping, they enter an inactive state for 6 hours each day. They do not dream in this state; they are fully aware of your surroundings and notice approaching enemies and other events as normal.

Martial Prowess (3/Short Rest). The last war veteran is capable of various feats of tactical combat. It is granted two maneuvers (detailed below). It may use either of them 3 times, before taking a short or long rest. The DC is (12).

- **Parry** - Use a reaction to reduce the damage done to you by 6 (1d8 + 2)
- **Riposte** - Use a reaction against a creature that misses in a melee attack, you may make a melee weapons attack and add 4 (1d8) to the damage.

Actions

Multiattack. The last war veteran makes two attacks with its melee weapons.

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

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

Battle Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



LORD OF BLADES DEVOTEE

Higher ranking cultists serving under the eponymous and nefarious "Lord of Blades". These fanatics seek to undermine and destroy anything non-warforged, all according to their master's wishes. In some sense, they embody the rage and frustration felt by the warforged from ages of mistreatment and abuse. It's no wonder the Lord of Blades seems appealing at first, even though his methods and ideologies are far from better.

While certainly more extreme than other worshipers of this cult, they're also among the most cunning. While many hang low within secret bases and closed off locations within the Mournland, others seek to directly infiltrate and subvert society at large; whether it's corrupting other warforged to take up their cause or undermining everyone else.

The Lord of Blades Devotee fights with an obsessive zeal, protect their master at all costs. Many will fight to the death, but some are cowardly and take part in the cult for their own gain. For the most part though, most devotees will blindly follow their leader's doctrine until they die.

LORD OF BLADES DEVOTEE

Medium humanoid (warforged), lawful evil

Armor Class 17 (integrated protection)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Saving Throws Intelligence +2, Wisdom +4
Skills Deception +4, Persuasion +4, Religion +4
Damage Resistances fire, psychic, poison
Condition Immunities exhaustion
Senses passive Perception 14
Languages Common, Dwarven, Giant, Deep Speech
Challenge 3 (700 XP)

Living Construct. Even though the warforged was constructed, it is a living creature. The warforged are immune to disease. The warforged do not need to eat or breathe, but can ingest food and drink if they wish. Magic cannot put it to sleep. Instead of sleeping, they enter an inactive state for 6 hours each day. They do not dream in this state; they are fully aware of your surroundings and notice approaching enemies and other events as normal.

Construct Mind, Construct Soul. The devotee has advantage on saving throws against being charmed or frightened.

Priest of War (2/Short Rest). You may use a bonus action to take the attack action instead.

Spellcasting. The devotee is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The devotee has the following cleric spells prepared:

- Cantrips (at will) : mending, sacred flame, thaumaturgy
- 1st level (4 slots): command, inflict wounds, repair construct**, shield of faith
- 2nd level (3 slots): hold person, magic weapon, spiritual weapon

** *Works like Cure Wounds but only heals constructs*

Actions

Multiattack. The devotee makes two dagger per round.

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

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

A DEVOTEE GIVEN THE GIFT OF FLIGHT.



ARTIFICE MASTER

Being able to endure far more than the average human of Khorvaire, the Warforged are able to push themselves when diving into schools of magical thought. Among the most popular and common is artifice. Through these techniques, the warforged can even become self-reliant, able to ensure its own survival through a variety of arcane and technical skills. Some find themselves in positions of leadership, also caring for the subjects that come to them as well.

The artifice master prefers a more passive or supportive role if possible. That doesn't mean it can't be an active combatant with its variety of spells. While less overtly aggressive, this master of artifice can prove to be a rather deadly companion, especially amongst its own kind. For those lucky enough, they might even be willing to teach potential students various secrets of artifice; thought to have been lost to the Last War.

ARTIFICE MASTER

Medium humanoid (warforged), lawful neutral

Armor Class 17 (integrated protection)
Hit Points 130 (20d8 + 40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Intelligence +9, Wisdom +6, Charisma +7

Skills Arcana +13, History +13

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from non-magical or non-adamantine weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 12

Languages Common, Dwarven, Elven, Giant, Gnome

Challenge 12 (8,400 XP)

Living Construct. Even though the warforged was constructed, it is a living creature. The warforged are immune to disease. The warforged do not need to eat or breathe, but can ingest food and drink if they wish. Magic cannot put it to sleep. Instead of sleeping, they enter an inactive state for 6 hours each day. They do not dream in this state; they are fully aware of your surroundings and notice approaching enemies and other events as normal.

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

Infusion (Recharge 4-6). The artifice master can use a bonus action to infuse one of their spells into an item or weapon, which an ally can obtain. The spell lasts inside the item for up to 1 minute. After that minute, the spell returns to the user.

Spellcasting. The Artifice Master casts spells like a 18th level spellcaster (+9 to hit, DC 17). The Artifice Master casts from the following spell list:

- Cantrips (at will): light, mending, mage hand, prestidigitation, shocking grasp (4d8)
- 1st level (4 slots): absorb elements*, catapult, detect magic, repair construct**
- 2nd level (3 slots): detect thoughts, heat metal, misty step
- 3rd level (3 slots): counter spell, fly, lightning bolt
- 4th level (3 slots): fabricate, fire shield, greater invisibility
- 5th level (3 slots): animate objects, creation, raise construct***
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): sequester
- 8th level (1 slot): maddening darkness*
- 9th level (1 slot): meteor swarm

Actions

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Reactions

Artificer's Shield As a reaction, the artifice master may call forth an enchanted mechanical shield, granting +5 against an enemy's attack roll. The shield lasts until that attacker's turn is done.

**From Xanathar's Guide to Everything*

***Works like Cure Wounds, but only heals constructs*

****Works like Raise Dead, but revives constructs*



WARFORGED TITAN

A massive creation of House Cannith, these earlier models are far bulkier and powerful than their later cousins. Unlike the warforged, they're mostly unintelligent and barely have the capacity for a soul. Most of the creation forges that spawned them were crushed amidst the war efforts.

The Titan is a massive brute, driven to throttle and smash all in its way. Or at least, all it is commanded to destroy. It serves no place in peaceful civilization. Even with its limited intelligence, the brutish creature is still aware of this.

WARFORGED TITAN

Huge construct (warforged), lawful neutral

Armor Class 20 (integrated protection)
Hit Points 172 (15d12 + 75)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Strength +10, Dexterity +7, Constitution +9

Skills Athletics +10, Perception +9

Damage Resistances cold, fire; bludgeoning, piercing and slashing from non-magical or non-adamantine weapons

Damage Immunities poison, psychic, thunder

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

Senses Darkvision 120ft., passive Perception 19

Languages Common, Dwarven, Giant

Challenge 14 (11,500 XP)

Living Construct. Even though the warforged was constructed, it is a living creature. The warforged are immune to disease. The warforged do not need to eat or breathe, but can ingest food and drink if they wish. Magic cannot put it to sleep. Instead of sleeping, they enter an inactive state for 6 hours each day. They do not dream in this state; they are fully aware of your surroundings and notice approaching enemies and other events as normal.

Magical Attacks. All attacks by the titan are considered magical when accounting resistances and immunities.

Reinforced Legs. The titan gains advantage on strength (athletics) and dexterity (acrobatics) for any checks involving jumping or climbing.

Savage Beatdown. The titan may use a bonus action to add an additional 10 (3d6) damage to one of its attacks once per round.

Weapons Variety. Select two of the available attacks listed below. That titan can use those. With an artificer present, it may swap out its weaponry during a long rest.

Actions

Multiattack. The warforged titan may make up to three attacks per round. (See also, *Weapons Variety*)

Crushing Slam. *Melee Weapon Attack:* +10 to hit, Reach 10ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage. The target must also make a (DC 18) Dexterity saving throw or be knocked back up to 15ft.

Needle hand. *Melee Weapon Attack:* +10 to hit, Reach 10ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Battlefield Axe. *Melee Weapon Attack:* +10 to hit, Reach 10ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Arcane Bombard. *Ranged Weapon Attack:* +7 to hit, Range 80ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage plus 4 (1d8) fire damage. All other creatures within a 15ft. radius must also make a (DC 15) Dexterity saving throw or take 5 (1d10) fire damage.



ADAMANT SOUL

Several Warforged that are trapped within the confines of Cyre do whatever to survive. Many fall to the forces of darkness, such as the Lord of Blades. In the case of others? They take up a more righteous crusade. This cause can be in the name of a divine belief or just the ideological cause of construct rights and liberation. In many ways, these warforged warriors are akin to some of the greatest of paladins to hail from factions such as The Church of the Silver Flame.

Adamant Souls usually put their allies first, even in the heat of battle. To them, defending the weak and especially supporting their own takes precedence. However, when faced with a battle against a minion of the blades or one of the horrid abominations of the Mournland, the adamant soul will not back down from the fight.

Adamant Soul

Medium humanoid (warforged), lawful good

Armor Class 18 (integrated protection)
Hit Points 93 (11d8 + 44)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dexterity +5, Wisdom +4, Charisma +6

Skills Insight +4, Perception +4, Religion +3

Damage Resistances poison

Damage Immunities radiant

Condition Immunities charmed, frightened, exhaustion, paralyzed

Senses passive Perception 14

Languages Common, Celestial, Dwarven, Giant
Challenge 6 (2,300 XP)

Aid Others. The adamant soul may use its bonus action to heal its allies within 5ft. of it. It has a pool of 50 hit points that it can heal allies with, in increments of 5 per use. Taking a long rest replenishes the pool back to full.

Construct Advocate. The adamant soul is an advocate for warforged and various true constructs everywhere. It gains double proficiency to charisma checks when defending or promoting these creatures.

Living Construct. Even though the warforged was constructed, it is a living creature. The warforged are immune to disease. The warforged do not need to eat or breathe, but can ingest food and drink if they wish. Magic cannot put it to sleep. Instead of sleeping, they enter an inactive state for 6 hours each day. They do not dream in this state; they are fully aware of your surroundings and notice approaching enemies and other events as normal.

Smite Corruption. As a bonus action, the adamant soul can smite a creature that it hits with an attack. This deals an extra 9 (2d8) radiant damage. If the creature is an aberration, a construct or undead, it deals another 4 (1d8) damage on top of that.

Actions

Multiattack. The adamant soul may make two attacks per round.

Empowered Maul. *Melee Weapon Attack:* +8 to hit, Reach 5ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. This weapon counts as a +1 magical weapon.



CADAVER COLLECTOR

It's unknown who made such a creature; House Cannith, Karnath, some deranged and opportunistic cabal of artificers and necromancers? No matter the case, these macabre and grisly creations of the Last War harvest the corpses of soldiers on a battlefield. Most common in Cyre, they can be found elsewhere when a great conflict arises. Fortunately, nothing of note has happened yet.

Cadaver Collectors aren't known for being inherently aggressive, unless they are kept from doing their job. More often than not, they will attempt to subdue the hostile and pin them, like they would with the corpses that they come across.

Cadaver Collector

Large construct (warforged), lawful neutral

Armor Class 16 (integrated protection)
Hit Points 188 (17d10 + 85)
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dexterity +4, Charisma +4

Skills Acrobatics +4, Athletics +10

Damage Resistances cold, fire, necrotic

Damage Immunities lightning, poison; psychic, bludgeoning, piercing and slashing from non-magical or non-adamantine weapons

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

Senses Darkvision 120ft., passive Perception 12

Languages Understands Common, does not speak it

Challenge 15 (13,000 XP)

Immutable Form. The cadaver collector is immune to any spell or effect that would alter its form.

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

Magic Weapons. The cadaver collector's weapon attacks are magical.

Impale. When the Cadaver Collector attacks a grappled, stunned, or paralyzed target or has a target grappled, it can also try to impale the target as a bonus action. The target must make a (DC 18) Dexterity saving throw. Failure results in the target taking 23 (4d8 + 5) piercing damage. Furthermore, the creature is restrained. When the creature starts its turn stuck on the spike, it takes another 9 (2d8) piercing damage. These spikes count as a magic weapon for the sake of the Magical Weapons ability.

Actions

Multiattack. The cadaver collector can make three melee attacks per round.

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

Spiked Gauntlets. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage. As a bonus action, the Cadaver Collector may attempt a grapple.

Paralysis Breath (Recharge 5 or 6). The Cadaver Collector uses an action to exhale a 25 ft. cone. All affected creatures must make a (DC 18) Constitution saving throw or become paralyzed by the gas. Victims get a new saving throw at the end of their turn.

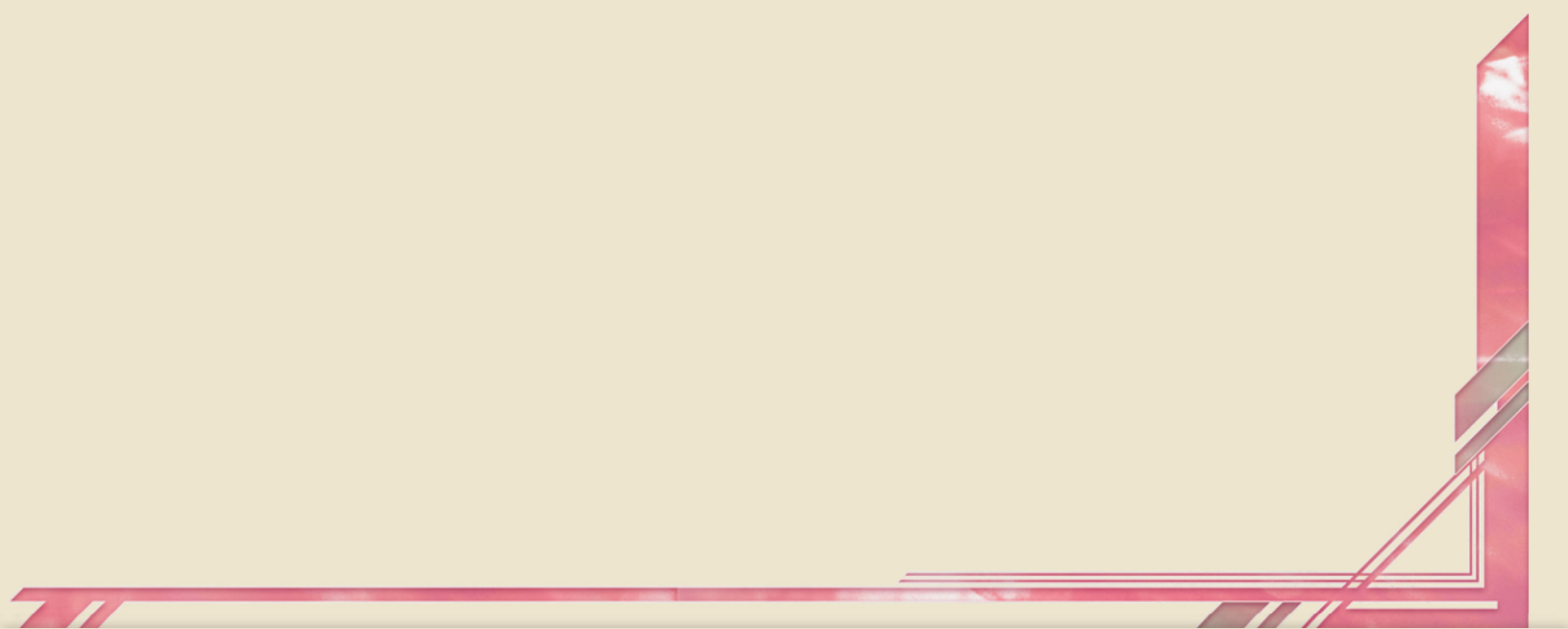
Haven't I seen this before?

My take on the cadaver collector well predates the official publishing in Mordenkainen's Tome of Foes. I wanted to include this version, as I branded it as a type of warforged when I originally wrote it. So, here's my take on the creature, more or less. It like seems great minds think alike, no?





**Another satisfied reader,
thanks to Doctor Necrotic!**



CREDITS:

- Eberron is property of Wizards of the Coast and is created by Keith Baker.
- Conversions by Brian Rubinfeld (alias "Doctor Necrotic") of [Doctor Necrotic Media](#)
- Various Warforged alternate backstories are inspired by "Origin Stories" by Bruce R. Cordell ([Dragon Magazine 371](#)).
- Created with GM Binder.

IMAGE CREDITS

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- Warforged Work Crew - Steve Prescott
- Silver Tracery - Franz Vohwinkel
- Warforged Wizard - Steve Prescott
- New Magic Items - Eric Deschamps
- Unseen Craftsman - Howard Lyon
- Warforged Titan - Mark Tedin
- Smite Construct - Steve Prescott
- Cadaver Collector - Steve Prescott
- The Bogle's Book - Stewart Orr

LEGAL MATTERS

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