



Sora Esma's Tome of Urban Legends



13 ACROSS EBERRON FOLKTALES
BY JARROD TAYLOR

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Author's Note: For anyone curious to decipher (or reproduce) Esma's note about the Little Overlord, check out the [Infernal Font](#) on the DMsGuild and support Extra Life.

Sources: Spells marked with ^{XGE} appear in *Xanathar's Guide to Everything*. All other spells are found in the *Player's Handbook*.



**An Across Eberon
Production**

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ON THE COVER

Once upon a story
and twice upon a time,
The fabler Sora Esma
sets down to spin a rhyme.
As daylight wanes to sunset
and brightness turns to gloam,
She picks a fairy story from
her ancient weathered tome...



Disclaimer: Fear not, children, for the malefactors and legends bound to these pages could not harm you while you peruse their tales. Why, you are completely safe... though wasn't your shadow a little longer just moments ago?

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VERSION 1.0



Once Upon a Time...



HE REALM OF THELANIS IS WOVEN with stories, each of which echoes on the Material Plane in a dizzying array of fairy tales and urban legends. While scholars and sages might dismiss these as fantastical archetypes, the wisest—and most long-lived—know that every story has a spark of truth. Wisest of all are the children, who earnestly watch their shadows lest Gray-Hand Jack steal them away.

Sora Esma's Tome of Urban Legends provides Dungeon Masters with thirteen new fascinating, macabre, and eerie legends for the world of Eberron. For a deeper discussion of the role of fables and folktales in the world of Eberron, read the "Thelanis" section in chapter 5 of *Exploring Eberron*, which introduces eight archfey whose stories are told and retold throughout the planes.

There Lived an Old Woman

Sora Esma is a grandmother green hag who usually appears in the form of an aged hobgoblin. The crone has traded in tales and legends for centuries, gathering many fantastical stories during her travels—a sampling of these are presented in this supplement. These tall tales might be mere myth—or there may be truths in the peddler's legends, awaiting the right heroes to seek them out...

As a daughter of Thelanis, Sora Esma might have stranger and darker motives for keeping these stories alive, but urban legends can grow beyond the plane of stories to take on a life of their own.

You can learn more about Sora Esma (and enjoy a wealth of flavorful trinkets and curios) in *Sora Esma's Cart of Wonders*, *Sora Esma's Cart of Otherworldly Wares*, *Sora Esma's Cart of Reliquaries*, and *Sora Esma's Cart of Eventide Treasures*, all available on the Dungeon Masters Guild.

Who Liked to Tell Stories

These tales may not all originate from Thelanis, but they are perpetuated and circulated by agents of the Realm of Stories. Characters who pursue these entities with magics like *legend lore* may find that in turn, these tales take notice of *them* and might seek out such curious adventurers to further the telling of their narratives.

*Little Jorasco come and play,
until the Wyvern stings.
Little Jorasco fade away,
succumb to poisoning.
Little Jorasco heal the sick
and tend thee to the ill.
Little Jorasco cut the wick
or burn away ye will.
Little Jorasco so carefree,
an escapading lark.
Little Jorasco now empty,
scoured by the Wyvernmark.*

~Sora Esma reciting a children's rhyme



True or False?

It's likely that not every urban tale in this book is true in your Eberron. Rather, you can add mystery and intrigue to your game by seeding the world with rumors of many things-that-go-bump-in-the-night, then let the interest of your players (and the fears of their characters) guide you on which myths might actually be frightening truth.

The first page of each urban myth is designed to be shared with your players if you so choose. When you start your campaign, consider giving each player an urban myth or two that their character heard time and time again during their childhood; ask them to decide how their character feels about it. Are they persuaded the tales of the Wyvernmark are childhood nonsense? Fearful a lost loved one fell to the clutches of the Weeping Widow? Or determined to find the real truth about Madame Khyber—landing the biggest Sharn Inquisitive scoop of the decade—or die trying?

Every tale has a thousand variations. For each legend in this supplement, the Dungeon Master is given multiple options for how they might portray that story's figurehead, as well as an adventure hook. There is no single correct way to represent these legendary figures—in fact, parties may even face differing versions of the same entity across their adventuring careers!

Fatal Flaws

Each stat block contains a “Weaknesses” section, presenting one or more flaws that fit that storybook figure's narrative. Characters familiar with these tales may know of Grandmother Ghallanda's insatiable appetite or the Conductor's reluctance to strike an Orien heir. Dungeon Masters should allow characters to uncover these flaws with research, Intelligence (History) checks, or perhaps even memories from their childhood or other aspects of their background. Reward players for their efforts and feel free to use a tale's weakness effectively—if the party thinks they are facing the Face Eater in the form of the Harlequin Apprentice, but they encounter the Mask of Metrol instead, you can adjust the storybook weakness.



“Gather round, grandchildren, and Sora Esma will tell you a tale. Sit close to the fire, may its light chase back the shadows where dark things creep.”

From an overladen barrow cart, the bent hobgoblin draws a large book—the size and weight should prove a struggle, but she hefts it with ease. Yellowed pages are marked with ribbon and string, the leather binding cracked and worn with age, but the book holds together. Setting herself down with the book upon her lap, Sora Esma opens the vast tome and thumbs through the pages.

“Shall I tell the story of the Forgotten Kunderak Warden... or perhaps recount the marvels of Daashor Dark? No? Ah... here we are, I have just the one...”

The Baker

*If you need fixin'
please head to the kitchen,
The Baker is mixin' up dreams.
He adds in a dash
of Charm from his stash,
And swirls in the
cache with the creams.*

*All sweet and healthy
with a smidgeon of Wealthy,
He pours rather stealthy his pies.
A perfect confection
of Fame and Affection,
Persona resurrection
his delectable prize.*

*For adequate price
from Surly to Nice,
Your vice to virtue he'll bake.
But if you can't pay,
the gifts fade away
And much more he may
opt to take.*

An enigmatic figure, the Baker is said to be able to add immaterial wishes and desires into the gourmet meals he makes, cooking with ingredients like fortune or luck, and spicing up his confections with jealousy or harmony. Legend holds that the Baker cooks up fame, serves desire, and roasts a portion of immortality, but every meal has a price and there are no free samples.

Regional Retellings

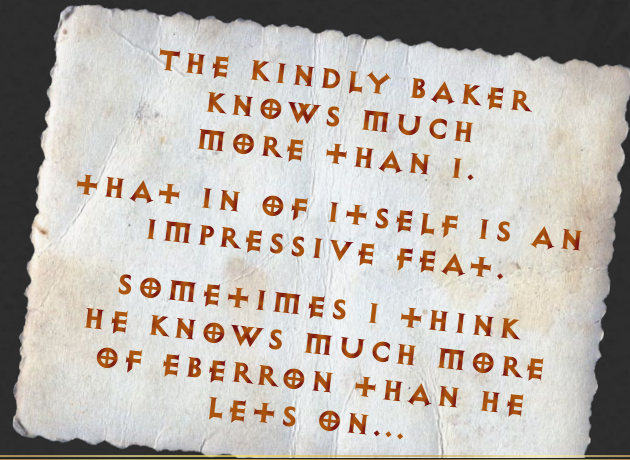
Much to the puzzlement of scholars, tales of an entity like the Baker appear throughout each one of Eberron's cultures, and records suggest this has been the case since time immemorial. Despite his ubiquity, however, the details vary from telling to telling.

- In southeastern Khorvaire, on the mysterious Dragonwatch Isles, legend holds that an elf bakes their fantastical wares for any who can find him. Some say he is a former student of the infamous Maza Thadian of Sharn's Oaks restaurant, while others whisper that Maza learned her expertise from this culinary recluse.
- Patrahk'n is an unremarkable settlement of the Marches. Nestled along the Blackwater River, it has little to offer—save for an orc baker whose unique kingcakes offer more than a simple trinket to the lucky person who finds a prize within their slice.
- Travelers in the Towering Wood of the Eldeen Reaches may stumble on a lone cottage. The Baker who resides here is rumored to have knowledge of the Twilight Demesne, and his baked desserts are whimsical and otherworldly.



The Dragonwatch Confectioner

Many dragons hoard, and he is no different. Instead of coins or gems, this red drake hoards baked delicacies and desserts, pouring spellwork into his craft. In elf form, he plies his trade and pushes his efforts to new limits.



The Dragonwatch Confectioner

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Elvish
Challenge 10 (5,900 XP)

Just Desserts. The Confectioner possesses a bounty of magical tarts, pastries, and other baked goods. As an action, the Confectioner or any creature possessing one of his desserts can consume a dessert to cast the spell that dessert has been imbued with, requiring no components. Spells cast in this way use the Confectioner's spellcasting ability (Charisma, spell save DC 16), and must target the consuming creature or its space unless otherwise stated. Any consumed desserts reappear in the Confectioner's possession at dawn. If the Confectioner dies, all remaining desserts lose their magic in 1d4 days.

Limitless desserts: *barkskin*, *bless*, *faerie fire*, *goodberry*
3 desserts/day each: *cure wounds*, *enhance ability*, *pyrotechnics* (targets the dessert as if it were a flame)
1 dessert/day: *haste*

Legendary Resistance (1/day). If the Confectioner fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The Confectioner makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 5-6). The Confectioner exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Change Shape. The Confectioner magically polymorphs into a humanoid (elf), or back into his true red dragon form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (the Confectioner's choice).

In a new form, the Confectioner retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Rolling Pin (elfform only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage. Any creature struck by the rolling pin must succeed a DC 16 Dexterity Saving throw or be illuminated by glittering sprinkles as if targeted by a *faerie fire* spell.

LEGENDARY ACTIONS

The Confectioner 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 Confectioner regains spent legendary actions at the start of his turn.

Too Hot to Handle. The Confectioner chooses a manufactured metal object, such as a metal weapon or suit of metal armor, that he can see within 30 feet of him. The object briefly glows red-hot and any creature in physical contact must succeed on a DC 16 Constitution saving throw or take 9 (2d8) fire damage and drop the item if it is able to do so.

Stoke the Oven (Costs 2 Actions). The Confectioner uses his Fire Breath. He can use this legendary action even in elf form.

Kneading Dough (Costs 3 Actions). The Confectioner animates a pinch of dough which quickly grows into a gray ooze in an unoccupied space within 5 feet of the Confectioner. The ooze is under the Confectioner's control and acts immediately after the Confectioner in the initiative order.

WEAKNESSES

Burnt and Ruined. Although the Confectioner is immune to fire damage, any time he would take fire damage, he must instead make a DC 20 Constitution save, gaining one level of exhaustion on a failed save.



The Blackwater Baker

Long ago, this djinn turned from the Azure Sky to walk among the mortals of Eberron. Taking the form of a jolly orc, he bakes to make wishes come true.

The Blackwater Baker

Medium elemental (orc), neutral good

Armor Class 17 (natural armor)

Hit Points 147 (14d8 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

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

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Common, Orc

Challenge 11 (7,200 XP)

Elemental Demise. If the Baker dies, his body disintegrates into a warm muffin-scented breeze, leaving behind only the equipment the Baker was wearing or carrying, along with a cloud of cinnamon dust.

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

At will: *detect evil and good*, *detect magic*, *disguise self* (8-hour duration), *gust* (always smells of baked goods), *thunderwave* 3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *creation* (edible matter only), *gaseous form* (appears to be powdered sugar), *invisibility*, *major image*, *plane shift*

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

King's Wishes. Once per month, the Baker can create a special king cake. A creature who uses an action to consume this cake has a 50% chance of finding a trinket inside (the trinket, once found, can sometimes be larger than the cake). Any creature who is not a genie who finds this trinket is granted a wish by the

Baker. To be granted a wish, the creature states a desired effect. The Baker can then cast the *wish* spell on the creature's behalf to bring about the effect. A creature can only benefit from this boon once in its existence.

When the Baker is first encountered, he always has at least one king cake with him.

Riled. As a bonus action, the Baker can move up to his speed toward a hostile creature that he can see.

ACTIONS

Multiattack. The Baker makes three Baker's Peel attacks.

Baker's Peel. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 3 (1d6) fire or thunder damage (Baker's choice).

Whirlwind of Spice. A 5-foot-radius, 30-foot-tall cylinder of swirling spices magically forms centered on a point the Baker can see within 120 feet of him. The whirlwind lasts as long as the Baker maintains concentration (as if concentrating on a spell). Any creature but the Baker that needs to breathe that enters the whirlwind must succeed on a DC 18 Constitution saving throw or begin sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. The Baker can move the whirlwind up to 60 feet as an action, and creatures incapacitated by the whirlwind move with it. The whirlwind ends if the Baker loses sight of it. As long as a creature is conscious, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature can use its action to free another creature incapacitated by the whirlwind by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer incapacitated or suffocating and moves to the nearest space outside the whirlwind.

WEAKNESSES

Patty Cake. If a creature who finds a trinket in the Baker's king cake offers it to the Baker instead of making a wish, the Baker takes the trinket and is banished to the Gold Ash kitchens in the City of Brass on Fernia for 1 year.

The Muffinairy

On perpetual vacation from Thelanis, this laid-back eladrin has found his niche in mortal tampering. He is often unaware of when his mischief crosses the line into maliciousness.

The Muffinairy

Medium fey (elf), chaotic good

Armor Class 16 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Int +6, Cha +9

Skills Perception +7, Stealth +7

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 12 (8,400 XP)

Always Hungry. Any non-fey creature that starts its turn within 60 feet of the Muffinairy must make a DC 15 Constitution saving throw. On a failed save, the creature suffers one level of exhaustion. On a successful save, the creature becomes immune to this trait for 24 hours. Any levels of exhaustion caused by this trait are removed when the Muffinairy dies.

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

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

Spellcasting. The Muffinairy is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The Muffinairy has the following spells prepared:

Cantrips (at will): *create bonfire, dancing lights, druidcraft, mage hand, prestidigitation, vicious mockery*

1st level (4 slots): *goodberry, faerie fire, grease, Tasha's hideous laughter, ray of sickness*

2nd level (3 slots): *blur, cloud of daggers* (pastries that deal bludgeoning damage)

3rd level (3 slots): *create food and water* (tasty sweets, juices, and desserts instead of bland food), *spirit guardians* (pixies)

4th level (3 slots): *fabricate* (edible only), *sickening radiance*

5th level (2 slots): *animate objects* (Tiny desserts only), *mislead*

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

Sugar and Spice (Recharge 4-6). As a bonus action, the Muffinairy can teleport up to 30 feet to an unoccupied space he can see. He leaves sparkles of sugar in the space where he teleports from.

ACTIONS

Cookie Crumbles. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the target must succeed on a DC 17 Charisma saving throw or become restrained and begin to turn into gingerbread. It must repeat the saving throw at the end of its next turn. On a successful save, the effect ends. On a failed save, the creature is petrified for 24 hours.

STORY HOOK

Vakanna Londurak survived the Mourning, but she was stricken with a terrible curse—every year she fades a little more, becoming closer to a shade. She has heard that a certain Baker in the Reaches can fix her a sweet that will tether her back to the world, and she implores brave souls to make the journey on her behalf to seek him out.

Simple Pieman. *Ranged Spell Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 8 (1d6 + 5) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or fall prone and be incapacitated with laughter until the start of its next turn.

Bad Raisins (Recharge 5-6). The Muffinairy tosses a handful of magical raisins in a 15-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Muffinairy 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 Muffinairy regains spent legendary actions at the start of his turn.

Spoil Your Supper. The Muffinairy makes a Cookie Crumbles or Simple Pieman attack.

Gingersnaps (Costs 2 Actions). The Muffinairy snaps his fingers. A humming melody fills the air, vibrating his baked wares and cookies. Any creature petrified by the Muffinairy's Cookie Crumbles attack that is within 10 feet of him must make a DC 17 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

Follow the Recipe (Costs 3 Actions). The Muffinairy casts a spell from his list of prepared spells, using a spell slot as normal.

WEAKNESSES

Delicious. The Muffinairy is vulnerable to any damage dealt by a creature's bite attack. If a bite attack reduces the Muffinairy to 0 hit points, he dies and transforms into a freshly baked chocolate chip cookie. There is a 50% chance that the chocolate chips are an illusion and it is actually a nefarious oatmeal raisin cookie.

LAIR ACTIONS

When fighting inside his lair, the Muffinairy can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Muffinairy can take one lair action to cause one of the following effects; he can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row:

- The Muffinairy calls forth a swarm of ravens. This swarm lasts until the Muffinairy uses another lair action. The swarm of ravens appears in an unoccupied space within 30 feet of the Muffinairy and obeys the Muffinairy's commands.
- A cloud of sprinkles swirls about in a 20-foot-radius sphere centered on a point the Muffinairy can see within 120 feet of him. The cloud spreads around corners. Each creature in it must succeed on a DC 17 Constitution saving throw or be blinded 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.

The Conductor

*The bell at the station
rings in the hour,
Though which, who can
tell in the haze?*

*A lantern a'swinging
cuts through the dour,
A beacon through
foggy malaise.*

*A whistle blows thrice
to signal the roster,
Tickets out for
Conductor to tear!*

*Beware in the fog
this ghastly imposter,
For this ride, your
life is the fare...*



In the 811th Year of the Kingdom, Houses Cannith and Orien unveiled a new advance in elemental binding technology that altered the course of transportation—the lightning rail. It was not long before mysterious circumstances started to circulate around this new innovation and superstitions abounded. Stories say that one tragic figure in the lightning rail's history is a late Orien heir whose name has been lost over time, known simply as the Conductor. An unfortunate accident (or well-executed plan) cost the Conductor their life one foggy morning. Caught between rail-cart and conductor stone, they were sadly brought to an untimely demise. The Conductor now haunts the rail network, luring other unfortunate passengers to their doom.

Regional Retellings

The urban tale of the Conductor is primarily known to citizens of the Five Nations, though residents of Greater Khorvaire may be familiar with it as well. Here are three of the most popular versions of the story:

- On the original tracks between Fairhaven and Flamekeep, travelers often speak of a glowing green lantern spotted at night near rail stations and oft-used trade roads. Wayward folk who follow the hypnotic beacon tend to be lost in the fog forever.
- Passengers on lightning rail carts recount seeing a kindly old Orien heir who wakes commuters to check their tickets. When tickets are misplaced or lacking, stories say the cart rapidly fills with mists as the Conductor becomes unhinged and enraged, becoming something else while consumed by anger, and when the fog clears, both conductor and passenger are gone.
- On the severed lines running through the desolate Mournland, scouts report an unfortunate Orien still oversees the broken stations and walks the sun-dered stoneways. Tethered to the twisted conductor stones, the Orien phantasm has a dark symbiosis with the malevolent **Frightening Rail** (presented in *Codex Sibera 2: Planes & Prophecy*). The two may be encountered together.

The Conductor

ONCE I WAS
HALFWAY +
PASSAGE BEFORE
THIS FINICKY
INSPECTOR SAW
THROUGH MY
BARROW'S +VINE
DISGUISE...

I HAVE +ILL NEVER
FORGIVEN +HEM
FOR MAKING ME
RIDE IN LUGGAGE.

The Virescent Beacon

A floating lantern glows with a haunting green light. A grinning skull shines where flame should dance and wisps a trail after the beacon. The lantern exists to lure hapless victims to their folly, finding sole delight in the demise of others.

The Expeditious Escort

For a moment this figure appears to be an elderly human, bedecked in the uniform of an Orient stationed on the lightning rail, but its features twist in agony, its body coalescing into a growing fog that swirls in patterns of the Mark of Passage. It surely wants what is best for House Orient—it's just a shame that its intentions are only known to itself.

STORY HOOK

Several lightning rail departures in Vathirond have been delayed by unnatural fog. Would-be passengers have disappeared, and House Orient does not believe they have simply been dissuaded by inclement weather. The house is offering a free roundtrip ticket to anywhere on the line to any adventurers who help sort out the dilemma.



The Virescent Beacon

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Beacon's Lure. The virescent beacon emits a roiling mist of twisting colors and patterns while it isn't incapacitated or invisible. Each creature that can see the beacon and starts its turn within 20 feet of it must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed until the end of the virescent beacon's next turn. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The effect ends for a charmed creature if the virescent beacon moves more than 10 feet away from it, if the creature can no longer see the virescent beacon, or if the creature takes damage.

Consume Life. As a bonus action, the Conductor can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the Conductor regains 10 (3d6) hit points.

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

Variable Illumination. While visible, the Conductor sheds bright green light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The Conductor can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Extend Lure. The virescent beacon chooses one creature currently charmed by its Beacon's Lure ability. The duration of that effect on that target extends until the end of the virescent beacon's next turn.

Invisibility. The Conductor becomes invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WEAKNESSES

Snuffed Candle. The Conductor takes 21 (6d6) necrotic damage when it starts its turn in magical darkness.

The Expeditious Escort

Medium construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +5

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

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

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

ACTIONS

Multiattack. The Expeditious Escort makes two Ticket Ripper attacks.

Ticket Ripper. *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6+5) slashing damage.

Living Cloudkill (Recharge 5-6). The Expeditious Escort creates a 40-foot-diameter sphere of fog within 60 feet of it (the fog spreads around corners). When a creature enters the fog for the first time on a turn or starts its turn there, it must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

The fog moves 10 feet away from the Expeditious Escort at the start of each of its turns, rolling along the ground and through openings. The fog lasts for 10 minutes or until the Expeditious Escort's concentration ends (as if concentrating on a spell).

WEAKNESSES

Right on Schedule. Any creature whose speed is magically increased has advantage on attacks against the Expeditious Escort.

The Grim Conductor

This human is rail thin. The only bit of color on their pallid skin is the glowing lines of the Orien dragonmark, casting the heir in an eerie malaise. Tethered to the rail in life and death, it strives to add permanent additions to the ghostly voyage it is perpetually bound to.

The Grim Conductor wields a lantern with mastery, bearing its light against any it perceives to be enemies of the House of Orien. Those who stand in their way are often bound into service as wisps or welcomed aboard the Frightening Rail. Forever.

The Grim Conductor

Medium undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +9, Int +7, Cha +10

Skills Perception +13

Damage Vulnerabilities radiant

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning

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

Senses darkvision 60 ft., passive Perception 23

Languages Common

Challenge 13 (10,000 XP)

Beacon of Orien. The Conductor sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The Conductor can alter the radius and color as a bonus action.

Conductor's Compass. The Conductor can perfectly recall any path it has traveled. It automatically succeeds on any ability check made to navigate a maze or similar effect.

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

Innate Spellcasting. The Conductor's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, expeditious retreat, misty step*

3/day each: *blink, dimension door, lightning bolt*

1/day each: *chain lightning, hold monster*

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

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

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

ACTIONS

Multiattack. The Conductor makes two attacks, only one of which can be a Snuffing the Candle of Life attack.

Beacon's Light. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) lightning damage.

Snuffing the Candle of Life. The Conductor emits eerie misty light from its lantern in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 19 (4d6 + 5) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, a creature has its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a will-o'-wisp under the Conductor's control, unless the humanoid is restored to life or its body is destroyed. The Conductor can have no more than thirteen will-o'-wisps under its control at one time.

LEGENDARY ACTIONS

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

Light the Way. The Conductor makes one Beacon's Light attack. **No Ticket.** The Conductor attempts to push a creature within 5 feet of it in a direction of its choosing. The Conductor makes a Charisma check with advantage contested by the target's Strength (Athletics) check. If the Conductor succeeds, it pushes the target up to 30 feet.

Orien's Favor. The Conductor moves up to its speed without provoking opportunity attacks.

All Aboard (Costs 2 Actions). The Conductor attempts to send up to 5 creatures that it can see within 60 feet of it into the labyrinthine demiplane within the Frightening Rail. Each target must succeed on a DC 18 Charisma saving throw or be banished for 10 minutes. A banished creature can attempt to escape the maze of luggage and phantasmal passengers early by using its action to make a DC 18 Intelligence check. Minotaurs automatically succeed on this check. On a successful check, the effect ends early for that creature. When the effect ends, each target reappears in the space it left or in the nearest unoccupied space.

WEAKNESSES

Safe Passage Home. The Conductor will not willingly attack any creature appearing to bear a Dragonmark of Passage, unless the Conductor has less than half of its hit points and the dragonmarked creature has dealt damage to it.

Sunlight Weakness. While in sunlight, the Conductor has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Drowned Jeana

*Away within the marshes,
beneath the hollow glen
There lived a lovely maiden,
Fair, Jenny of the Fen.*

*Herbalist and healer
beyond the village walls,
Few dared pay her visit
and seldom heard her calls.*

*She sought across the mire
for songs or strange advice;
Many knew her name,
but fewer knew her price.*

*An answer for a story,
or gossip far from town—
Those who would not pay
were slated next to drown.*

*The wayward and forgotten,
lost upon bog track,
Their flesh for Jenny's supper,
their bones within the brak.*

*Bent to peg-a-lanterns,
drowned, Jenny's spirits cast
Luring meals and victims,
til two trine and one have passed.*



For ages, a figure has lurked at the fringes of civilization, inhabiting the unwanted lands and practicing strange magics. The flora and fauna of the fetid swamps reveal to her new methods of healing and secrets in vision and prophecy. She wears many faces and answers to many names, and there are always those too enraptured by what she offers to bother discerning her ruse. Despite her disguises, some believe these legends all speak of the same woman, Drowned Jeana—who offers wisdom and power for a price too horrific to name, a bargain that cannot be unmade.

Regional Retellings

Fair Jenny's name is whispered throughout rural communities of Khorvaire, especially those in wetlands, from Q'barra to the Shadow Marches. Similar tales are found worldwide, whether legends passed down by shifter tribes on the Tashana Tundra or ghost stories told by smirking explorers in the jungles beyond Stormreach.

- Goblins speak of the mysteries of the Gatelands, the sloughlands of the orcs commonly called the Shadow Marches. Mothers warn their children of Drowned Jeana, a fearsome swamp witch who eats the tongues of misbehaving children to steal their secrets.
- Sailors sing about a bewitching sorceress in the easternmost part of Khorvaire, Jenny of the Fen, who resides in the deepest parts of the Basura Swamp. Superstitions say that Jenny is trapped by some ancient curse, waiting for a brave corsair to risk the dangers of the swamps to free her.
- The Moor Nan bends her knee to no monarch of any Faerie Court, but acts on her own whims as she has done since time immemorial. A beguiling witch, the Moor Nan knows more secrets than most libraries have pages for. Whispered stories tell of how she bides her time until Thelanis brushes against Eberron once more, when her expertise lures the unprepared into her traps and her legend spreads for another seven years.

Jeana's Crocodilian Hut

Wherever Drowned Jeana goes, her home travels with her. Her abode is an amalgam of cottage and crocodilian, and it leaves many bones in its wake—those of would-be trespassers who thought the building a simple shack. Only Jenny of the Fen knows its true name, and her home is fiercely loyal to her.

*Deep in the swamp
sets a ramshackle den,
Herbs on the sill
and an alligator grin,
If you dare thieve
The Moor Nan's shack
You might be gulped
As its savory snack.*

The Quagmire Witch

The anchor baron known as Drowned Jeana rules over the Sunken Glade, a barony in Thelanis composed of a seemingly endless fetid swamp with many forgotten edifices and relics mired in the bog. It is here that she is often found, playing out her story over and over with lesser members of its supporting cast.

Once upon a time—or so the story goes—a young woman thirsted after dark mysteries. With each telling, what and why Fair Jenny sought changes, but in every tale, her pursuit leads to a small swamp shack where an aging crone promises all that she seeks. But first, Jenny must wade into the water and gaze at her reflection, unflinching, until the answers come to her—“for the waters connect all, child.” And so Jenny does; her feet sink slowly into the hungry mud, but her gaze never falters. Gnarled roots twist around her figure, but her gaze never falters. As her head slips below the surface and water fills her lungs, Jenny finds her answer. When she rises—some say seven minutes later, seven or hours, or seven years—the old crone is gone, leaving behind the curious hut with scaly legs and a tail. And so Drowned Jeana repeats her endless story within the swamp, becoming a feared and powerful witch, sought by those who thirst after dark mysteries. Her price for most is a mere story; if they can't pay, she satisfies her hunger regardless. And once a generation or so, a young woman comes in search of something only the waters can give.

The Moor Nan is often drawn—along with her scaly hut—through manifest zones into Eberron, where her presence soon finds inquisitive mortal-folk a'calling, drawing the curious into her bog and often into their doom. Like many things in the swamplands, Jenny is deceptive and she uses whatever guises and guile at her disposal to feed her hunger for wisdom and flesh. The Sunken Glade bleeds through manifest zones in those marshy forgotten places in Eberron: the Shadow Marches, Q'barra, any place where life struggles against the ever-present threats of drowning, where the waters connect all things—both living and dead.

Green Jenny

This gaunt hag has mottled skin like a frog, slick with the damp of the swamps she calls home. Her claws are gnarled bark, and her hair is stringy matted lichen. The esoteric knowledge of the swamps is her burden, those secrets that are meant to remain hidden—and drowned.

Green Jenny

Medium fey (archfey), neutral evil

Armor Class 18 (natural armor, 20 while underwater)

Hit Points 297 (35d8 + 140)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	18 (+4)	22 (+6)

Saving Throws Con +10, Wis +10, Cha +12

Skills Arcana +9, Deception +18, Perception +10, Stealth +14

Damage Vulnerabilities bludgeoning, piercing, and slashing from stone weapons

Damage Resistances acid, cold, psychic

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 20

Languages Common, Draconic, Goblin, Sylvan

Challenge 18 (20,000 XP)

Amphibious. Green Jenny can breathe air and water.

Curse of the Drowned (2/Day). If Green Jenny fails a saving throw, she can choose one creature within 30 feet of her that is currently suffocating to suffer the effects of the failed saving throw instead of her.

Drowning Miasma. Green Jenny is surrounded by a humid, cloying miasma. A creature that can't breathe underwater that starts its turn within 30 feet of Green Jenny must make a DC 20 Constitution saving throw. On a failed save, the affected creature can't hold its breath and starts to suffocate. A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. Jenny can use a bonus action to either start or stop emitting this miasma.

Inscrutable. Green Jenny is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Green Jenny's intentions or sincerity have disadvantage.

Mantle of Foam. While underwater, Green Jenny adds 2 to her natural armor.

Mimicry. Green Jenny can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

Spellcasting. Green Jenny is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *shape water*, *vicious mockery* (4d4 psychic damage)

1st level (4 slots): *create or destroy water*, *entangle*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *hold person*, *spike growth*

3rd level (3 slots): *bestow curse*, *counterspell*, *gaseous form*, *lightning bolt*

4th level (3 slots): *locate creature*, *phantasmal killer*, *polymorph*

5th level (2 slots): *cloudkill*, *insect plague*, *screaming*

6th level (1 slot): *eyebite*, *mass suggestion*, *magic jar*

7th level (1 slot): *mirage arcane*, *finger of death*

8th level (1 slot): *feeblemind*

STORY HOOK

A Lhazaarite kobold named Vas claims to have information about the sunken temple of Mar'saval. She seeks intrepid explorers who will heed her call for aid. Their mission: to delve into deep Basura and follow her map to Achuak'Jenn, a figure said to hold a key to Mar'saval from the Fallen Bone tribe of lizardfolk.

Thelanian Protagonist. Green Jenny can't be permanently killed. If reduced to 0 hit points, she collapses into a mass of wiggling tadpoles that swim away or vanish with a croak. 1d4 days later, she reforms in the Sunken Glade, regaining all her hit points.

ACTIONS

Multiattack. Green Jenny makes two claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Illusory Appearance. Green Jenny covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if Green Jenny takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Green Jenny could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that Green Jenny is disguised.

Invisible Passage. Green Jenny magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

LEGENDARY ACTIONS

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

Risen Waves. Green Jenny casts the *wall of water* spell without using a spell slot (no concentration required).

Steal Breath. One creature within 30 feet of Green Jenny that is suffocating has the time until it is dying reduced by 1 round.

Tirade. Green Jenny casts the *vicious mockery* spell.

WEAKNESSES

She Turned Me into a Newt. Green Jenny has disadvantage on ability checks, attacks, or saving throws against any creature she has polymorphed, even if that creature has since been returned to its true form.

LAIR ACTIONS

When fighting inside the Sunken Glade, or within 1 mile of her Crocodilian Hut, Green Jenny can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Green Jenny can take one lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- Green Jenny casts the *control water* spell without using a spell slot (no concentration required). Casting the spell ends any previous effects of this lair action.
- Green Jenny creates two will-o'-wisps. The creatures appear in unoccupied spaces that Green Jenny can see within 90 ft., and remain for 1 minute. The will-o'-wisps are under Jenny's control and act immediately and on initiative count 20 in subsequent rounds.

ONCE EVERY
SEVEN YEARS
SHE RETURNS...
NOT NEARLY
OFTEN ENOUGH
FOR SOME...

Pacocrocodoroulos

A squat shack of wood and mud rests on stumpy alligator legs, a powerful tail sweeping behind it. The shack's door lowers as a drawbridge, revealing a crocodilian jaw and rows of teeth. The shack is loyal to its mistress and no other.

Pacocrocodoroulos, the Crocodilian Hut

Gargantuan construct, unaligned

Armor Class 16 (natural armor)

Hit Points 263 (17d20 + 85)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	20 (+5)	1 (-5)	3 (-4)	3 (-4)

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 11 (7,200 XP)

Constructed Nature. The hut doesn't require air, food, drink, or sleep. The magic that animates the hut is dispelled when the construct drops to 0 hit points, and it crumbles into a pile of rotting wood and flesh.

False Appearance. While the hut remains motionless, it is indistinguishable from an ordinary swamp hut—albeit one with alligator legs and tail...

Home Sweet Home. The hut is magically bound to Green Jenny. As long as the hut and Jenny are on the same plane of existence, Jenny can telepathically call the hut to travel to her, and the hut knows the distance and direction to Jenny.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 41 (6d10 + 8) piercing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the hut can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target not grappled by the hut. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

After 'While. The hut magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Death Roll. One creature grappled by the hut takes 41 (6d10 + 8) bludgeoning damage. If the target is suffocating, the time until it is dying is reduced by 1 round.

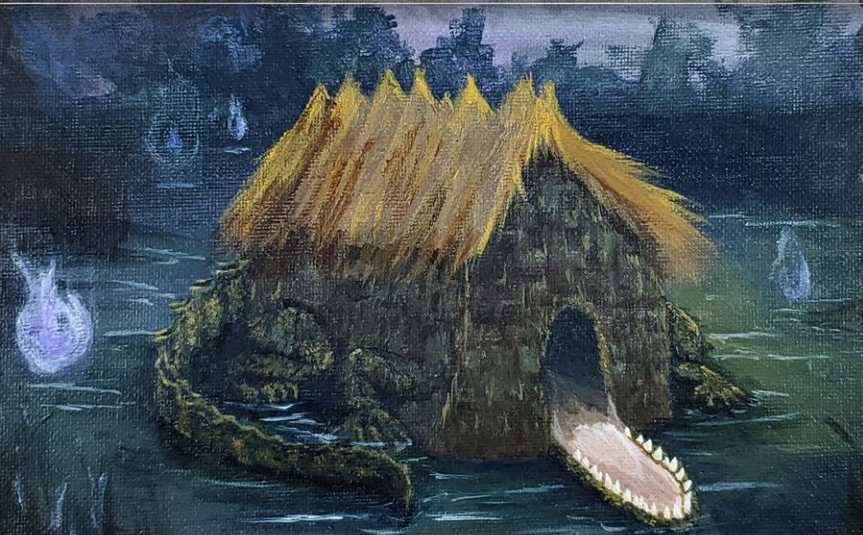
In addition, the hut's rolling scatters broken wood, glass, and trinkets into an area in a 20-foot radius centered on itself. That area becomes difficult terrain. When a creature moves into or within the area, it takes 11 (2d10) piercing damage for every 5 feet it travels.

Crocodile Tears (3/day). The hut regains 30 hit points. If Green Jenny is within 30 ft. of the hut, it can cause Jenny to regain 30 hit points instead.

See You Later (Recharge 4-6). The hut magically teleports itself and any creatures inside of it or grappled by it up to 40 feet to an unoccupied space it can see. Before or after teleporting, the hut can make one bite attack.

WEAKNESSES

Crocodile Rock. If the hut can hear music within its blindsight range, it is compelled to dance. The hut has disadvantage on any saving throw against performances or abilities that involve music or dance. While dancing, the hut has disadvantage on Dexterity saving throws and attack rolls, and other creatures have advantage on attack rolls against it.



The Face Eater

*Jes had a hundred children
and she hid them all away.
Ninety-nine were hidden,
but One wanted to stay.*

*It called for its lost siblings
who all had disappeared.
If One could not have their love,
then it would have their fear.*

*The child lost began to hunt,
seeking all its kin,
A smile lighting on its face,
hungry for their skin.*

*It found a second sibling,
hidden out of places.
As sibling wept, the Other leapt
and stole away its faces.*

*To all be one together,
the Lost this vow to bind.
Two joined forever,
and ninety-eight to find...*



The Face Eater is feared for its custom of feeding off of its victim's face, leaving behind an expressionless mask like melted wax. Changelings especially fear this monster, the sum of their abilities turned against them; legend tells of the Face Eater's fearsome might to devour changeling faces one persona at a time, leaving them without escape.

Regional Retellings

The myth of the Face Eater is known worldwide, especially in regions with a large (known) changeling population. In some tales, the Face Eater is a tool to harbor resentment toward others, but many changeling communities spread legends of the Face Eater as reasons why friendships and trust are necessary—to better thwart replacement. Here are some of the most popular variations on its tale:

- In Karrlakton, they say the Face Eater was once a grisly Karrn warlord whose ruthlessness was matched only by his beauty. He claimed the face of any rival he felled so that only his fair visage would be remembered by the conquered. When he tried to claim the face of one of Balinor's Chosen, the Sovereign cursed the warlord so that his hunt for beauty would never end.
- In the student halls of the Twelve, heirs whisper that Mordain the Fleshweaver once had a student who vied for the scholar's affections. The young Phiarlan studied intensely under the Demesne of Shape, hoping to find the appropriate costume or disguise to sway the professor's heart—but their affections were rebuked and they fled the college in shame. The rumors hold that after his excoriation, Mordain found the student he had cast aside and gifted to them what they had long desired—the perfect face.
- Old Metrol stories tell that the Face Eater is a shapechanger enhanced with vampirism, a creature that has found a way to feed on the identity of its victims rather than their life blood. The Cyran haunt is known to target the upper echelons of society, slowly removing the aristocracy.

Count Tenance der Meanor

Somewhere between a changeling and a doppelganger, this pale lanky creature has a visage that is mostly devoid of features. Several barbed tentacles writhe at the wrists where hands should be. Driven by an insatiable desire to appease its own vanity, it preys on the features of others in an endless attempt to find its perfect self.

Count Tenance der Meanor

Medium monstrosity (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft.

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

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

Skills Intimidation +7, Perception +4, Stealth +6

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, telepathy 60 ft.

Challenge 7 (2,900 XP)

Breathless. The Count doesn't need to breathe.

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

At will: *detect thoughts*, *invisibility* (self only), *primal savagery*^{XGE}
2/day each: *fear*, *phantasmal force*, *silence*
1/day each: *phantasmal killer*

Regeneration. The Count regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shapechanger. The Count can use its action to polymorph into a Small or Medium humanoid it has hit with its tentacle attack or

STORY HOOK

In Passage, three changeling performers have disappeared over the last month. The last to disappear, Rainbow Rooc, was found dead in an alley, their face completely missing and featureless. A changeling named Nat is offering a sizable reward for anyone who can solve this mystery—*before* their legerdemain performance in the city in two weeks.

Consume Visage attack, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiaction. The Count makes two attacks with its tentacles and uses Consume Visage.

Tentacle (true form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 18).

Consume Visage. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus 10 (3d6) psychic damage. If the target is a creature, it must succeed on a DC 15 Charisma saving throw. On a failed save, roll 3d6. If the total equals or exceeds the target's Charisma score, the creature is paralyzed until it finishes a short or long rest.

Hunter's Howl. The Count moans. Each humanoid and beast within 30 feet of the Count that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened and stunned until the end of the Count's next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to the Hunter's Howl for 1 hour.

REACTIONS

Unsettling Visage (3/Day). When a creature the Count can see makes an attack roll against it, the Count can impose disadvantage on the roll.

WEAKNESSES

Fairer Still. The Count takes 21 (6d6) radiant damage at the start of its turn if it is charmed.

ONE OF THE
HARDEST TO PLAY
THREE-DRAGON
ANNE WITH...
NEVER COULD
TELL WHEN IT
WAS BLUFFING...



The Harlequin Apprentice

This creature looks like a changeling made of cracked porcelain, as if it struggles to maintain the facade of having recognizable facial features. It searches for a

feeling it cannot find, for the acceptance and love it will never know, consuming those it encounters in the process, inflicting its suffering in an attempt to find solace.

The Harlequin Apprentice

Medium aberration (shapechanger), neutral evil

Armor Class 16 (natural armor)
Hit Points 142 (15d8 + 75)
Speed 30 ft., burrow 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	20 (+5)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Con +8, Int +6, Wis +4
Skills Arcana +9, Deception +9, History +6, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities frightened, petrified, poisoned, prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages Common, Deep Speech, Primordial, telepathy 60 ft.
Challenge 8 (3,900 XP)

Amphibious. The Harlequin can breathe air and water.
Boneless. The Harlequin can move through a space as narrow as 4 inches wide without squeezing.
Immutable Form. The Harlequin is immune to any spell or effect that would alter its form.
Innate Spellcasting. The Harlequin's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
 At will: *poison spray*, *primal savagery*^{XGE}, *thorn whip*
 3/day each: *absorb elements*, *chaos bolt*^{XGE}, *enthrall*, *web*
 1/day each: *black tentacles*, *confusion*
Limited Magic Resistance. The Harlequin has advantage on saving throws against non-enchantment spells and other magical effects.

Probing Telepathy. If a creature communicates telepathically with the Harlequin, the Harlequin learns the creature's greatest desires.

Regeneration. The Harlequin regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

Unstable Shapechanger. The Harlequin can use its bonus action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size and attacks, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form after 1d4 hours, or if it dies. While transformed, the Harlequin never knows how long its form will remain in effect.

ACTIONS

Multiattack. The Harlequin makes three attacks, only one of which can be a Facet of Atrophy attack.

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

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

Facet of Atrophy. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become cursed. After 1 minute, the cursed creature's skin becomes translucent and slimy, and it can't regain hit points unless it is within the area of a *hallow* spell or similar effect. When the creature is outside a hallowed area, it takes 6 (1d12) acid damage every 10 minutes unless holy water is applied to the skin within that time. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

WEAKNESSES

Heartbroken. The Harlequin has disadvantage on saving throws against enchantment spells.



The Mask of Metrol

Seemingly a humanoid composed of melted wax, the Mask's horrific features stretch beyond normal tolerance, its too-long fingers closer to pseudopods or tendrils of pale flesh. Losing itself in the Mourning, it now feeds on the guises of others in an all-consuming, unquellable hunger. It may replace its victims for a time, but soon the Mourning's corruption spreads and the dark hunt for a face begins anew.



The Mask of Metrol

Medium undead (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6, Cha +8

Skills Deception +12, Insight +6, Stealth +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, petrified

Senses darkvision 120 ft., passive Perception 12

Languages Common, telepathy 60 ft.

Challenge 11 (7,200 XP)

Ambusher. The Mask has advantage on attack rolls against any creature it has surprised.

Breathless. The Mask and its faceless victims don't need to breathe.

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

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

Mimicry. The Mask can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Regeneration. The Mask regains 20 hit points at the start of its turn if it has at least 1 hit point. If the Mask takes acid or radiant damage, this trait doesn't function at the start of the Mask's next turn.

Shapechanger. The Mask can use its action to polymorph into any Small or Medium humanoid it has hit with its tentacle attack, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Surprise Attack. The Mask deals an extra 10 (3d6) damage when it hits a surprised creature with an attack during the first round of combat.

ACTIONS

Multiattack. The Mask makes two attacks, only one of which can be Identity Theft.

Dagger (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Tentacle (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14).

Identity Theft. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature that is incapacitated, restrained, or grappled by the

Mask. *Hit:* 7 (1d6+4) bludgeoning damage plus 10 (3d6) psychic damage. The target must succeed on a DC 16 Constitution saving throw or be cursed with facelessness. While in this state, the target is blinded and it has disadvantage on ability checks, and it must make a DC 16 Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for that creature. On a failed save, the target's Charisma score is reduced by 1d4. If this reduces a target's Charisma to 0, the target is stunned until it regains at least one point of Charisma. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Charm. The Mask targets one humanoid it can see within 30 feet of it. If the target can see the Mask, the target must succeed on a DC 16 Wisdom saving throw or be charmed by the Mask. The charmed target regards the Mask as a trusted friend to be heeded and protected. Although the target isn't under the Mask's control, it takes the Mask's requests or actions in the most favorable way it can, and it is a willing target for the Mask's Identity Theft attack.

Each time the Mask does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, until the Mask is destroyed, or until the Mask uses a bonus action to end the effect.

Read Thoughts. The Mask magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Mask can continue reading its thoughts, as long as the Mask's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Mask has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

LEGENDARY ACTIONS

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

Attack. The Mask makes one dagger attack or tentacle attack.

Melting Flesh. The Mask's tentacle attacks deal acid damage until the end of its next turn.

Identity Theft (Costs 2 Actions). The Mask makes one Identity Theft attack.

WEAKNESSES

Dark Reflection. While in its true form, the Mask takes 21 (3d6) radiant damage when it starts its turn in a space where it can see its reflection in a manufactured mirror.

Face that Sticks. If the Mask takes damage from a critical hit with a silvered weapon, it immediately reverts to its true form, and it can't use its Shapechanger trait to transform on its next turn.

Sunlight Hypersensitivity. The Mask takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Gath'atchot

*Mo'tohiish te Gath'atchot
Ke sar'volaar ta'orr.
Gath'rhukaan va olhirot
Muut shan gath'kal dor.*

*Beware the one who looks away,
But whispers in your ear.
No crown remains, no soldiers stay,
And duty turns to fear.*



Gath'atchot—"to not look someone in the eye"—is a tale that takes the form of a hobgoblin. The Gath'atchot preys on the muut and atcha of goblinoids, twisting their sense of unity into unrest. Its guttural voice inspires riots in the masses as it slinks along the edges of goblin civilization.

While this entity takes the form of a hobgoblin, it is a personification of the corruption of personal honor and the sense of belonging that many goblins share with each other. It is like a living poison, using honeyed words to spread its venom amongst its victims. Gath'atchot targets goblinoids above other races, but anyone can falter from its whispers or succumb to its malicious suggestions.

Regional Retellings

Whether a city goblin or Darguul bugbear, nearly every goblinoid has heard warning tales of the Gaath'atchot. Over the millennia since the Kapaa'vola, this hobgoblin has grown more shameless and shameful with each retelling. Amongst all the goblinoids of Khorvaire, the Dhakaani are the only ones whose culture has no such myths.

- In the district of Sar Kuraath, also known as Little Graywall, goblins have shaped the ward into their own community where their bond is their strength—but lately, something has been causing members of all tribes to lash out against each other. The ire of these once-loyal goblins is fierce enough to take on even the ogres and minotaurs of the city.
- Lhesh Haruuc has enough problems with dissidents and would-be usurpers in Rhukaan Draal, but now there are whispers racing through the capital of Darguun inspiring goblin and bugbear alike to throw off their yokes of Galifar conformity and take back their city by might and blade.
- The goblin folk of Lower Dura in Sharn have never had it easy, but they've always had each other's back... until now. Not only is an unseen force driving the goblins toward violence and turmoil, but they're even selling each other out to the Watch. Hard to make an honest criminal living anymore.

Aram Chib

At a glance, this entity appears to be a stout hobgoblin soldier, but any goblin starts to feel unease as it draws closer. There is an otherworldly wrongness about the hobgoblin, a palpable aura of disorder. It strives to shake the ancient bonds instilled in the dar of old, usurping what honor lingers in their descendants.

STORY HOOK

Rioting has been ongoing in the Bloody Market of Rhukaan Draal for nearly a solid week. Lhesh Haruuc's guards have kept the violence from spreading, but it threatens to spill over into all of the city soon. Reports state that a hobgoblin lhev, an unknown warlord, leads the unrest. Unsure of who to trust in his realm, Haruuc has called for outside assistance to investigate and quell this upstart.

Lhev, Khaari Batuuvk

An imposing figure, this seasoned hobgoblin commander is skilled with both blade and word. The warlord uses its station not for the advancement of its underlings, but to spread discourse like poison. It crushes ambition and turns creatures against each other—how can they face the Warlord of the Bloody Market when they are too busy fighting themselves?



Aram Chib

Medium aberration, chaotic evil

Armor Class 17 (half plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

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

Skills Deception +7, Intimidation +7, Perception +4, Persuasion +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin, telepathy 30 ft.

Challenge 5 (1,800 XP)

Mental Fortitude. Aram Chib has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep.

Spellcasting. Aram Chib is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Aram Chib knows the following warlock spells:

Cantrips (at will): *eldritch blast* (two beams, range 300 ft., +4 bonus to each damage roll), *encode thoughts*, *mage hand*, *minor illusion*, *sword burst*, *thaumaturgy*

1st-4th level (2 4th-level slots): *counterspell*, *crown of madness*, *detect thoughts*, *enemies abound*, *enthrall*, *fear*, *hold person*, *mind spike*

ACTIONS

Multiattack. Aram Chib makes two attacks with its flail and one with its Touch of Anarchy.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Touch of Anarchy. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) psychic damage, and the creature must succeed on a DC 15 Charisma saving throw or the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Corruption of Muut (Recharges after a Short or Long Rest). Aram Chib targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by Aram Chib for 1 day, or until Aram Chib dies or is more than 1 mile from the target. The charmed target obeys Aram Chib's commands and can't take reactions, and Aram Chib and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success. While within 60 feet of Aram Chib, goblinoid creatures have disadvantage on saving throws against this ability.

WEAKNESSES

Agent of Chaos. Aram Chib is vulnerable to any damage dealt by a creature under the effects of its Touch of Anarchy.

Lhevkh Khaari Batuuvk

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Str +6, Int +5, Cha +5

Skills Intimidation +8, Perception +3, Persuasion +5

Damage Resistances force, thunder

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 6 (2,300 XP)

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

Frenzied Clarity. Lhevkh Khaari Batuuvk has advantage on saving throws against being charmed.

Indomitable 1/day. Lhevkh Khaari Batuuvk can reroll a saving throw it fails. It must use the new roll.

Twist the Blade. Once per turn, Lhevkh Khaari Batuuvk can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack.

Unkillable Idea. Lhevkh Khaari Batuuvk regains 10 hit points at the start of its turn if it has at least 1 hit point and fewer hit points than half its hit point maximum.

ACTIONS

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

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Warmonger's Touch (3/Day). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or become cursed. Goblinoids have disadvantage on this saving throw. The creature's mind becomes feverish, it has disadvantage on Intelligence checks and Intelligence saving throws, and if it has dealt or taken damage since the start of its previous turn, it behaves as if under the effects of the *confusion* spell. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

REACTIONS

Crushing Hope (Recharge 4-6). When a spell that restores hit points is cast within 60 feet of Lhevkh Khaari Batuuvk, it can cause that spell to restore no hit points and instead deal necrotic damage equal to the hit points the spell would have cured.

WEAKNESSES

Let Them Eat Cake. If a creature affected by Warmonger's Touch strikes Lhevkh Khaari Batuuvk in its confusion, Lhevkh Khaari Batuuvk's Unkillable Idea trait ceases to function until the end of its next turn. Lhevkh Khaari Batuuvk is also stunned for this duration.

Malleon's Despot

A harsh life for this hobgoblin has led to a harsher afterlife. The goblin's spirit roils in a fervor, and its sense of belonging and camaraderie with its kin has been twisted to a chaotic corruption. It now preys in shadows—dark places for dark deeds, for the light reveals its horrific nature.

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+ ⊕ S W A Y M Y
L O Y A L T I E S . . .

Malleon's Despot

Medium undead (hobgoblin), lawful evil

Armor Class 17 (natural armor)

Hit Points 110 (20d8 + 20)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Deception +6, Intimidation +9, Perception +5, Stealth +9

Damage Vulnerabilities radiant

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Goblin

Challenge 8 (3,900 XP)

Incorporeal Movement. While in dim light or darkness, Malleon's Despot can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Kurar'klesh. Malleon's Despot shares its mind with every poltergeist within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Shadow Rabble. While in dim light or darkness, Malleon's Despot appears to be a living hobgoblin, and it can take the Hide action as a bonus action.

ACTIONS

Claws of Chaos. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Angry Mob. Malleon's Despot targets a humanoid within 10 feet of it that died violently within the last minute. The target's spirit rises as a poltergeist in the space of its corpse or in the nearest unoccupied space. The poltergeist is under Malleon's Despot's control. If Malleon's Despot ever has more than eight poltergeists under its control at one time, it is affected by its Gath'mokaas weakness.

Kapaa'rhuakaan. Malleon's Despot chooses up to three creatures it can see within 60 feet of it. Each target must make a DC 14 Wisdom saving throw. On a failed save, it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of Malleon's Despot's choice that it can see. Constructs and undead are immune to this effect.

Whispers of Turmoil (Recharge 6). Each creature within 30 feet of Malleon's Despot that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect, and goblinoids have disadvantage on this saving throw.

LEGENDARY ACTIONS

Malleon's Despot 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. Malleon's Despot regains spent legendary actions at the start of its turn.

Claws. Malleon's Despot makes a Claws of Chaos attack.

Obey the Master (Costs 2 Actions). A target that Malleon's Despot can see must succeed on a DC 14 Wisdom saving throw or bow until the end of its next turn. Until this bow ends, the target can't take actions or reactions, and its speed is 0 and can't be increased.

Seeds of Unrest (Costs 3 Actions). Malleon's Despot emits a murmur that spreads through crowds like fire. Any creature within 120 feet of Malleon's Despot that can hear these murmurs must succeed on a DC 14 Constitution saving throw or gain 1 level of exhaustion.

WEAKNESSES

Gath'mokaas. Nine is an unlucky number in goblin superstition. If Malleon's Despot ever has nine or more poltergeists under its control at any time, Malleon's Despot is overwhelmed by a curse of insanity and becomes incapacitated. All poltergeists break free of Malleon's Despot's control and become hostile toward it. When not in dim light or darkness, Malleon's Despot can be charmed, persuaded, or tricked into forgetting how many poltergeists it has under its control, and has disadvantage against any ability check or saving throw against enchantments.

Sunlight Weakness. While in sunlight, Malleon's Despot's undead nature is revealed, and it has disadvantage on attack rolls, ability checks, and saving throws.

Ghost in the Shell

*A hundred tin soldiers
all in a row
Fell to blade, to ruin, and rust.
One fallen soldier
started to glow,
Amidst a graveyard of dust.*

*"Rise up, my brothers,
it's time that we go,
And back into battle we must."
But ghostly voice
found not a hello,
And bodiless its duty unjust.*

*On battlefield winds
the soldier did flow,
Heeding the cries in the gust.
To others, the soldier
its mission would show—
By force if their station mistrust.*



Although modern warforged have only been in service for a few decades, stories abound of the mysterious Cannith-made soldiers and their seemingly limitless capabilities: warriors who never sleep, sentinels who never breathe, and (some would argue) empty shells without a soul. Scholars debate if the warforged have the spark of life, if their spirits wander the vasts of Dolurrh... But there is at least one example of warforged who have refused the pull of the grave and lingered on as disembodied spirits. The Ghost in the Shell is a peculiar entity; in some ways, it acts as most ghosts do, but it only possesses living warforged. Each warforged that the Ghost in the Shell inhabits is slowly consumed, adding its memories and experiences to the throng of warforged spirits within the Shell that are searching for a way to reforge themselves back into living vessels.

Regional Retellings

Few outside the warforged themselves have reason to take much interest in legends of the Ghost in the Shell, though some within House Cannith have begun to investigate the rumors.

- A beacon of light haunts the nights of Arythawn Keep in Thrane. A floating warforged head wreathed in silver flame, this entity is said to have plagued the outskirts of the keep since 979 YK. It's rumored that the original warforged's head has long since crumbled to dust, and the flaming spirit lures in new warforged to consume with its unholy fires—and claim their head as a new vessel.
- Warforged have started to disappear near the Red Hammer in the Cogs of Sharn. Normally a place of warforged camaraderie, dark whispers have begun circulating around the inn—warforged are being taken by some unknown force, later found hollow, empty, and slain. There have been sightings of these warforged stumbling through the smoke of Blackbones district, cloaked in billowing black smoke with cruel points of crimson light burning behind their eye lenses.
- If warforged are misunderstood, their titan predecessors are even more so. Lately, a reanimated titan has been stalking the Ghaal River beyond the Marguul Pass of Darguun. No matter how many times the titan is dismantled or destroyed, the death machine is seen days later, prowling the riverbanks on some unending task and cutting down all who stand against it.

The Wrathforged

A floating disembodied warforged head burns with the blue-white fires of the creation forge that first gave it life. It seeks to stoke those flames, burning all—especially other warforged—who encounter it.

The wrathforged burns with rage; immolation is its primary goal, and its rage multiplies tenfold should it encounter anyone who happens to be fire-proof. It delights in the unraveling aura of rust and decay that protects it from ordinary strikes from poorly tempered arms.

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OUR STARRING
CONTESTS.

The Wrathforged

Tiny undead (worforged), neutral evil

Armor Class 15 (natural armor)

Hit Points 40 (9d4+18)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	14 (+2)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Str -1

Skills Arcana +5, Perception +2

Damage Resistances acid, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The Wrathforged sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as a bonus action.

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

Rejuvenation. If the Wrathforged is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *shatter* spell is cast on them.

Spellcasting. The Wrathforged is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The Wrathforged has the following spells prepared:

Cantrips (at will): *blade ward*, *sacred flame*

1st level (3 slots): *burning hands*, *shield*

2nd level (2 slots): *flaming sphere*, *heat metal*

3rd level (1 slot): *fireball*

Thick-Skulled. Any critical hit against the Wrathforged becomes a normal hit.

Unforged. Any nonmagical weapon made of metal that hits the Wrathforged corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the Wrathforged is destroyed after dealing damage.

ACTIONS

Multiattack. The Wrathforged makes two attacks.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 13 (3d6 + 3) fire damage.

Ray of Rust. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

WEAKNESSES

Douse the Embers. The Wrathforged takes 14 (4d6) acid damage when it starts its turn in magical darkness. If this damage brings the Wrathforged to 0 hit points, it explodes in a 20-foot radius. Any creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one. The Wrathforged's Rejuvenation trait does not restore its hit points if it is destroyed this way.

STORY HOOK

A Brelish veteran has put out a call for aid; her squadron companions have gone missing, and the highbrows of Sharn are not in a rush to assist the warforged. Her request states that one of her unit was recently seen in the Cogs, their movements erratic, their darkwood rotten, and their plating pitted and rusted.

The Red Hammer Haunt

Acrid black smoke leaks from the chassis of this juggernaut and the lenses of its eyes burn with red malice. This spirit jumps from warforged to warforged, burning up their bodies from within with its unquenchable hatred.

The Red Hammer Haunt

Medium undead (warforged), chaotic evil

Armor Class 13 (natural armor)

Hit Points 71 (11d8 + 22)

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 5 (1,800 XP)

Detect Warforged. The Red Hammer Haunt can magically sense the presence of non-undead warforged up to 5 miles away. It knows the general direction they're in but not their exact locations.

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

Into the Ether. The Red Hammer Haunt can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

ACTIONS

Unmaking Grasp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Crucible Possession (Recharge 6). One humanoid (warforged) or construct that the Red Hammer Haunt can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the Red Hammer Haunt; the Red Hammer Haunt then disappears, and the target is incapacitated and

loses control of its body. The Red Hammer Haunt now controls the body but doesn't deprive the target of awareness. The Red Hammer Haunt can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

Every minute the Red Hammer Haunt possesses a body, the body takes 14 (4d6) acid damage.

The possession lasts until the body drops to 0 hit points, the Red Hammer Haunt ends it as a bonus action, or the Red Hammer Haunt is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the Red Hammer Haunt reappears in an unoccupied space within 5 ft. of the body. The target is immune to this Crucible Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Eternal Combustion. Each non-undead creature within 60 feet of the Red Hammer Haunt that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the saving throw fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Eternal Combustion for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Etherealness. The Red Hammer Haunt enters the border regions of the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

WEAKNESSES

Coming Undone. The Red Hammer Haunt is considered both an inorganic creature and an object for the purpose of determining disadvantage and damage on effects such as the *shatter* spell, adamantite weapon attacks, or similar effects.



Unit 26

A rusted shell of a warforged titan, this husk is pockmarked with battle scars. It acts on orders from a long-dead superior—the War has not ended for this titan. It was created as a killing machine, and it continues to excel at its purpose.

Unit 26, The Husk of Ghaal River

Huge undead (warforged), lawful evil

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +10, Con +10, Wis +7, Cha +8

Damage Resistances necrotic

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 10 (5,900 XP)

Forged by War. Unit 26 knows the distance and direction to any creature against which it has sworn vengeance, even if the creature and Unit 26 are on different planes of existence. In addition, its weapon attacks deal an extra 7 (2d6) damage against such creatures. Unit 26 knows if a creature being tracked by it dies.

Platforms. Unit 26 has two platforms built into its chassis. One Medium or smaller creature can ride on each platform without squeezing. To make a melee attack against a target within 5 feet of Unit 26, the creature must use spears or weapons with reach and the target must be Large or larger.

Regeneration. Unit 26 regains 10 hit points at the start of its turn. If Unit 26 takes fire or radiant damage, this trait doesn't function at the start of Unit 26's next turn. Unit 26's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When Unit 26's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another warforged titan corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Alternatively, a creature bearing a Siberys Dragonmark of Making can use an action to force the soul into the afterlife.

Siege Monster. Unit 26 deals double damage to objects and structures.

Strong as Steel. Unit 26 is immune to effects that turn undead.

ACTIONS

Multiattack. Unit 26 makes one axehand attack and one hammerfist attack.

Axehand. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, plus 11 (2d10) slashing damage if the target is prone.

Hammerfist. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Gaze of Vengeance. Unit 26 targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must succeed on a DC 15 Wisdom saving throw or be paralyzed until Unit 26 deals damage to it, or until the end of Unit 26's next turn. When the paralysis ends, the target is frightened of Unit 26 for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Unit 26, ending the frightened condition on itself on a success.

Sweeping Axe (Recharge 6). Unit 26 makes a sweep with its axehand, and each creature within 10 feet of it must make a DC 18 Dexterity saving throw. A creature takes 19 (3d8 + 6) slashing damage on a failed save, or half as much damage on a successful one.

WEAKNESSES

As You Command. Unit 26 is considered to be charmed by any creature it can see that is wearing the uniform of a Brelish commander of its former unit. Unit 26 obeys the creature's verbal commands to the best of its abilities. If Unit 26 suffers any harm or receives a suicidal command, this effect ends and Unit 26 is immune to this weakness for 24 hours.



Grandmother Ghallanda

*In a house filled with sweets
and delectable treats,
Grandmother sets pies on the sill.
The children come wanting,
her desserts are taunting,
Ever testing their hungry wills*

*To snag a warm slice,
whatever the price,
And dash away before they are spied.
Hot tart in the hand,
they don't understand.
As the door opens and they're invited inside.*

*"Come little kinder,
my little offenders,
Would you like something tasty and fresh?"
She hands to them cakes,
forgives their mistakes,
And punches their cheeks on the flesh.*

*Her old bones are aching,
she needs help with baking,
Directing them to a large pot.
For the fee of more candy,
they make themselves handy,
And hop in to clean without thought.*

*Lid shut to simmer,
Grandmother's eyes glimmer,
As she roasts the horrible squirts.
The meat pies are cooling,
more children are drooling,
To come receive their just desserts.*

Grandmother Ghallanda is a pleasant matron who dotes upon children and offers them sweets. She is a kindly old member of the community and her home is always open. The dark truth is that Granny has an evil hunger—she feeds on the wayward youths that come to her home, fattening them on spoils and candies. When suspicions grow, Grandmother packs up in the night and moves on to another unsuspecting village and starts the process all over again—such hospitality.

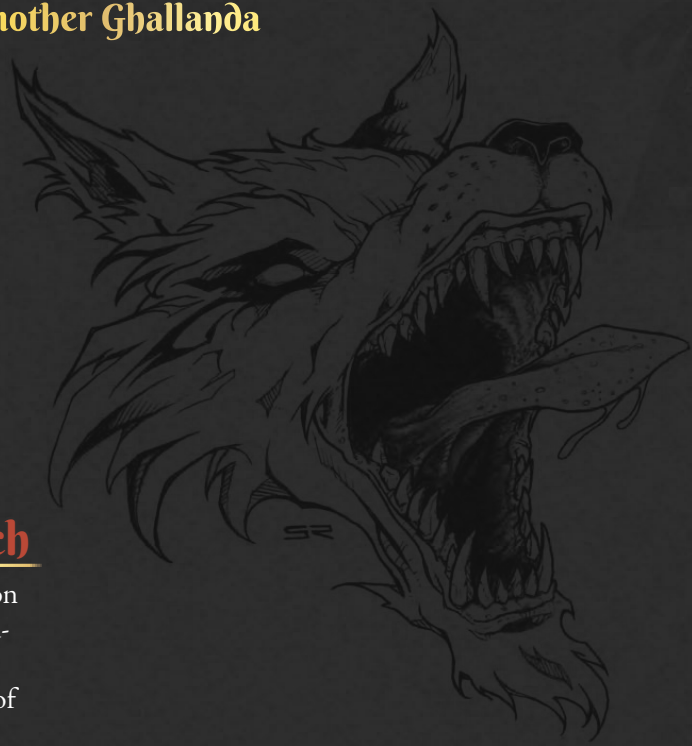
Regional Retellings

The story of Granny Ghallanda is known to every Khorvairian schoolchild, a warning tale against greed—which unfortunately leads some to be more suspicious of kind strangers than they should be.

- In the Thranish hamlet of Lessyk, a little old halfling has lived on the edge of the Harrowcrowns for as long as anyone can remember. Always smiling, the scent of freshly baked goods rises from her cottage. She warns children about the beasts of the forests... never letting on that she is far worse than some wild animal.
- Black Pit is a den of thieves and smugglers in northern Breland, but even the cutthroats and brigands that call the village home know not to cross Grandmother Ghallanda. She has lived in the village for ages, and there are whispers that her hunger is greater than the Khyber pit the village sits next to. Few are foolish enough to refuse her advice, and fewer still seek her out on their own.
- On the outskirts of Gatherhold, a small home lies nestled into the cliffs. A home of Hospitality, Grandmother Ghallanda tends to the hungry travelers that pass through the settlement. Many are never seen again, presumed to have gone on their way—few suspect the aged halfling and the harrowing deeds she cooks up, though there are whispers that naughty visitors are sent to Granny for a last meal.

AND THIS OLD
DEAR, FURY BLESS
HER HEART, STOLE
MY RECIPE FOR
RHUBARB PIE—
AND DON'T LET HER
SAY OTHERWISE!

Grandmother Ghallanda



The Harrowcrown Hedgewitch

Few would suspect that the cheerful halfling matron is a Mabaran fiend similar to a barghest. The grandmotherly woman is a true wolf in sheep's clothing, living on the fringes of society to mask the results of her appetites.

The Harrowcrown Hedgewitch

Large fiend (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 60 ft. (25 ft. in halfling form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Con +6

Skills Deception +5, Intimidation +5, Perception +5, Stealth +4

Damage Vulnerabilities poison

Damage Resistances cold, fire, lightning

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

Languages Abyssal, Common, Halfling, telepathy 60 ft.

Challenge 4 (1,100 XP)

Homecooked Hospitality. The Harrowcrown Hedgewitch has advantage on Charisma (Persuasion) checks or any ability check using brewer's supplies or cook's utensils.

Innate Spellcasting. The Harrowcrown Hedgewitch's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *goodberry*, *minor illusion*, *prestidigitation*
3/day each: *create food and water*, *infestation*^{XGE}, *suggestion*
1/day each: *heroes' feast* (the Harrowcrown Hedgewitch can't benefit from the poison immunity)

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

Luck's Keeper 1/day. When a creature rolls a 20 on an attack roll, ability check, or saving throw against the Harrowcrown Hedgewitch or her abilities, she can force the creature to reroll the die and the creature must use the new roll.

Shapechanger. The Harrowcrown Hedgewitch can use her action to polymorph into a Small halfling or back into her true fiendish canine form. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. The Harrowcrown Hedgewitch reverts to her true form if she dies.

Soul Food. The Harrowcrown Hedgewitch can feed on the corpse of a humanoid that she killed that has been dead for less than 10 minutes, devouring both flesh and soul. This feeding takes at least 1 minute, and it destroys the victim's body. The victim's soul is trapped in the Harrowcrown Hedgewitch for 24 hours, after which time it is digested. If the Harrowcrown Hedgewitch dies before the soul is digested, the soul is released.

While a humanoid's soul is trapped in the Harrowcrown Hedgewitch, any form of revival has only a 50 percent chance of successfully freeing the soul from the Harrowcrown Hedgewitch. Once a creature's soul is digested, however, no mortal magic aside from the *wish* spell can return that creature to life.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

WEAKNESSES

Hospitable Hunger. The Harrowcrown Hedgewitch can't refuse food offered to her, even if she knows the food is poisoned. If offered food, she must use her action to consume it.

Out of the Frying Pan. If the Harrowcrown Hedgewitch starts her turn engulfed in flames that are at least 5 feet high or wide, she must succeed on a DC 15 Charisma saving throw or be instantly banished to Fernia. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the Harrowcrown Hedgewitch, but enclosed fires such as a stove or oven do.

The Bottomless Ma

This cheerfully pudgy halfling gram reflects a life of few meals missed. Her true hunger—extending beyond dinner and desserts—can seldom be sated. She yearns to devour any who happen upon her doorstep, consuming their flesh, bones, and very soul in her immeasurable gluttony.

The Bottomless Ma's ravenous cravings override reason, and any who escape her appetites may be shocked to find how far she is willing to hunt a meal.



The Bottomless Ma

Small monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d6 + 50)

Speed 25 ft.

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

Saving Throws Str +8, Con +8

Skills Athletics +11, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Halfling

Challenge 6 (2,300 XP)

Family Recipes. If the Bottomless Ma has even a tiny piece of a creature or an object in her possession, such as a lock of hair or a splinter of wood, she knows the most direct route to that creature or object if it is within 1 mile of her.

Stay for Supper. Any creature that starts its turn within 60 feet of the Bottomless Ma must make a DC 13 Wisdom saving throw. On a failed saving throw, the creature is charmed for 1 minute. On a successful saving throw, the creature becomes immune to Stay for Supper for 24 hours.

Whenever the Bottomless Ma deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the Bottomless Ma can't use her bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) necrotic damage, and the target must succeed on a DC 16 Strength saving throw or be pulled to a space within 5 feet of the Bottomless Ma. She can then immediately make a bite attack against the target.

Swallow. The Bottomless Ma makes one bite attack against a Large or smaller target she is grappling. If the attack hits, the target is swallowed into her extradimensional maw, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Bottomless Ma, and it takes 10 (3d6) acid damage at the start of each of the Bottomless Ma's turns.

A creature can use an action to make a DC 16 Strength (Athletics) check to try to reach into the Bottomless Ma's maw and pull a creature out. On a successful check, the regurgitated creature falls prone in a space adjacent to the Bottomless Ma.

If the Bottomless Ma takes 20 damage or more on a single turn from a creature inside her, she must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space adjacent to the Bottomless Ma. If the Bottomless Ma dies, a swallowed creature is no longer restrained and can escape from the corpse using 10 feet of movement.

The Bottomless Ma's gullet can hold up to three creatures at a time. Additionally, she can store a cubic foot of inanimate objects in her gullet. Once per day, the Bottomless Ma can spit out these objects into another plane of existence. The DM determines the time of day and plane.

WEAKNESSES

Pig and Pepper. If the Bottomless Ma is exposed to pepper, she must use her reaction to sneeze. Each Medium or smaller creature within 5 feet of the Bottomless Ma must succeed on a DC 16 Strength saving throw or be pushed up to 5 feet away from her. Sneezing like this also forces the Bottomless Ma to immediately regurgitate any creatures or objects she has swallowed.

The Hag of Hospitality

This halfling witch is stronger and far more insidious than her soft smile indicates. The monstrous matriarch has all of the strength and guile of a hag twice her size, an underestimation she expertly uses to her advantage.

STORY HOOK

A small band of Talentans, resupplying at Gatherhold, have not been able to find their children. Dismissing conjecture about runaways and wild thunder lizard attacks, the band seeks the aid of fellow travelers in finding the missing little halflings.

The Hag of Hospitality

Small fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d6 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +7

Skills Deception +5, Perception +5

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Halfling, Sylvan

Challenge 6 (2,300 XP)

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She

can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*, *unseen servant*

3/day each: *fog cloud*, *ray of sickness*, *snare*

Shared Spellcasting (Hearth Coven Only). While the hag is within 30 feet of the other two members of her hearth coven, she can cast the following spells from the wizard's spell list but must share the spell slots with the other two hags. Her shared spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks):

1st level (4 slots): *burning hands*, *ceremony*, *detect poison and disease*, *grease*

2nd level (3 slots): *continual flame*, *dust devil*^{XGE}, *heat metal*

3rd level (3 slots): *create food and water*, *stinking cloud*, *tiny servant*^{XGE}

4th level (3 slots): *black tentacles*, *grasping vine*

5th level (2 slots): *animate objects*, *cloudkill*

6th level (1 slot): *Otto's irresistible dance*

Wisdom with Age. The hag has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The hag makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Granny's Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

WEAKNESSES

Granny Apples. The hag is violently allergic to apples. Whenever she consumes apples or is struck by them, she gains a level of exhaustion (up to four levels).

Gray-Hand Jack

*Keep your candle lit, my child,
when you commit your wicked deed.
Hold it close or on your shade,
the Nightsmile he may heed.*

*All your sins behind you walk
and cast your shadow long.
The darker that they tarnish,
the quicker he comes along.*

*With ashen claw, Jack cuts the gloom,
and all your faults displayed,
Your shadow sewn to finery,
fashioned in dark parade.*

Every court has exiles and others who fall from grace, even those within Thelanis. Gray-Hand Jack, or Ol' Blue Eyes as he is sometimes called, is a rake of the frustratingly charming sort. His own tale is bound within the perpetual cycle of his crimes, exile, and amnesty within the darker courts of the Realm of Stories. When the knave is banished, he wanders Eberron in rags until he can once more tailor his ebony finery from the shadows of ne'er-do-wells and petition the courts for his return as Jack In Black.

Regional Retellings

Tales abound from time immemorial of evil spirits who steal away the shadows of their victims—and sometimes, their lives. In modern Khorvaire, these thefts are oft attributed to the mysterious figure known as Gray-Hand Jack. On more than one occasion, neighborhood squabbles have arisen when a nosy—and superstitious—citizen becomes convinced a mysterious new blue-eyed neighbor must be plotting to steal their shadow.

- A quiet prisoner resides in the Kalkor slave pits of the Marguul Tribe in northwestern Darguun. Said to be a prisoner of war, he never speaks, but there is a tendency for his slave-masters to disappear mysteriously, allowing others to flee—though the blue-eyed man himself never escapes, and seems content to wait for the next evil master to be appointed.
- In Vedykar in Karrnath, as of late, an ebon-clad dignitary has been a constant addition to every event in high society. Rumored to be an ambassador from Taer Syraen, he is given a wide berth due to his disarming obsidian smile. There are whispers that he only attends events of the most corrupt warlords and decadent nobility.
- On the outskirts of the Twilight Demesne in the Eldeen Reaches, there is a crumbling castle. Unmarked on any map, the ruined hold is a constant murmur of activity, for here a monarch-in-exile holds an unending party with his Greensinger hangers-on and fey retainers. The debauchery endures at the behest of the blue-eyed monarch, though it is alleged that on nights when certain moons are new and dark, the revelers are sacrificed for the king's amusement.





The Blue-Eyed Beggar

This pale elfin creature casts no shadow. He is painted in monochrome except for his piercing blue eyes. Although dressed in rags, they are exquisite scraps of darkweave—as if he were a noble who is unfamiliar at playing poor. He seeks out the wicked to buy himself back into the good graces of Thelanis.

STORY HOOK

Several bugbear bodies—each one mysteriously lacking a shadow—have been discovered near the town of Skullreave. The Kalkor leader Morgaath wants the head of whoever is responsible for this dark magic and has put an open bounty on the culprit.

The Darkweave Dandy

Bedecked in a suit cut from shadow, this pale creature has the airs of a highborn fop, his manner and etiquette fitting right in among any court. His smile betrays his attempts to fit in, ebony teeth displayed in a wicked grin. With no shadow of his own, he seeks to add the shadows of others to his ensemble.

Jack the Blue-Eyed Beggar

Medium fey, neutral evil

Armor Class 13

Hit Points 72 (16d8)

Speed 30 ft.

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

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

Skills Intimidation +4, Stealth +7

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

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Common and Sylvan but does not speak

Challenge 4 (1,100 XP)

Dark Step. If Jack is in dim light or darkness, he can use a bonus action to teleport up to 30 feet to an unoccupied space he can see that is also in dim light or darkness.

Fey Resistance. Jack has advantage on saving throws against spells and other magical effects. He can't be put to sleep by magic.

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

At will: *pass without trace*, *silence*
3/day: *hex*

ACTIONS

Gray Hand. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 13) and must succeed on a DC 12 Wisdom saving throw or be frightened until this grapple ends. While frightened this way, the target is also paralyzed.

Shadow Tear. *Melee Spell Attack:* +4 to hit, reach 5 ft., one paralyzed humanoid that is grappled by Jack. *Hit:* 29 (5d10 + 2) necrotic damage. If this damage reduces the target to 0 hit points, Jack immediately kills the target by rending its soul free of its body. If Jack judges the creature to be evil, he also steals the target's shadow, and its corpse can't be obscured by darkness.

When Jack steals a total of eleven shadows, he transforms into the Darkweave Dandy.

WEAKNESSES

After You. During the first round after rolling initiative, Jack acts last in the initiative order. In subsequent rolls, Jack acts according to his initiative roll as normal.

Gray-Hand Jack

Jack the Darkweave Dandy

Medium fey, neutral evil

Armor Class 17 (ebon finery)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Dex +6, Wis +6, Cha +7

Skills Insight +6, Intimidation +7, Stealth +9

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

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Common and Sylvan but does not speak

Challenge 7 (2,900 XP)

Dark Step. If Jack is in dim light or darkness, he can use a bonus action to teleport up to 30 feet to an unoccupied space he can see that is also in dim light or darkness.

Ebon Finery. While wearing his outfit of fine clothes woven from shadows, Jack adds his Charisma modifier to his AC.

Fey Resistance. Jack has advantage on saving throws against spells and other magical effects. He can't be put to sleep by magic.

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

At will: *invisibility*, *pass without trace*, *silence*

3/day: *hex*

1/day: *phantasmal killer*

ACTIONS

Gray Hand. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage. If the target is

Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 15 Wisdom saving throw or be frightened until this grapple ends. While frightened this way, the target is also paralyzed.

Shadow Tear. *Melee Spell Attack:* +7 to hit, reach 5 ft., one paralyzed humanoid that is grappled by Jack. *Hit:* 59 (10d10 + 4) necrotic damage. If this damage reduces the target to 0 hit points, Jack kills the target by rending its soul free of its body. If Jack judges the creature to be evil, he also steals the target's shadow, and its corpse can't be obscured by darkness.

When Jack steals a total of 121 shadows, he transforms into the Reveling Rex.

LEGENDARY ACTIONS

Jack the Darkweave Dandy 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. Jack regains spent legendary actions at the start of his turn.

Shadow Jaunt. Jack uses Dark Step.

Untouchable Dance (Costs 2 Actions). Jack uses the Dodge action.

Black Smile (Costs 3 Actions). Jack grins obscenely, targeting all creatures in a 60-foot cone. Each target in the area that can see Jack's smile must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. While frightened this way, a creature is also paralyzed. 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 target's saving throw is successful or the effect ends for it, the target is immune to Jack's Black Smile for the next 24 hours.

WEAKNESSES

Common Courtesy. When Jack targets a creature he doesn't consider evil with an attack or harmful spell, he must make a DC 15 Wisdom saving throw. On a failed save, Jack must choose a new target or lose the attack or spell. Jack automatically succeeds on the saving throw if the target has attacked him or cast a harmful spell that affects him.

⊕ L' BLUE EYES
+ TRADED ME A
FINE G⊕WN ⊕ F
SHAD⊕WS...

I+ 'S +⊕ DIE F⊕R.

The Reveling Rex

Finery of gossamer shade outfits this colorless fey, with only his bright blue eyes breaking up the bleak contrasts of his form. He searches for the shadows of the vilest to tailor for his apparel, to once more earn his station and place within the Court of the Moon.

Jack the Reveling Rex

Medium fey, neutral evil

Armor Class 20 (ebon regalia)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	12 (+1)	16 (+3)	24 (+7)

Saving Throws Dex +7, Wis +7, Cha +11

Skills Insight +7, Intimidation +11, Stealth +11

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

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Common and Sylvan but does not speak

Challenge 12 (8,400 XP)

Dark Step. If Jack is in dim light or darkness, he can use a bonus action to teleport up to 30 feet to an unoccupied space he can see that is also in dim light or darkness.

Ebon Regalia. While wearing his outfit of fine clothes woven from shadows, Jack can add his Charisma modifier to his AC.

Fey Resistance. Jack has advantage on saving throws against spells and other magical effects. He can't be put to sleep by magic.

Innate Spellcasting. Jack's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *invisibility*, *pass without trace*, *silence* 3/day each; *hex*, *Otto's irresistible dance*, *phantasmal killer*

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

ACTIONS

Gray Hand. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 19 Wisdom saving throw or be frightened until this grapple ends. While frightened this way, the target is also paralyzed.

Soul Tear. *Melee Spell Attack:* +11 to hit, reach 5 ft., one paralyzed humanoid that is grappled by Jack. *Hit:* 62 (10d10 + 7) necrotic damage. If this damage reduces the target to 0 hit points, Jack kills the target by rending its soul free of its body. If Jack judges the creature to be evil, he also steals the target's shadow, and its corpse can't be obscured by darkness.

When Jack steals a total of 1,331 shadows, he returns to Thelanis, leaving the Material Plane behind until his next exile.

LEGENDARY ACTIONS

Jack the Reveling Rex 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. Jack regains spent legendary actions at the start of his turn.

Shadow Jaunt. Jack uses Dark Step.

Untouchable Dance. Jack takes the Dodge action.

Black Smile (Costs 2 Actions). Jack grins obscenely, targeting all creatures in a 60-foot cone. Each target in the area that can see Jack's smile must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. While frightened this way, a creature is also paralyzed. 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 target's saving throw is successful or the effect ends for it, the target is immune to Jack's Black Smile for the next 24 hours.

Kings' Grasp (Costs 2 Actions). Jack makes one Gray Hand attack.

WEAKNESSES

Observing the Formalities. If any creature bows, curtsies, or otherwise respectful genuflects to Jack (no action required), he has disadvantage on his next attack roll against that creature.



The Littlest Overlord

*Pray, where is cat?
Why, she sits on the throne,
Purring secrets to
her ruined king.
Then pray, what is that?
Tis a pile of bones
Wearing cat's collar—
a curious thing.*

*Pray, where is dog?
On the lap of his lord,
Begging for morsels
of marrow.
Hunting in fog,
lord slipped on his sword—
Dog grinned as they
laid lord to barrow.*

*Pray, where is jay?
In a cage by her queen,
Warbling dirges and
funeral songs.
As servants dismayed
find regicide scene,
The laughter of birdsong's gone wrong.*



The Littlest Overlord is a minor Shavarath fiend with delusions of grandeur. A rank-and-file messenger from the Plane of War, the imp was summoned once to Eberron and saw an opportunity it would never have at home. After seeking passage through a Shavarath manifest zone, the creature quickly utilized its devilish abilities to replace animals in high society. For centuries now, the Littlest Overlord has influenced nobles and monarchs alike from the shadows, acquiring all of the aristocracy gossip that it can and pushing members of nobility toward evils. It does all this in the guise of their beloved pets—which the Littlest Overlord greedily consumes when it replaces them.

Regional Retellings

Stories of the Littlest Overlord are most popular among Aurum members, as well as many well-born Khorvairians. However, commoners throughout the Five Nations also tell its tales—sometimes with secret delight.

- An evil has wiggled its way into the ministry of the Argentum, and its members are rapidly reaching the point of accusing each other of malcontent. The truth is much worse: a banished general of Shavarath has been stripped of their power and bound to the form of a lowly quasit. Now the disguised demon whispers to the clergy, sowing seeds of a war worthy enough to grant the general amnesty.
- In Krona Peak in the Mror Holds, some members of the Iron Council bring their doted-on pets into council meetings. One such pug, hailing from a long line of pampered hounds, has been seen at court many times. Other lords murmur that the prized pet has a knack for being underfoot—leading to serious injury, and rumor holds, at least one dwarven death.
- Every Aurum member worth their platinum knows that the laps of the elite are reserved for the fanciest of cats. Rumors persist that at least one member of the Shadow Cabinet—believed to be the Aurum's secret inner circle—keeps a watchful eye on the Aurum through their wicked pet, and that the cat is clever enough to arrange unfortunate accidents for certain upstarts.



Sergeant Silvertongue

Curious eyes watch from the inky plumage of this stately raven. Cruel barbs tip the raven's venomous talons, a poison the fiend uses to aid its victims nevermore. Sergeant Silvertongue revels in spreading minor mayhem.

VARIANT: LITTLEST OVERLORD FAMILIAR

Spellcasters who desire a familiar can find the Littlest Overlord a powerful ally—at least, for now... When serving as a familiar, the Littlest Overlord has the following trait regardless of its current form.

Familiar. The Littlest Overlord can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the Littlest Overlord senses as long as they are within 1 mile of each other. While the Littlest Overlord is within 10 feet of its master, the master shares the Littlest Overlord's Magic Resistance trait. At any time and for any reason, the Littlest Overlord can end its service as a familiar, ending the telepathic bond.

Sergeant Silvertongue

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	18 (+4)

Skills Performance +8, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Magic Resistance. Sergeant Silvertongue has advantage on saving throws against spells and other magical effects.

Mimicry. Sergeant Silvertongue can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Shapechanger. Sergeant Silvertongue can use its action to polymorph into a beast form that resembles a badger (speed 20 ft. burrow 5 ft.), a raven (10 ft., fly 50 ft.), or a scorpion (10 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form of a quasit if it dies.

Spellcasting. Sergeant Silvertongue is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *vicious mockery*
1st level (3 slots): *charm person*, *heroism*, *sleep*

ACTIONS

Claw (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned 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.

Scare (1/day). One creature of Sergeant Silvertongue's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, made with disadvantage if it can see Sergeant Silvertongue, ending the effect on itself on a success.

Invisibility. Sergeant Silvertongue magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Anything Sergeant Silvertongue is wearing or carrying is invisible as long as it remains on its person.

WEAKNESSES

Balor's Bravado. Sergeant Silvertongue remembers its glory as a greater fiend and is overconfident in its prowess. Sergeant Silvertongue has disadvantage on Charisma saves.

IF HE WON'T
BEHAVE,
JUST SAY:

The Ankle-Biter

The Littlest Overlord

The Ankle-Biter

This black and crimson lap dog has a pampered air of grace and shifty dark eyes that seem to watch with too much knowledge behind their curiosity. The dog strains against the yoke of its collar, exploiting every opportunity to lay misfortune under the veil of coincidence.

STORY HOOK

A Soldorak Concordian has inherited her late father's spoiled pug. She believes that the excitable dog is responsible for her nightmares, though she is too paranoid to mention it to other members of her elite fraternity. She seeks outside intervention to aid her with a devilish little problem.



The Ankle-Biter

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Insight +3, Persuasion +5, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP)

Khyber's Sight. Magical darkness doesn't impede the Ankle-Biter's darkvision.

Magic Resistance. The Ankle-Biter has advantage on saving throws against spells and other magical effects.

Shapechanger. The Ankle-Biter can use its action to polymorph into a beast form that resembles a pug dog (speed 20 ft.), a cat (40 ft.), or an owl (5 ft., fly 60 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true imp form if it dies.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The Ankle-Biter magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the Ankle-Biter wears or carries is invisible with it.

Charm. One humanoid the Ankle-Biter can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Ankle-Biter's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this charm for the next 24 hours. The Ankle-Biter can have only one target charmed by this ability at a time. If it charms another, the effect on the previous target ends.

WEAKNESSES

Widdle Snugglebutt. When the Ankle-Biter is serving as a familiar, it has disadvantage on its next saving throw, ability check, or attack roll if it is addressed aloud by the horrible pet name bestowed on it by its master.

Cat's Eye

This long-haired feline watches on with perpetual contempt, malice dancing behind its ocherous gaze. It preys on the unlucky, tipping the scales toward catastrophe whenever it can get away with it.

The Cat's Eye is the epitome of an unlucky cat, pulling impish pranks and devilish hijinks while dodging blame with infernal cat's grace.

Anything on the ground is a cat toy. Anything not there yet soon will be.



Cat's Eye

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	18 (+4)

Skills Deception +6, Insight +3, Persuasion +6, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP)

Khyber's Sight. Magical darkness doesn't impede Cat's Eye's darkvision.

Magic Resistance. Cat's Eye has advantage on saving throws against spells and other magical effects.

Shapechanger. Cat's Eye can use its action to polymorph into a beast form that resembles a tiger-striped tressym (speed 40 ft., climb 30 ft., fly 50 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form of an imp if it dies.

ACTIONS

Sting (Claw in Tressym Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Cymophane. One humanoid Cat's Eye can see within 30 feet of it must succeed on a DC 15 Charisma saving throw or be magically hexed for 1 day. The hexed target has disadvantage on ability checks made with one ability of Cat's Eye's choice. If the target successfully saves against the effect, it is immune to Cat's Eye's hex for the next 24 hours.

Cat's Eye can have only one target hexed at a time. If it hexes another, the effect on the previous target ends. A *remove curse* spell ends this effect early.

Invisibility. Cat's Eye magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Anything Cat's Eye is wearing or carrying is invisible as long as it remains on its person.

WEAKNESSES

Fickle Feline. At the start of Cat's Eye's turn, if it can see an upright unattended object within 120 feet of it that would cause havoc if upended (such as a glass of water, vase, or inkwell), Cat's Eye must make a DC 13 Wisdom saving throw. On a failed save, it must use as much of its movement as possible during that turn to move toward the object, and must use its action to either Dash or (if it is in range) to attempt to knock the object over. On a successful saving throw, Cat's Eye is immune to this weakness for 1d4 hours.

Madame Khyber

*In hidden places does she stalk
below the eaves and bowers.
Neath lovely faces does she walk
and flaunts enthralling powers.*

*Ivory fangs and lips of rose
reveal her wicked smiles,
Behind her eyes the deadly throes
betray her crimson wiles.*

*Her overtures eternal,
she lies with whispered breath,
Her promises infernal,
as courting her is Death.*



Taking many names and guises, Madame Khyber is a woman whose life has far exceeded even the long-lived eladrins. In some tales, she is a masked night hag or a succubus in disguise; the most troubling, however, are those that depict her as a mortal with immortality, having found a way to siphon the life force of every spouse she takes. Though her powers may be dark, she is bound to no master.

Regional Retellings

Stories of Madame Khyber are most common in Khorvaire, though cultures worldwide have their own legends of an archetypal deadly mistress—along with a fair share attributing these fatal wiles to winsome men with dazzling smiles.

- In Aundair's capital of Fairhaven, gossip amongst nobility is abuzz that the Marquise ir'Winter is taking another bride. There are rumors that the elven highborn is an inherited changeling persona, though no one has ever caught the Lady ir'Winter out of form.
- The hamlet of Ardev in Breland tells a legend of a scarlet comet that fell from the sky into the volcano called Kobek's Voice. Red smoke and stardust billowed in a cloud, and up from the volcano came an Aryth-haired man. The tales say he continues to take lives to extend his own until another comet strikes the volcano.
- On the island of Orgalos in the Lhazaar Principalities, there is a self-titled Princess in the small city of Grimwall—though the Lhazaarite title of Prince extends to all genders, the Princess is quite set on having a title to herself. She has survived the reign of many ruling Princes, and is adored by the people of the city and the sailors who visit. The Princess appears as a young kalashtar, and in exchange for her blessings, she has been gifted with a hoard of gold and jewels. Her fame is local legend, and fanatical devotion blinds the locals to those souls who dark rumors say were sacrificed to her eternal appetites.

Cinnabar's Shadow

Clad in the finest garments in the latest fashion of the aristocracy, this elven gentlewoman's fair features are framed by a cascade of gleaming scarlet tresses. Vanity is her hubris, and she uses her wiles to keep her appearance forever in its prime. Woe to any creature comelier than she.

STORY HOOK

Lord Aramis, a Knight Phantom of Aundair, believes the Lady ir'Winter is responsible for the untimely death of his brother—a priest of the Silver Flame. He is discretely seeking aid to uncover the lady's secrets in hopes of avenging his brother's demise.



Cinnabar's Shadow

Medium humanoid (elf), chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Cha +5

Skills Deception +7, Insight +5

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Ambusher. Cinnabar's Shadow has advantage on attack rolls against any creature she has surprised.

Beauty Rest. Magic can't put Cinnabar's Shadow to sleep.

Borrow Vigor. If Cinnabar's Shadow surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack, and Cinnabar's Shadow regains hit points equal to that amount.

Eternal Bloom. Cinnabar's Shadow suffers none of the frailties of old age, she is immune to any effect that would magically age her.

Lady in Red. Any creature that starts its turn within 60 feet of Cinnabar's Shadow must make a DC 13 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed 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 Lady in Red for the next 24 hours.

Whenever Cinnabar's Shadow deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Multiattack. Cinnabar's Shadow makes two melee attacks, only one of which can be Kiss of Death.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Kiss of Death. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Fairhaven's Finest regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. When a creature dies from this effect, Cinnabar's Shadow adds 1d4 x 10 years to her natural lifespan.

Desires Revealed. Cinnabar's Shadow magically reads the surface thoughts of one creature within 60 feet of her. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Cinnabar's Shadow can continue reading its thoughts, as long as her concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Cinnabar's Shadow has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

WEAKNESSES

Fairest of them All. Cinnabar's Shadow has disadvantage on any attack roll, ability check or saving throw against any creature with a Charisma higher than her own. She will attack any such creature relentlessly in combat above any other targets.

The Crimson Courtier

Lovely locks kissed by Aryth frame this incubus's alluring countenance like a mantle of flame. His smoldering gaze adds to his fiery demeanor. With Fury's grace, he wields his passion like a blade, leaving a wake of broken hearts—and trapped souls.

The Crimson Courtier

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +11, Insight +7, Perception +7, Persuasion +11, Stealth +9

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

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Elvish, telepathy 60 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. The Crimson Courtier's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring only his Khyber's Heart focus:

At will: *fire bolt*, *magic missile*

3/day each: *minute meteors*, *scorching ray*

1/day: *fire shield*

Khyber Shards Are Forever. The Crimson Courtier carries a rare magic dragonshard called Khyber's Heart that he creates for himself in a ritual that takes 30 days. His Khyber's Heart ends the charmed condition on any creature that touches it. If his Heart is lost, the Courtier goes to great lengths to retrieve it, as creating a new tool takes time and effort.

Shapechanger. The Crimson Courtier can use his action to polymorph into a Small or Medium humanoid, or back into his true fiendish form. Without wings, the Courtier loses his flying speed. Other than his size and speed, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Telepathic Bond. The Crimson Courtier ignores the range restriction on his telepathy when communicating with a creature he has charmed. The two don't even need to be on the same plane of existence.

THE NIGHT SKY WAS ALIGHT
WITH FURY-FIRE WHEN THE
RED LORD'S KISS BRUSHED
VESTAL KOBOK, THE FLAMES
OF PASSION BRIGHTER
THAN THE MOONS AND
WONDRous TO BEHOLD... AS
THE STORIES SAY...

ACTIONS

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

Crimson Wiles. One humanoid the Crimson Courtier can see within 30 feet of him must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Courtier's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the Courtier's Charm for the next 24 hours.

The Crimson Courtier can have up to three targets charmed at a time. If he charms another, the effect on the first target ends.

Draining Kiss. The Crimson Courtier kisses a creature charmed by him or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Khyber's Caress. The Crimson Courtier chooses a living humanoid with 0 hit points that he can see within 30 feet of him. That creature is teleported inside his Khyber's Heart dragonshard and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the Courtier regains 25 hit points, he can take an additional action on her next turn, and he can call forth the slain creature as an undead shadow as a bonus action. The undead shadow is under the Courtier's control. The Courtier can imprison only one creature at a time, and can only control up to three shadows at a time.

Volcanic Step. The Crimson Courtier magically enters a demiplane of Khyber from the Material Plane, or vice versa. He can't bring anyone with him when traveling this way, including any creature imprisoned in his Khyber's Heart dragonshard.

WEAKNESSES

To Blame. Creatures that know true love are immune to the effects of the Crimson Courtier's Crimson Wiles, Draining Kiss, and Khyber's Caress actions. If he witnesses an act of true love by such a creature, he has disadvantage on any attack rolls made against it.

Scarlet Serpent

Where many undead feed solely on the life force of the living, this vampiric red dragon has learned to also feed on adoration and supplication. She rules with haughty pride and vain arrogance; to her, reverence is a fine wine to be savored.



Scarlet Serpent

Large undead, lawful evil

Armor Class 21 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +9, Wis +6, Cha +8
Skills Perception +10, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, Elvish
Challenge 11 (7,200 XP)

Cover of Fog. When she drops to 0 hit points outside of her resting place, Scarlet Serpent transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that she isn't in sunlight. If she can't transform, she is destroyed.

While Scarlet Serpent has 0 hit points in mist form, she can't revert to any other form, and she must reach her resting place within 2 hours or be destroyed. Once in her resting place, she reverts to her red dragon form. She is then paralyzed until she regains at least 1 hit point. After spending 1 hour in her resting place with 0 hit points, she regains 1 hit point.

Legendary Resistance (1/Day). If Scarlet Serpent fails a saving throw, she can choose to succeed instead.

Regeneration. Scarlet Serpent regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight. If Scarlet Serpent takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Shapechanger. If Scarlet Serpent isn't in sunlight, she can use her action to polymorph into a Medium humanoid, a Medium cloud of mist, or back into her true red dragon form. In humanoid and red dragon form, her statistics, other than her size, are the same. Any equipment she is wearing or carrying is transformed with her. She reverts to her true form if she dies.

While in mist form, Scarlet Serpent can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage.

ACTIONS

Multiattack (Dragon Form Only). Scarlet Serpent makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one willing creature, or a creature that is grappled by Scarlet Serpent, incapacitated, or restrained. **Hit:** 17 (2d10 + 6) piercing damage plus 10 (3d6) fire damage. The target's hit point maximum is reduced by an amount equal to the fire damage taken, and Scarlet Serpent regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Scarlet Serpent's control.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage. Instead of dealing damage, Scarlet Serpent can grapple the target (escape DC 18).

Enticing Gaze. Scarlet Serpent targets one humanoid she can see within 30 feet of her. If the target can see Scarlet Serpent, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by her. The charmed target regards Scarlet Serpent as a trusted friend to be heeded and protected. Although the target isn't under Scarlet Serpent's control, it takes her requests or actions in the most favorable way it can, and it is a willing target for her bite attack.

Each time Scarlet Serpent does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Scarlet Serpent is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Fire Breath (Recharge 5-6). Scarlet Serpent exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Scarlet Serpent 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. Scarlet Serpent regains spent legendary actions at the start of her turn.

Fan the Flames. All creatures within 20 feet of Scarlet Serpent take 5 fire damage.

Flames of Khyber. Scarlet Serpent's next claw attack deals fire damage instead of slashing damage.

Bite (Costs 2 actions). Scarlet Serpent makes one bite attack.

WEAKNESSES

Eyes on the Prize. If Scarlet Serpent is offered expensive jewelry, gems, dragonshards, or lavish gifts, she is charmed by the gift giver for 1d4 rounds or until she takes damage.

Heart of the Hoard. If a piercing weapon made of silver or gold is driven into Scarlet Serpent's heart while she is incapacitated in her resting place, she is paralyzed until the stake is removed.



Three Moons

*Blessed by warding Olarune,
But cursed by Ol' King Nymm,
There lopes a fearsome monster
With hunger inside of him.*

*When brightly shines the Sentinel,
The Rat cannot be sated,
But when Barrakas lights the way,
The Wolf becomes the baited.*

*Lock your doors and ward your hearts,
Take precautions satisfactory.
A howl, a growl, and a smile most foul
Bite the teeth of this Menagerie.*

Three Moons is a dangerous predator, afflicted with several strains of lycanthropy, and able to shrug off most physical attacks. This creature is viewed by some shifters as a manifestation of their repressed bloodlines, and some lycanthropes view Three Moons as the pinnacle of what they might become. More beast than person, the waxing and waning of Eberon's moons has Three Moons in a constant state of predatory fluctuation.

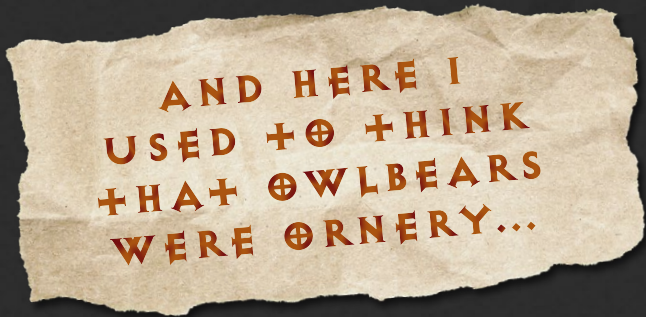
Regional Retellings

Every child of the Eldeen Reaches knows of Three Moons, and its story is recounted in shifter communities worldwide. Other folk also speak in fearful whispers of Three Moons, especially in regions with a strong Silver Flame presence.

- Shifters in the Eldeen Reaches leave birds and mice in wicker cages hanging from branches as offerings to Three Moons, that the beast might take them and stay its hunger from shifter communities. Moon-speakers divine which animals are chosen to abate the hunter's current appetites.
- In the Thranish village of Nathyrr, chimes made from a dozen arrowheads are hung outside of the city to ward off Three Moons. Legend holds this beast has hunted the Harrow Crowns since the height of the Purge.
- It's said that the Maiden of the Moon releases her faithful pet when her Thelanian realm brushes against shadowy places of Eberon. Three Moons changes its hunting form to reflect the season of its mistress and is bound by her will to fetch a new prize every time it's unleashed. Those who are marked by Three Moons are dragged back to the Moon Maiden's court in the realms of Thelanis.

The Moonlight Marauder

Part beast and part humanoid, this monster lopes with exaggerated arms ending in wicked talons. Crumpled bat wings struggle to unfurl from its shoulders, porcine tusks jut from its slaving jowls, and it is covered in coarse shaggy striped fur. Only the eyes belie the cruel intelligence trapped within the forms of the beast. Its purpose seems only to spread lycanthropy's curse as far as it is able.



The Moonlight Marauder

Medium humanoid (shifter, shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft. (40 ft., climb 30 ft. in hybrid forms, fly 60 ft. in bat form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Con +6

Skills Perception +7, Stealth +6

Damage Vulnerabilities attacks made with silvered weapons

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 17

Languages Sylvan

Challenge 5 (1,800 XP)

Charge (Boar or Hybrid Form Only). If the marauder moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Echolocation (Bat or Hybrid Form Only). The marauder has blindsight out to a range of 60 feet as long as it's not deafened.

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

Moonstruck. When the marauder attacks a humanoid with its bite attack, roll a d4 to determine the strain of lycanthropy inflicted. All strains of the curse shift the humanoid toward a chaotic evil alignment.

d4	Lycanthropic Strain
1	Werebat
2	Wereboar
3	Werewolf
4	Weretiger

Pounce (Tiger or Hybrid Form Only). If the marauder moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a

DC 15 Strength saving throw or be knocked prone. If the target is prone, the marauder can make one bite attack against it as a bonus action.

Relentless (Recharges after a Short or Long Rest). If the marauder takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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

Tongue of Beasts, Words of Man. The marauder can communicate with beasts as if they shared a language.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The marauder makes two attacks.

Bite (Beast or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

Claw (Beast or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

Call of the Wild (1/Day). While outdoors, the marauder can call beasts to its aid. The marauder magically calls 1d4 swarms of bats, 1d2 giant boars, 1d10 tigers, or 2d6 wolves. The called creatures arrive at initiative count 0 of the current round, acting as allies of the marauder and obeying its spoken commands. The beasts remain for 1 hour, until the marauder dies, or until the marauder dismisses them as a bonus action.

WEAKNESSES

Silverbane. Silver is highly effective against the marauder. It has vulnerability to any damage dealt by a silvered weapon, and a handful of sovereign coins can be used against the marauder as if they were a flask of holy water, inflicting 2d6 radiant damage on a successful ranged attack.

The Beast of Nathyrr

More imposing than a dire wolf, bone spurs poke through the ebony hide of this towering lupine beast. Huge leathery wings unfurl from its back, giving the malevolent creature a fierce and impressive stature. A lycanthropic apex, it seems to exist only to harrow the Church of the Silver Flame.

STORY HOOK

In Nathyrr Village, Thranish clergy put down an unfortunate lunatic who displayed signs of being both a wererat and a werebat. Brother Ash, a devout of the Silver Flame, offers a hefty purse of sovereigns to whichever brave souls can end this unholy plague on the villagers.



The Beast of Nathyrr

Huge fiend (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	6 (-2)	16 (+3)	8 (-1)

Saving Throws Con +7

Skills Perception +9, Stealth +6, Survival +9

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Bark at the Moons. When the beast afflicts a humanoid with lycanthropy, they are cursed with two strains—those of a werebat and a werewolf. A *remove curse* spell can rid the afflicted lycanthrope of one curse, and a *wish* spell removes both strains of lycanthropy. Lycanthropes afflicted this way are treated as having two separate curses in regard to which moon triggers their transformation.

Afflicted lycanthropes can only pass on one strain to their offspring.

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

Innate Spellcasting. The beast's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *hunter's mark*, *primal savagery*^{XGE}
1/day each: *fire shield* (chill shield only)

Sheep's Clothing. The beast can use its action to polymorph into the form of a Medium shifter, or back into its true form, which is a fiendish winged wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or if it uses its Hunter's Howl action.

ACTIONS

Bite (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebat and werewolf lycanthropy.

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

Hunter's Howl (Recharge 6). The beast emits a keening howl in a 60-foot cone. Each creature in that area that can hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the beast's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Hunter's Howl for the next 24 hours.

WEAKNESSES

Purge of Silver. Any devout creature of the Silver Flame within 30 feet of the beast can use its action to present a holy symbol of the Silver Flame, causing the beast to succeed on a DC 15 Wisdom save or be turned for 1 minute. If turned, the beast must spend its turns trying to move as far away from the devotee as it can, and it can't willingly move to a space within 30 feet of the devotee. The beast also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the beast can use the Dodge action.

The Maiden's Pet

This chimeric beast fuses the best and worst of several dire animals—bat wings carry the three-headed quadruped aloft, with its heads of a bear, rat, and wolf. It rears back on dextrous rodent hind legs balanced by a

rat's rope-like tail to swipe with powerful bear claws. It is a fearsome hunter set on enigmatic tasks by its archfey lords, and their whim is its will. The chimera alters with the seasons in both appearance and skill—in winter it may have a cloak of white fur, and the features of a polar bear, white wolf, and ermine.

The Maiden's Pet

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	5 (-3)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +7

Skills Perception +12, Survival +12

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses darkvision 60 ft., passive Perception 22

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 14 (11,500 XP)

The Great Hunt. The Pet is given a quarry by its fey master. The quarry can be a specific creature or object the master is personally acquainted with, or it can be a general type of creature or object the master has seen before. The Maiden's Pet deals an extra 3 (1d6) damage to its quarry when it hits its quarry with a weapon attack, and it knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The Maiden's Pet can have only one such quarry at a time.

Seasonal Spellcasting. The Pet is attuned to one of the four seasons. Its innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Depending on its attuned season, the Pet can innately cast the following spells, requiring no material components:

Season	At Will	3/Day	Claws
Spring	<i>entangle, hideous laughter</i>	<i>confusion</i>	thunder
Summer	<i>earth tremor, faerie fire</i>	<i>heat metal</i>	fire
Autumn	<i>cause fear, toll the dead</i>	<i>web</i>	necrotic
Winter	<i>ice knife, wall of frost</i>	<i>slow</i>	cold

The Pet's season also determines what damage type it can deal with its Rat Claws attack. While its season usually matches the season of the region it's released into, any archfey with legendary actions can use one to change the season the Pet is attuned to.

Three Heads. The Pet has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Vigilant Sentry. When one of the Pet's heads is asleep, the other two heads are awake.

ACTIONS

Multiattack. The Pet makes three attacks: one with its Bear Slam, one with its Rat Claws, and one with its Wolf Bite. When its Paralyzing Breath is available, the Pet can use it in place of its Bear Slam or Wolf Bite.

Bear Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Rat Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failed save. The disease is cured on a successful save. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Instead of dealing slashing damage with this attack, the Pet can choose to deal the damage type granted it by its Seasonal Spellcasting trait.

Wolf Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with werewolf lycanthropy.

Paralyzing Breath (Recharge 5-6). The Pet exhales paralyzing gas in a 90-foot cone from one of its chimeric heads. Each creature in that area must succeed on a DC 18 Constitution saving throw or be paralyzed 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 the paralyzed creature is Medium or smaller, the Pet can pick it up as part of its move and walk or fly with it at full speed.

Thelanis Shift (2/day). The Pet transports itself and up to one incapacitated creature it is touching to Thelanis, the Faerie Court from the Material Plane, or vice versa. The Pet can specify a destination on the target plane in general terms, such as the court of its master, or it can arrive at a teleportation circle for which it knows the sigil sequence.

WEAKNESSES

The Hand That Feeds. If a creature can clasp a silver collar around each of the Pet's necks, it is permanently transformed into a beast under the control of the creature. Depending on which neck the collar is clasped on last, the Pet turns into either a brown bear, a giant rat, or a dire wolf. The beast remains loyal to whichever creature attaches the final collar.

If this happens, a new incarnation of the Pet might be released from the kennels of Thelanis when it is next coterminous, set on the commanding creature by the scorned archfey for the loss of its pet.

The Weeping Widow

*When fog enshrouds the moons
and darkness sweeps the skies,
Far too close for comfort,
you can hear her mournful cries.*

*The Dowager of Mists,
the Weeping Widow nears,
Look not upon her visage
nor behold her inky tears.*

*Bereft of love and taken,
torn from all she's known,
The Shrouded Relict yearns
for care to call her own.*

*If you feel her talons drawing,
calling you to grave's embrace,
Muster courage and turn away
from the woman in white lace.*

*Ichor weeps from piercing eyes,
the stains of her lament,
And if you meet her deadly gaze,
she counts it your consent.*

*Darkness binds the union
as her mists are overcast,
Within her frigid clutches,
your heart shall beat its last.*

The Day of Mourning shook Khorvaire's foundations. Its effects not only rippled throughout the continent, but linger today as a wound that can't be healed. Those "lucky" survivors of Cyre's destruction found that escaping the Mourndland was not without cost. Cyrans whisper of a figure seen in areas where Cyrans congregate—accompanied by the dead-gray mists of their former homeland who preys on those that remain.

Regional Retellings

The first rumors of a woman called the Widow have been traced to the days immediately following the Day of Mourning, starting in the refugee camp that came to be known as New Cyre. Alleged sightings—and near-misses—quickly expanded to all across Khorvaire, though most remain concentrated in New Cyre and High Walls. While all Cyrans have heard of the weeping bride, and most know a friend-of-a-friend-of-a-friend that indisputably lost a loved one to her embrace, Prince Oargev has publicly attributed these sightings to pranksters or suggestible citizens.

- In the Cyran slums of High Walls in Sharn, an ethereal woman stalks the nights, bringing fog and death with her. Accounts paint her as a maiden of different races, and some believe she is actually punishing Cyre's many lingering enemies.

- Evacuees in New Cyre whisper as they huddle around the hearth that the devastating mists have followed them into their makeshift new home. A woman cloaked in fog is said to take the life of any Cyran that spies her weeping in the night.
- None who escaped the Mourning did so unscathed. Nationalists and ideologues mutter that Mourners should not have gotten off so lightly—and it seems at least one entity agrees with them. Tales spread of a woman who walks boldly from the dead-gray borders of the Mourndland clothed in bridal finery. Rumors hold that she seeks to punish others who have little, when on the 20th of Olarune she lost all.



The Weeping Widow

Fog follows this empyreal bride, moving against the winds and cloying to her tresses and veils. Her unfinished business keeps the phantom searching for answers to the question that burns within every child of Cyre—even if she has to claim the life of every Cyran in her quest for solace.



The Weeping Widow of High Walls

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Stealth +7

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

Damage Immunities cold, necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Dead Gray Mists. As a bonus action, the Weeping Widow can assume a form of fog or mist or revert back to her true form of an undead woman. The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs the Weeping Widow 2 extra feet, rather than 1 extra foot. While in mist form, the Weeping Widow can't use her Visage of Lament.

Incorporeal Movement. The Weeping Widow can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

What Our Dreams Imagine. The Weeping Widow can magically sense the presence of living Cyran creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

ACTIONS

Touch of Mourning. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage.

Visage of Lament. Each non-undead creature within 60 ft. of the Weeping Widow that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Visage of Lament for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Cyre's Dirge (1/Day). The Weeping Widow releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. A creature is reduced to 0 hit points on a failed save, or takes 10 (3d6) psychic damage on a successful one.

WEAKNESSES

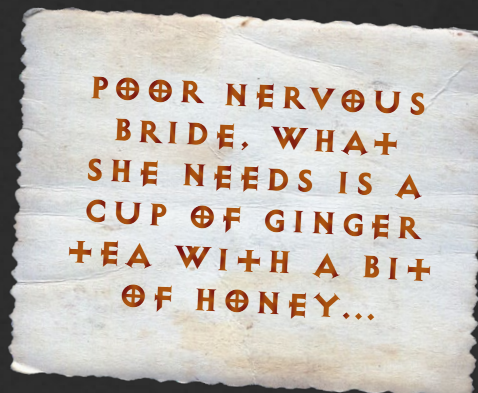
Heart of Galifar. The Weeping Widow can only be permanently killed by a weapon that was forged in Cyre before the Day of Mourning. If she dies by any other method, she reforms in 1d10 days, regaining all of her hit points.

The Old Haunt

This Cyran bride continually weeps black ichor, residue of her perpetual lament. This cruel chthonian being, seeking to spread the pain of the Mourning, hopes to wrest what wavering calm has been found in its wake.

STORY HOOK

An intangible foe is claiming the lives of New Cyre citizens. Quietly, Prince Oargev is seeking assistance with the problem—without drawing attention from the Brelish crown or inducing panic. The Prince has offered a sizable reward to anyone who will take care of the dilemma.



The Old Haunt of New Cyre

Medium fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Wis +6, Cha +8

Skills Perception +6, Performance +8, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, thunder

Condition Immunities exhaustion, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 XP)

Catching Smoke. The Old Haunt doesn't provoke opportunity attacks when she flies out of an enemy's reach.

Incorporeal Movement. The Old Haunt can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Innate Spellcasting. The Old Haunt's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *gaseous form*

3/day each: *fog cloud*, *suggestion*

1/day each: *control weather*

Veil of Inky Tears. When a creature that can see the Old Haunt's eyes starts its turn within 30 feet of her, the Old Haunt can force it to make a DC 16 Constitution saving throw if she isn't

incapacitated and can see the creature. A creature takes 16 (3d10) necrotic damage on a failed save. If the creature that is not immune to the frightened condition fails its saving throw by 5 or more, the creature is instead reduced to 0 hit points.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the Old Haunt until the start of its next turn. If the creature looks at the Old Haunt in the meantime, it must immediately make the saving throw.

ACTIONS

Claws of Fear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is frightened, it takes an extra 22 (4d10) psychic damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Dowager's Doom (Recharge 5-6). The Old Haunt emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the Old Haunt's next turn. If the save fails by 5 or more, the target also ages 1d4 x 10 years. If the target is a Cyran and fails this save, its hair turns white. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that succeeds on its saving throw is immune to the Dowager's Doom for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

WEAKNESSES

Corpse Bride. The Old Haunt must accept any challenge to dance the tago with a Cyran. That Cyran can make a DC 20 Charisma (Performance) check. If the check exceeds the DC, the Old Haunt is destroyed. If the Charisma check fails, the creature can't compel the Old Haunt to perform another tago until the next dawn. While dancing the Cyran tago with Old Haunt, a creature can't avert its eyes from her Veil of Inky Tears for one round.

Cyre's Bride

Altered by the dead-gray mists, this Cyran bride has become a tempest of gloom. Courting misery, woe befalls where'er she strides. Robbed of her truest moment of happiness, she is resolved to ensure others

are bereft of joy as well. Shadows are her bridal train, and it is from shadows she prefers to strike. In her despair she calls unliving handmaidens to her aid in bringing low the living.

Cyre's Bride, the Mourning Maiden

Medium elemental, neutral evil

Armor Class 19 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	14 (+2)	15 (+2)	21 (+5)

Saving Throws Dex +8, Cha +9

Skills Perception +10, Stealth +12

Damage Vulnerabilities radiant, thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, prone, unconscious

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

Languages Common, Elvish

Challenge 10 (5,900 XP)

Blind Senses. While deafened and unable to smell, Cyre's Bride can't use her blindsight and is blind.

Courting Shadows. As a bonus action, Cyre's Bride can teleport up to 30 feet to an unoccupied space she can see, provided the space is in dim light or darker.

Detect Life. Cyre's Bride can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. Cyre's Bride can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Keen Hearing and Smell. Cyre's Bride has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Sensitivity. While in sunlight, Cyre's Bride has disadvantage on attack rolls.

ACTIONS

Multiattack. Cyre's Bride uses any three actions from her Something Old, Something New, Something Borrowed and Something Blue.

Something Old. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or age 1d6 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Something New. Cyre's Bride kisses a willing creature or a creature restrained by her. The target must make a DC 17 Constitution saving throw against this magic, taking 19 (4d6 + 5) necrotic damage on a failed save, or half as much damage on a successful one, and Cyre's Bride regains hit points equal to the damage dealt.

Something Borrowed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage, and the target is grappled (escape DC 16). While grappled in this way, the target is restrained.

Something Blue (Recharge 6). Cyre's Bride emits a terrible shriek. Each non-undead creature within 60 feet of Cyre's Bride that can hear her must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of that creature's next turn.

Bad Luck to See the Bride. Cyre's Bride magically becomes invisible until she attacks, uses her Something Blue ability, her Summon Handmaiden ability, or until her concentration ends (as if concentrating on a spell).

Summon Handmaidens (1/Day). Cyre's Bride summons 1d4–2 banshees (minimum 0). A summoned banshee appears in an unoccupied space within 60 feet of Cyre's Bride, and acts as her ally. It remains for 1 minute, until it or Cyre's Bride dies, or until Cyre's Bride dismisses it as an action. Cyre's Bride is immune to the wail of any banshee she summons.

LEGENDARY ACTIONS

Cyre's Bride 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. Cyre's Bride regains spent legendary actions at the start of her turn.

Left at the Altar. Cyre's Bride uses Courting Shadows.

Nervous Bride (Costs 2 Actions). Cyre's Bride weeps a fountain of black ichor. One creature of her choice within 10 feet of her must succeed on a DC 17 Dexterity saving throw or take 19 (3d12) poison damage.

Pierce the Veil (Costs 3 Actions). Cyre's Bride sets her hollow gaze toward her prey. Cyre's Bride targets one creature she can see within 30 feet of her. The target must succeed on a DC 17 Constitution saving throw against this magic or take 10 (3d6) necrotic damage and be frightened for 1 minute.

WEAKNESSES

Happily Never After. Weapon attacks made by a creature in formal wedding attire deal radiant damage to Cyre's Bride instead of their normal damage type. If such a creature reduces Cyre's Bride to 0 hit points, she is destroyed, exploding into a 10-foot circle of rose petals. Any creature caught in this shower is charmed for the next hour by each creature it sees for the duration, considering it a friendly acquaintance.

The Wyvernmark

*There once lived three dragons
in a house made of stars,
With a dozen or so children to herd.
The eldest dragon could not tell them apart,
So it gave each of the children a word –
A cerulean symbol etched on their skin,
So when called, the children would hark.
But the dragon saw not the dangers within,
Or the lure of bright dragonmark.*

*While children were playing
outside in the field,
Terror flew down from the skies,
The shimmering marks in darkness revealed,
And the wyvern snatched up its prize,
Beware, sweet marked children,
your power that grows
And the sigils in stress that appear,
For whatever they mean, only prophecy knows,
And you might behind wyvern teeth disappear.*

A creature of unknown origins, the beast known as the Wyvernmark preys on those that have manifested dragonmarks, draining their power and sapping their strengths. Whether it's a strange experiment by the dragons of Argonnessen to cull certain dragonmarked heirs, or a byproduct of the Prophecy to eliminate individuals bearing particular marks, none can say for certain. The stolen dragonmarks dance on the skin of the Wyvernmark like a glowing tapestry, a testament to the creature's strange powers.

Regional Retellings

While of little concern to those outside the dragonmarked houses, tales of the Wyvernmark are known in every house enclave. While most house leaders officially discredit the reports, rumor has it that the Twelve has commissioned a special task force to identifying—and eliminating—the creature.

- A threat looms in the valley of Dragonroost in Zilargo. A unique wyvern that nests in the hills of the Howling Peaks preys on those blessed with the Mark of Scribing, silencing their words forever.
- The heirs of House Vadalis claim that a beast they cannot sway prowls the Aundairian Duskwood and frequently hunts in the Vadalis-controlled city of Varna that lies across the Wynarn River. The terrible wyvern carries a potent venom that only affects those who have manifested a dragonmark...
- Rumors abound in the towers of the Twelve that a strange draconic beast haunts the Nightwood of Karrnath. Marked heirs are warned of frivolous displays of their power, lest it draw the unwanted attention of the dreaded Wyvernmark—a creature legend says feeds on the arcane power of a mark.



The Wyvernmark

The Wailing Wyvern

Painted in dragonmarks like distracting markings on a beast of prey, this wyvern delights in feeding on the memories of its dragonmarked game. It leeches memories with its stinger, savoring the lives of prophetic pawns. If it can't catch its prey, it unleashes its screech or launches venomous barbs from its wily tail.

The Duskwood Drake

This draconic hunter delights in robbing dragonmarked heirs of their talents with its venom. Dragonmark trophies of its successes cascade upon the wyvern's skin. It is a predator that has evolved to hunt modern prey in this Age of Dragonmarks.

The Siberys Stinger

Dragonmarks dance across the hide of this wyvern, glowing marks on a tapestry like the night sky. This dragon grows stronger when its stinger siphons power from dragonmarked individuals. Is it a part of the Draconic Prophecy, an agent created by those who wish to understand it, or is it a response to the Prophecy brought into being to try and end it forever?

STORY HOOK

House Thuranni was recently blessed by one of their own manifesting a Siberys Mark—one of the first since the Shadow Schism—but the heir was attacked while traveling through the Endworld Mountains. The elf lived but was stripped of all their mastery of shadow, and their dragonmark itself has disappeared. The house believes the heir's power could be reclaimed if someone were to slay the fearsome Wyvernmark that attacked.



The Wailing Wyvern

Large dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Int +7, Cha +5

Skills Perception +4

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

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

At will: *poison spray*

3/day each: *charm person, hold person, hypnotic pattern*

ACTIONS

Multiattack. The Wailing Wyvern makes two attacks: one with its bite and one with its ominous stinger or venomed barb. While flying, it can use its claws in place of another attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Ominous Stinger. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) poison damage. If the target is a dragonmarked creature, the target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target also becomes unconscious for 1 hour. At the end of that hour, the effect ends and the creature's memories return.

Venomous Barb. *Ranged Weapon Attack:* +4 to hit, range 100/200 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage. The target must make a DC 14 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

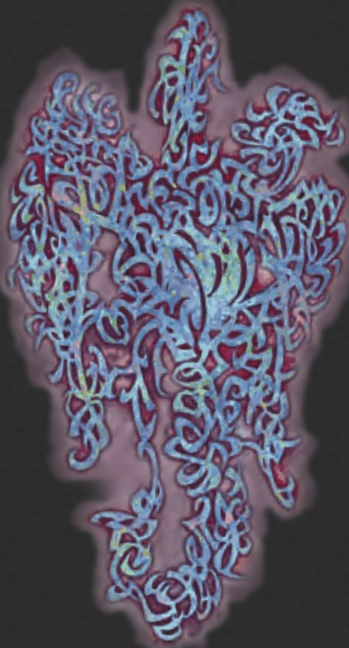
Doomwail. The Wailing Wyvern emits a horrific screech. Each creature within 20 feet of it that can hear it must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Wailing Wyvern's next turn. Dragonmarked creatures have disadvantage on this save.

WEAKNESSES

Big Bang Theory. The Wailing Wyvern attacks dragonmarked creatures before any other targets, aiming for the largest marks it can discern. The Wailing Wyvern has disadvantage on any saving throw or ability check to discern false or illusory dragonmarks. Since its hide is covered in dragonmarks, the Wailing Wyvern even attacks illusions of itself.

WHEN THE
WYVERNMARK
FLEW O'ERHEAD,
I COULD HAVE
SWORN I'D
SIGILS SPELLED
MY NAME...

THANK THE
MOONS I DON'T
PUT ANY
STOCK IN
DRAGONMARK
SUPERSTITIONS.



The Duskwood Drake

Large dragon, neutral evil

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks made by dragonmarked creatures

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

As Foretold. The Duskwood Drake can magically sense the presence of any dragonmarked creature within 60 feet of it.

ACTIONS

Multiattack. The Duskwood Drake makes two attacks: one with its bite and one with its Venom's Mark. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Venom's Mark. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature with a dragonmark, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 22 (4d10) on a failed save. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. While the creature is poisoned, it can't cast any spells granted by its Spells of the Mark trait or Aberrant Dragonmark feat.

WEAKNESSES

Blood of Progenitors. Any weapon made of or containing dragonshards does an extra 7 (2d6) radiant damage to the Duskwood Drake.

The Siberys Stinger

Large dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Int +6

Skills Perception +7, Survival +4

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities poisoned

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

Languages Draconic

Challenge 8 (3,900 XP)

Claws of the Prophet. The Siberys Stinger has advantage on ability checks, attack rolls, and saving throws against dragonmarked creatures.

Innate Spellcasting. The Siberys Stinger's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *word of radiance*^{XGE}

3/day each: *locate creature* (dragonmarked creatures only)

1/day: *legend lore*

Unraveling Revelations. When the Siberys Stinger dies, magical starlight flashes out from it in a 10-foot radius as its body and non-metallic or nonmagical possessions burn to ash. Any creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature takes 22 (4d10) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

ACTIONS

Multiattack. The Siberys Stinger makes two attacks: one with its bite and one with its Siphoning Stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Siphoning Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one, and the Siberys Stinger regains hit points equal to the necrotic damage dealt.

LEGENDARY ACTIONS

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

Bite. The Siberys Stinger makes one bite attack.

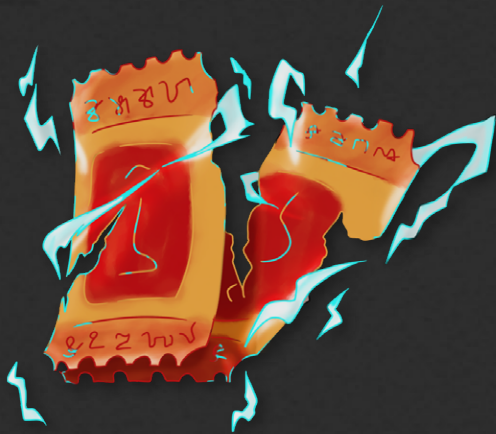
Devour Dragonmark (Costs 2 Actions). The Siberys Stinger targets one creature it can see within 10 feet of it that has a dragonmark. The target must succeed on a DC 14 Intelligence saving throw against this magic or take 17 (5d6) psychic damage and have its Charisma score reduced by 2d6. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Prophecy Undone (Costs 3 Actions). If the Siberys Stinger has hit a dragonmarked creature with its Devour Dragonmark legendary action within the last minute, it innately casts one spell granted to the dragonmarked creature by its Spells of the Mark trait or Aberrant Dragonmark feat, requiring no material components.

WEAKNESSES

Heart of Prophecy. If a piercing weapon made from a Siberys dragonshard is driven into the Siberys Stinger's heart, the Siberys Stinger is paralyzed until the stake is removed.

And So the Story Goes...



Perhaps you still don't believe me? You think that Sora Esma is only spinning yarns? Maybe these will change your mind...

From her wonderful cart, Sora Esma produces several trinkets to back up the veracity of her stories. Characters who have listened to the bent hobgoblin's tales can be rewarded with a trinket, or they can barter for her mystical wares as usual (see *Sora Esma's Cart of Wonders*, *Sora Esma's Cart of Otherworldly Wares*, *Sora Esma's Cart of Reliquaries*, and *Sora Esma's Cart of Eventide Treasures*, all available on the Dungeon Masters Guild).



URBAN MYTH TRINKETS

d13 Trinket

- 1 A pair of torn ethereal lightning rail tickets that can only be held while concentrating on them; when their bearer is distracted, they float gently to the ground
- 2 A blanket made from wolf's fur that turns to bear's fur when the blanket is folded and unfolded again
- 3 A jar of goblinoid tongues that whisper dissidence and malice
- 4 A vial of ink that never depletes as long as you weep while writing with it
- 5 An ornate locket containing your portrait, which slowly ages unless it is sprinkled with your blood on occasion
- 6 A fine set of cutlery made from the finger bones of a halfling child
- 7 A hobgoblin skull that is always damp to the touch and glows like a will-o-wisp
- 8 A polished mirror that does not show the reflection of whoever holds it
- 9 A multicolored cupcake topped with goodberries that smells like your favorite memory
- 10 A stylish vest cut of living shadows that appears like ebon glameweave
- 11 A pet collar that causes illusory smoke to surround the pet wearing it
- 12 The animated hand of a warforged that continually writes coordinates—seemingly at random—if given a stylus
- 13 A wyvern claw with three glowing dragonmark-like sigils on its surface