

THE KHYBER KHRONICLE

VOLUME 1

A SHIPMENT OF
DRAGONSHARDS
NEEDS PROTECTING

1-2 hour mini adventure

MONSTERS
OF THE
MOURNLAND

THE KARK?

An examination of
this strange infliction.

CHASE ACROSS THE
CITY ROOFTOPS

an encounter in Sharn



IN THIS ISSUE: DM RESOURCES, MINI ADVENTURES, & MORE

KHYBER KHRONICLE

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INTRODUCTIONS

I am David Morris and I am the Lead Designer and Owner of Mount Ogden Gaming Company. We at MOGC are very excited to present the very first issue of the Khyber Khronicles. I have been playing Dungeons & Dragons since the 80's. Some of my favorite settings are Darksun, Planescape, Ravenloft, and of course Eberron. I also enjoy many other role-playing games such as Conan, Rifts, Savage Worlds, Shadowrun, Werewolf the Apocalypse and so many more. For my day job, I manage an IT Help Desk for a Fortune 500 company.

When Dave Knighton approached me about the idea to release a magazine style product for Eberron I was instantly enamored. What could be better than combining Eberron with Dungeon and Dragon magazine? I remember when Wizards presented the competition for a new campaign setting. All of the submissions that Wizards shared publicly were really neat, but Eberron was something special. It combined all my favorite aspects from various fantasy settings and gave them all a unique twist.

When thinking of what to include in this product, Dungeon and Dragon magazines both sprang to mind immediately. Both these publications have a deep well of great ideas to harvest for our own campaigns and I knew that they represented what we aspire to achieve with the Khyber Khronicle.

Dave and I have worked together on various Adventurers League projects and organize RPG gaming for seven conventions locally with Derek Gray and the Rocky Mountain RPG Guild. The folks involved in this project so far have worked with us in some capacity and I am excited to continue our working relationships, fantastic people all. We are always happy to work with new people and help grow our diverse community.

Without further adieu, Mount Ogden Gaming Company is proud to present in conjunction with Under the Wing Gaming, Rocky Mountain RPG Guild, and Raven Moon what will hopefully be the first in a long series, the Khyber Khronicles Issue #1.

-Dave Morris, Lead Production

Growing up in a small conservative city in the 80s and early 90s I never had the chance to roll up my first character until I made it out of high school. My first experiences with Dungeons and Dragons was within the Forgotten Realms and I loved every minute of it. The fantasy and deep lore that had already been brought to life allowed for so much exploration and adventure. But when I picked up that first Eberron Campaign setting book I fell in love with the D&D all over again.

When Eberron was originally released, it offered freedom and flair not typically seen in the current offering. It was different, new, and at the same time, familiar! That noir, over-the-top, against all odds feeling that came with the setting is one that I, along with many DMs, have continued to use in the 5e home games played to this day. Everything that exists anywhere within D&D has its own place within the world, and so much more. The day Wayfinder's Guide to Eberron was released I immediately reached out to Mount Ogden Gaming Company and told them we needed to start on a project for it.

We had previously discussed the idea of a monthly release of adventures, articles, monsters, and other tools a DM could use in any adventure they were currently running and with the new rules allowing creators to write content within this amazing setting, I knew we had to take the opportunity and put something together. So, we did just that! Within these pages, amazing creators have come together to bring new material, side-quests, and monsters that can easily be dropped into any home game you may be running. With every issue we plan to bring more of the world that we love to the 5th edition rule set.

-Dave Knighton, Lead Designer



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How to use this material:

The Khyber Khronicle is not intended to be ran as a traditional adventure. Instead we modeled this product in the style of the old Pulp Noir magazines; a collection of encounters and DM tools that can be used to enhance any adventure as the DM see's fit. Each month a new issue is planned to be released, and while there are plans for ongoing stories in the future, each adventure within these pages can be used as a standalone adventure or side-quest.



DRAGONSHARDS SHIPMENT

By *Elven Tower*

"It may just be that my lifespan is not long enough to study these pieces of the primordial dragons. The symbols in the dragonshards speak to me over centuries. You cannot understand this. Your whole life passes by before the draconic prophecy finishes one sentence."

- Arguthanix, gold dragon scholar

This adventure is optimized for 3-5 4th level characters

Diana d'Orien wants to transport a large shipment of assorted dragonshards from Sharn to Starilaskur. She knows that her trip is no secret and will attempt to be ready for any unplanned contingencies. The best she can do is to hire the best mercenaries gold can buy.

BACKGROUND

A group of dwarf prospectors from House Kundarak found a vein of Eberon and Khyber dragonshards in a closed-off mine in the foundations of Sharn, the City of Towers. The mine was in a section known as The Depths, which consists of ancient tunnels and constructions from ages past. After a few weeks of mining, the dwarves extracted three large crates of dragonshards. The dwarf in charge of the operation is Garfik.

Garfik and his men noticed that their operation, despite being in the Depths of the city, did not go unnoticed. They saw a halfling spy two times down there. His only conclusion is that the Boromar Clan is aware of what they are doing. Garfik knows the Boromars are one of the wealthy sixty families in Sharn and they could even have bribed one of his men.

When Garfik told his superiors about this, House Kundarak decided to move the dragonshards to the Kundarak bank in Starilaskur. The facilities there are as big as Sharn's but they lay outside of the Boromar's circle of influence. They hired an Orien heir, Diana d'Orien to oversee the transportation.

THE HOOK

Diana d'Orien is looking for sellswords to guard the Orien Lightning Rail. She places bounty notices in all major adventurers' guilds, House Deneith, and some popular taverns. The characters may come across this notice in the places they hang out in.

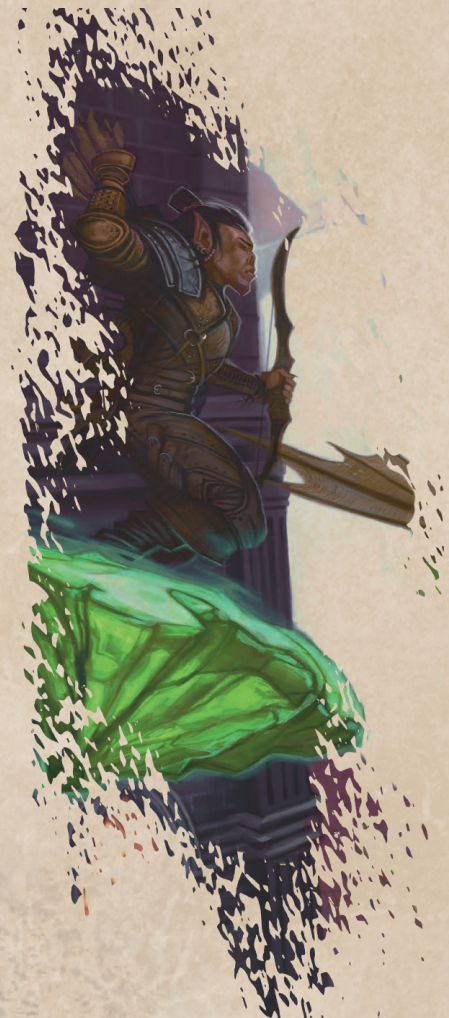
Additionally, if they inquire about possible job opportunities, they will be directed to Diana d'Orien.

THE BOUNTY

The characters are directed to Orien Lightning Rail station in Sharn. It is located in lower Tavick's Landing, in Terminus ward. They meet Diana d'Orien in her office. Diana welcomes the adventurers and shows them a map of Breland. She explains that House Orien is transporting an important shipment to House Kundarak in Starilaskur. The mission consists on guarding the Lightning Rail from Sharn to Wroat and then from Wroat to Starilaskur.

Diana d'Orien is honest and reveals that the Boromars might wish to interfere. If asked, Diana cannot disclose the contents of the three wooden crates.

Diana d'Orien offers a payment of 100 gp per person. An additional reward is a free lightning rail ticket from Starilaskur to any other destination in the lightning rail network.



A character can argue that knowing the contents of the crates is critical to protecting them to convince Diana to disclose what is inside with a successful **DC 18 Charisma (Persuasion)** check. A character can haggle the payment up to 120 gp per person with a successful **DC 16 Charisma (Persuasion)** check. If asked further questions, Diana d'Orien knows the following:

- House Kundarak appears to not trust their own men here in Sharn. The Boromars may have infiltrated their ranks already.
- Whatever is in the boxes, the dwarves found it in the Depths of the city. I've heard there are still many unexplored places. It might be worth it to take a look.
- I don't expect much trouble after we leave Wroat's Station. The Boromars can't possibly have much influence so far away.

Diana d'Orien (**Knight**) travels with the characters.

THE TRIP

The lightning rail first moves from Sharn to the capital, Wroat. The distance between both cities is 212 miles and the trip takes 7 hours. Nothing of interest occurs during this part of the mission.

The lightning rail stays in Wroat three hours before departing towards Starilaskur. The distance between these cities is 1007 miles and the trip takes 1 day and 9 hours. It is during this section of the trip that a group of Boromar agents attempt to hijack the Orien Lightning Rail.

MENACE IN THE SKIES

Six hours after leaving Wroat's Lightning Rail Station, a group of halfling flying warriors from a Talenta Plains faction gets ready to attack the lightning rail. Their boss is named Haldin. The Boromar clan used magic to relay a message to Haldin, who owes a few favors to the Boromar clan in Sharn. When the lightning rail comes into view, the halfling warriors pull the reins of their glidewings (pterosaurs) and approach the lightning rail.

The Boromar Clan informed the halfling warriors about the location of the crates. They know the exact wagon where they are. Their plan is to land on the train and then use the strength of their dinosaurs to pull off a section of the wagon's ceiling. After that, they only have to tie ropes around the crates and fly away with them. If the characters decided to stay in the storage wagon, they notice when the halflings land on top of it automatically. Otherwise, any character with a passive **Perception** score of 14 or higher, notices the thumping sound of the halflings landing on the roof of the train.

If no character notices the arrival of the halflings, they hear the screeching sound of the wagon's ceiling being torn from the wagon a minute later. When they approach the area, the halflings are already placing ropes around the crates.

The encounter can happen in the roof-less wagon or on top of the lightning rail. The lightning rail is twenty-feet wide. As soon as they are opposed, the halflings who landed on the train whistle to call their mounts and go back to the air. Halfling warriors know that they have the advantage on their dinosaurs.

OBJECTIVE

Stop the halfling warriors and protect the crates. If possible, capture Haldin for questioning.

Encounter

The characters must defeat the following foes in battle:

- Haldin (**Flying Warrior** with maxed out HP)
- 5 **Flying Warriors**
- 6 **Glidewings** (Pterosaurs)

Each halfling rides a glidewing. The characters don't necessarily have to kill the dinosaurs. If a halfling rider dies, the glidewing gets scared and flies away. Additionally, if the characters choose to attack a dinosaur and kill it, it falls with the rider. If it falls directly on top of the train, then the halfling may continue fighting on land. If it fails to hit the train, then the rider dies upon hitting the floor.

A halfling warrior can choose to attack with any of his weapons or use the glidewing's **fly by attack** ability. They cannot attack both in the same turn.

If a character is standing next to roof's border, a halfling can attempt to shove the character over the edge. The roof of the lightning rail is twenty feet off the ground. If a character is pushed over the edge, he can avoid hitting the ground by holding onto a railing, window, or similar object with a successful **DC 15 Dexterity** saving throw. The character hits the ground, takes 18 (6d6) bludgeoning damage, and is removed from the encounter on a fail.

When Haldin goes down to half HP, he descends to the Lightning Rail roof to fight the characters in melee. When he is defeated, the characters may choose to stabilize him and keep him alive for further questioning.

STOPPING THE HEIST

If the characters fail to notice the attack until the halflings remove the roof of the wagon, they arrive when a halfling is already tying a rope to the crate. If this happens, the characters need to hurry or else they might lose that crate.

When the battle begins, the halfling only needs one more standard action to finish the knot in his first turn with a successful **DC 10 Dexterity** check. If he succeeds, the halfling warrior and glidewing tied to the crate start gaining altitude during the second round. They move up 25 ft. The glidewing moves 50 ft. to the right during the third round. The party will probably not be able to stop the dinosaur-riding halfling then. But they may still target it with ranged attacks. If a character manages to kill the glidewing after this point, the crate falls to the ground and crashes.

Diana d'Orien will call for the lightning rail to be stopped. The party can then attempt to find the remains of the crate. A character can track down the crate and retrieve the contents with a successful **DC 15 Wisdom (Survival)** check.

CONCLUSION

The characters reach their destination in Starilaskur almost twelve hours after the attack. A detachment of House Kundarak guards is expecting them at the station. The crates are removed from the lightning rail and then transported to Kundarak Bank. Diana d'Orien thanks the characters and rewards them as agreed in Sharn. Diana informs them that

she will return to Sharn the next day. If they choose to return with her it will be free. This does not count as their free ticket reward.

The characters and Diana d'Orien will have a chance to question Haldin in Starilaskur. He is a hardened warrior and will not spill any information easily. A character can make him confess with a successful **DC 16 Charisma (Intimidation)** check. Haldin may reveal the following:

- Ilyra Boromar, a member of Sharn's Council is the one who contacted Haldin and asked him to hijack the lightning rail.
- Haldin and his allies come from the Talenta Plains but they have now settled in Breland's wilderness.
- The Boromars knew about the dragonshards in Sharn's Depths but they did not wish to expend their resources to mine them. Instead, they tipped off House Kundarak and had them do the dirty job.
- Haldin has no qualms about being brought to justice in Sharn. Apparently, he expects to be given preferential treatment.



CREATURES

HALFLING WARRIOR

SMALL HUMANOID (HALFLING), CHAOTIC NEUTRAL

ARMOR CLASS 15 (LEATHER ARMOR)

HIT POINTS 36 (7D8 + 8)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	12(+1)	10(+0)	11(+0)	8(-1)

SKILLS ACROBATICS +6, ATHLETICS +6

SENSES PASSIVE PERCEPTION 10

LANGUAGES COMMON AND HALFLING

CHALLENGE 2

LIGHTRIDER. THE HALFLING WARRIOR CAN TAKE THE DASH OR DISENGAGE ACTION AS A BONUS ACTION ON EACH OF ITS TURNS WHEN RIDING A GLIDEWING.

RECKLESS. AT THE START OF ITS TURN, THE HALFLING WARRIOR CAN GAIN ADVANTAGE ON ALL MELEE WEAPON ATTACK ROLLS DURING THAT TURN, BUT ATTACK ROLLS AGAINST IT HAVE ADVANTAGE UNTIL THE START OF ITS NEXT TURN.

ACTIONS

GREATAXE. MELEE WEAPON ATTACK: +6 TO HIT, REACH 5FT., ONE TARGET.
HIT: 9 (1D12 + 3) SLASHING DAMAGE.

SPEAR. MELEE RANGED ATTACK: +6 TO HIT, RANGE 20/60 FT., ONE TARGET.
HIT: 6 (1D6 + 3) PIERCING DAMAGE.

GLIDEWING (PTEROSAUR)

MEDIUM BEAST, NEUTRAL

ARMOR CLASS 13 (NATURAL ARMOR)

HIT POINTS 22 (3D8 + 9)

SPEED 20 FT., FLY 80 FT

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	16(+3)	2(-5)	15(+2)	11(+0)

SENSES PASSIVE PERCEPTION 12

LANGUAGES -

CHALLENGE 1

FLY BY ATTACK. THE GLIDEWING CAN MOVE AT LEAST 30 FT. ATTACK WITH ITS BITE ATTACK AND THEN CONTINUE MOVING WITHOUT PROVOKING ATTACK OF OPPORTUNITY FROM ITS TARGET.

ACTIONS

BITE. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5FT., ONE TARGET.
HIT: 6 (1D6 + 3) PIERCING DAMAGE.

GUERRILLA - FIGHTER SUBCLASS

DURING THE HEIGHT OF THE LAST WAR, NEW TACTICS WERE NEEDED TO OVERCOME LARGE ENEMY FORCES. ELITE SOLDIERS WERE TRAINED TO OVERCOME IMPOSSIBLE ODDS IN A SERIES OF HIT-AND-RUN OPERATIONS. THIS STYLE SURVIVED THE MOURNING AND IS STILL USED BY MANY OF THE SURVIVORS AS THEY USE THE TALENTS THEY LEARNED TO MAKE A LIVING WITHIN THE NOW “PEACEFUL” CONTINENT OF KHORVAIRE.

THE GUERRILLA IS TRAINED IN ASYMMETRIC WARFARE AND USES COVERT TACTICS TO USURP THE POWER OF THOSE WHO WOULD THREATEN HER BEST INTERESTS. THOSE EMBRACING THIS STYLE OF COMBAT LEARN FIGHTING TECHNIQUES FROM MULTIPLE, DIVERSE SOURCES. RATHER THAN FOCUSING SOLELY ON ONE TYPE OF COMBAT, YOU INSTEAD LEARN THE METHODS NECESSARY TO SUBVERT THE TACTICS OF YOUR FOE



LEVEL 3 – COVERT OPERATION

YOU ARE A MASTER OF OVERCOMING THE ENEMY'S DEFENSES. WHEN YOU ARE NOT WEARING ARMOR, YOU GAIN THE FOLLOWING BENEFITS:

- YOUR SPEED INCREASES BY 10
- YOU HAVE ADVANTAGE ON CHECKS TO FIND NON-MAGICAL TRAPS.
- YOUR UNARMORED DEFENSE IS EQUAL TO $10 + \text{DEX} + \text{CON}$

LEVEL 7 – CUNNING ACTION

YOUR ABILITY TO ATTACK AN ENEMY AND ESCAPE IS ONE OF YOUR MOST VALUABLE TACTICS. YOU CAN TAKE A BONUS ACTION ON EACH OF YOUR TURNS DURING COMBAT. THIS ACTION CAN BE USED TO TAKE THE DASH, DISENGAGE, OR HIDE ACTION.

LEVEL 10 – IMPROVED COVERT OPERATION

YOU HAVE LEARNED ADVANCED TECHNIQUES NECESSARY TO GET YOU AND YOUR COMPANIONS AROUND ENEMY DEFENSES. AT LEVEL 10, WHEN NOT WEARING ARMOR, YOU GAIN THE FOLLOWING BENEFITS:

- YOUR SPEED INCREASES BY 10
- YOU HAVE ADVANTAGE ON CHECKS TO FIND MAGICAL TRAPS
- YOU LEARN THE MESSAGE CANTRIP

LEVEL 15 – DISGUISE SELF

YOU HAVE LEARNED TO USE MAGICAL MEANS TO ENHANCE YOUR COVERT TACTICS. YOU LEARN THE SPELL, DISGUISE SELF AND MAY CAST IT ONE TIME PER DAY. YOUR SPELL SAVE DC TO AVOID BEING NOTICED IS $10 + \text{PROFICIENCY BONUS}$.

LEVEL 18 – STEALTHY ATTACK

AT LEVEL 18, YOU LEARN HOW TO TAKE ADVANTAGE OF AN ENEMY'S WEAKNESSES IN COMBAT. WHEN YOU ATTACK FROM A HIDDEN LOCATION OR IF YOU HAVE ADVANTAGE ON AN ATTACK AND SCORE A CRITICAL HIT, ADD $2\text{D}10 + \text{THE RELEVANT MODIFIER}$ TO YOUR DAMAGE ROLL. THAT CREATURE HAS DISADVANTAGE ON ATTACK ROLLS UNTIL THE BEGINNING OF YOUR NEXT TURN.



RAIN DROPS



WRITTEN BY DAVE MORRIS

LEVEL 1-4

LENGTH 1-2 HOURS

I DON'T FEEL A THING AND I STOPPED REMEMBERING
THE DAYS ARE JUST LIKE MOMENTS TURNED TO HOURS

THE SEATBELTS – COWBOY BEBOP

INTRO

The characters go to meet a patron to discuss a job offer. When they arrive, they find that their contact has been murdered and the assassin has slipped out the window.

BACKGROUND

Felgim had a job for the characters to investigate a link to a Cult of the Dragon Below in Sharn. The Cult is on to Falgim and sent an assassin to silence them before they could pass on their info. Felgim has been murdered and their home ransacked.

The characters enter just in time to glimpse the assassin escaping out the window.

OBJECTIVES

The characters are likely to want to apprehend or kill the murderer. Some parties may also think to search for the evidence on the cult. The assassin should be able to handily evade or defeat the characters. Don't kill them all off, the assassin just wants to leave, they weren't paid to kill this group of fledging characters.

The characters are taken through a deadly game of cat and mouse.

Objectives/Goals: The assassin seeks to escape now that his target has been eliminated. He failed to discover any evidence of the cult and believes either the patron did not actually know anything or that the evidence was kept elsewhere.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain: The characters are running across tower tops and balconies, swinging from ropes and banners all while dealing with the heavy rainfall outside. If (when) a character falls during the chase, use the Falling in Sharn table in the Wayfinder's Guide to Eberron to determine the effects of the fall.

Lighting: It is dark outside. It is night and there are dark clouds obscuring the 12 moons and stars. Lighting and lights in and around the city break up the darkness, but it is dim light and everything is lightly obscured (giving disadvantage to Wisdom (Perception) checks).

CATCHING A TIGER BY THE TAIL

Assassin begins the chase with a 50 foot lead across the room and out the window.

Each round a character can move and dash as normal. Moving along the roofs and balconies requires a successful DC 15 **Dexterity (Acrobatics)** made with disadvantage. If this check fails, the character makes their next complication check at disadvantage. See Chases in chapter 8, Running the Game, of the *Dungeon Master's Guide* for more information on running a chase.

When you roll on the complications table for this chase roll for each character on the Sharn Chase Complications table. At the beginning of each characters turn who is involved in the chase, roll on the table for a complication.

D10	COMPLICATION
1	THE ROOF TILE GIVE-WAY BENEATH YOUR FEET. ON A FAILED DC 12 DEXTERITY SAVING THROW, YOU FALL PRONE.
2	WHILE BALANCING ACROSS A BALCONY RAIL, ONE OF THE SPINDLES SNAPS. MAKE A DC 13 DEXTERITY SAVING THROW. ON A FAILURE YOU FALL 4D6 +4 FEET TAKING APPROPRIATE DAMAGE AND LANDING PRONE IN THE STREET.
3	YOU TWIST YOUR ANKLE ON A LANDING AFTER JUMPING FROM BUILDING TO BUILDING. MAKE A DC 12 CONSTITUTION CHECK TO PUSH THROUGH THE PAIN. ON A FAILURE YOUR NEXT SKILL CHECK IS MADE WITH DISADVANTAGE.
4	A SMALL FLYING MERCHANT SHIP CATCHES YOU OFF GUARD. MAKE A DC 15 DEXTERITY (ACROBATICS) CHECK. ON A FAILURE YOU SLAM INTO THE MERCHANT TAKING 1D4 BLUDGEONING DAMAGE AND LANDING PRONE ON THE SHIP.
5	THE ASSASSIN PULLS A STONE CHIMNEY DOWN BEHIND HIM. MAKE A DC 13 DEXTERITY (ACROBATICS) CHECK TO AVOID IT. IF YOU FAIL THE NEXT 10 FEET IS CONSIDERED DIFFICULT TERRAIN.
6	YOU LOSE YOUR FOOTING ON THE WET ROOFTOP. MAKE A DC 14 DEXTERITY SAVING THROW TO CATCH YOURSELF. ON A FAILURE YOU SLIP DOWN THE SIDE FALLING 4D6+4 FEET TAKING APPROPRIATE DAMAGE AND LAND PRONE IN THE STREET.
7	YOU ARE FORCED TO DODGE A FALLING OBJECT. MAKE A DC 12 DEXTERITY (ACROBATICS) CHECK TO AVOID IT. ON A FAILURE YOU TAKE 1D6 BLUDGEONING DAMAGE.
8	THE ASSASSIN TURNS AND MAKES A LIGHT CROSSBOW ATTACK WITH DISADVANTAGE.
9	YOUR PURSUIT REQUIRES A JUMP LONGER THAN YOUR USE TO. MAKE DC 14 STRENGTH (ATHLETICS) TO CLEAR THE OPENING. ON A FAILURE YOU FALL 4D6 + 4 LANDING PRONE AND TAKING APPROPRIATE DAMAGE.
10	THE ROOFTOP ENDS AT A WALL OF A TALLER BUILDING AND YOU MUST SCALE THE IT TO CONTINUE YOUR PURSUIT. MAKE A DC 13 STRENGTH (ATHLETICS) TO CLIMB. ON A FAIL YOU FALL PRONE AND MUST MAKE THE CHECK AGAIN TO CONTINUE.

MEANWHILE, BACK AT THE RANCH

Felgrim's house is a complete wreck. Furniture is turned over; papers, clothes, blankets, and everything else are all over. The characters can find Felgrim's pet bird hiding in a cupboard with a successful DC 14 **Wisdom** (Perception) check. It requires a further successful DC 15 **Wisdom** (**Animal Handling**) check to befriend the animal. Creative tricks such as offering treats can give Advantage.

TREASURE & REWARDS

Various items in Felgrim's house have minor value. The characters can collect 100 gp worth of items to sell. They can also receive a potion of healing and 100 gp by returning the bird to an associate of Felgrim.

PLAYING THE PILLARS

COMBAT

Assassin has +6 to **Dexterity** (**Acrobatics**) and does not suffer disadvantage on these rolls for this encounter. If assassin is caught up to, he uses a bonus action to disengage, moves away 30 feet, and hides **Dexterity** (**Stealth**) +9.

If combat is forced, assassin will use an action after knocking a character unconscious to push that character down the roof of the sloped towers.

A character can use their reaction to run and jump to try and catch their ally and prevent them from falling. The character goes prone and must make a successful DC 12 **Dexterity** check to catch their ally, they must immediately make a successful DC 15 **Strength** (**Athletics**) check or both will fall. If the Dexterity check fails, then only the unconscious character falls. Refer to the Falling in Sharn table found in the Wayfinders Guide to Eberron.

EXPLORATION

Moving across the slippery roofs requires a successful DC 15 **Dexterity** (**Athletics**) check. Those that fail by 5 or more fall and should consult the Falling in Sharn table in the Wayfinder's Guide to Eberron.

Exploring Felgrim's house can reveal clues to the investigation they were conducting. Felgrim's pet bird is in the room and has a collar with the name Gizmo and was a gift from a friend, following up on this leads to that friend who is also looking out for the cult.

Felgrim's journal notes appear innocuous and detail a drab typical existence for someone with the wealthier means that Felgrim had.

SOCIAL

If the characters manage to catch the assassin and question him, they can learn how he poisoned Felgrim and searched the house. He was hired by through a note left at a dead drop in The Cogs. Getting these details requires either a successful DC 15 **Charisma** (**Intimidation**) or (**Persuasion**) check. At the soonest opportunity Assassin will try to escape the characters even going so far as rolling off a roof and leaving his fate to chance.

ASSASSIN

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 15 (STUDED LEATHER)

HIT POINTS 78 (12D8+24)

SPEED 30 FT

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

SAVING THROWS DEX +7, INT +5

SKILLS ACROBATICS +7, DECEPTION +4, PERCEPTION +4, STEALTH +11

DAMAGE RESISTANCE POISON

SENSES PASSIVE PERCEPTION 14

LANGUAGES THEIVES' CANT PLUS ANY TWO LANGUAGES

CHALLENGE 8 (3,900 XP)

ASSASSINATE. DURING ITS FIRST TURN, THE ASSASSIN HAS ADVANTAGE ON ATTACK ROLLS AGAINST ANY CREATURE THAT HASN'T TAKEN A TURN. ANY HIT THE ASSASSIN SCORES AGAINST A SURPRISED CREATURE IS A CRITICAL HIT.

EVASION. IF THE ASSASSIN IS SUBJECTED TO AN EFFECT THAT ALLOWS IT TO MAKE A DEXTERITY SAVING THROW TO TAKE ONLY HALF DAMAGE, THE ASSASSIN INSTEAD TAKES NO DAMAGE IF IT SUCCEEDS ON THE SAVING THROW AND ONLY HALF IF IT FAILS.

SNEAK ATTACK(1/TURN). THE ASSASSIN DEALS AN EXTRA 13(4D6) DAMAGE WHEN IT HITS A TARGET WITH A WEAPON ATTACK AND HAS ADVANTAGE ON THE ATTACK ROLL, OR WHEN THE TARGET IS WITHIN 5 FEET OF AN ALLY OF THE ASSASSIN THAT ISN'T INCAPACITATED AND THE ASSASSIN DOESN'T HAVE DISADVANTAGE ON THE ATTACK ROLL.

ACTIONS

MULTIATTACK. THE ASSASSIN MAKES TWO SHORTSWORD ATTACKS.

SHORTSWORD. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT. AND RANGE 20/60FT., ONE TARGET. HIT: 6 (1D6+4) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC15 CONSTITUTION SAVING THROW, TAKING 24(7D6) POISON DAMAGE ON A FAILED SAVE AND HALF AS MUCH ON A SUCCESSFUL ONE.

LIGHT CROSSBOW. RANGED WEAPON ATTACK: +7 TO HIT, RANGE 80/320 FT. ONE TARGET. HIT: 7(1D8+3) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC 15 CONSTITUTION SAVING THROW, TAKING 24(7D6) POISON DAMAGE ON A FAILED SAVE AND HALF AS MUCH ON A SUCCESSFUL ONE.

CN/TW: MEDICAL AND BODY HORROR;
BIGOTRY

THE KARK:

A NEW DISEASE OF THE CHANGELINGS

BY JENNIFER HAWKINS



CASE STUDY

Literature on the beasts commonly referred to as “Changelings” is scarce. Axiomatically, little has survived The Last War, but fragments of treatises by Dr. K. Baker posit the existence of a creature referred to as “Doppelganger.” As part of feeding or mating behavior, these aberrations would take on the appearance of an actual Human that they would then typically kill. It could be expected that such aberrations might on occasion attempt to mate with such as Humans and fail to kill victims. However, Baker alludes to a sustained and purposeful rutting of Humans with these “Doppelgangers.” The results were purported to be the fecund miscegenations - “Changelings.”

Regardless of how they speciated, however, “Changelings” are known to misappropriate and divulge matters of security to hostile powers, to engage in the most unmanly forms of purest murder, and now to be sources of disease.

Brought before me recently was a case of edema of joints and limbs with subsequent purported pain that had progressed to a most unusual redifferentiation of all structures of the right forearm from that of a proper Humanoid to a reminiscence of the claw of Order Decapod or “a crab.” Upon investigation, complainant described flu-like symptoms, difficulty performing activities of daily living, and loss of vigor. Complainant was secured, then several biopsies of the forearm performed.

Under magnification, biopsies revealed faulty cellular division. Cultures were prepared. Complainant was kept on the existing treatment of bed, broth, and cool cloth. By Hour 38, cultured cells had continued faulty division to point of consuming all substrate and available space. Cells then began to form self-consuming “stacks” that could not self-sustain past Hour 43.

By this time, the pestilence-bearer forsook its deception and admitted its cankerous “Changeling” form. Additional samples harvested from throughout the body. Irregularities characteristic of the “crab arm” detected in adjoining areas.

Additional rearrangements and redifferentiations occurred. At Vertebrae T1-T4, structures potentially homologous to phalanges erupted, extended to length of 4.5 ft, and excreted a “fleshy webbing.” Body-wide, flesh sloughed off, replaced by chitinous plating. Incisors extended, exuded a potentially venomous liquid. Additional cartilaginous auricles manifested along thorax. All reabsorbed as rapidly as formed. All accompanied by increased ululations, reports of pain until complainant finally became comatose. It died within an additional 30 hours.

Autopsy was performed, but no additional findings to report. The carcass was burned and anecdotal reports collected. Apparently, similar was observed, revealing additional “Changelings,” and was referred to colloquially as “The Kark.” However, the “Changelings” were reported to be successful in infecting at least one Human who tragically died and was cremated weeks before my arrival.

To not only my country and colleagues, but to the general public:

I have long agitated for further research into the “Changeling” threat so that all of their dangers might be understood and thereby counteracted, and I agitate that much more vigorously now that they become vectors for disease, even biological warfare or further treason. I publish this case study, therefore, not only to warn, to agitate for quarantine or stronger measures, but for the funding and support that I will need to lead yet further research that is clearly necessary to keep our country great and safe...

- Ishii White, Sensei



DISCUSSION

“The Kark” is designed to be a disease that primarily develops in Changelings (but could occur rarely in others?). It is also designed to be an adventure complication or hook:

- Does the party need to keep a sick NPC alive?
- Does an NPC require a treatment or cure before helping PCs?
- Does a PC or their loved one develop “The Kark?”
- Are PCs interested in helping others or Changelings generally?
- Do PCs or others want to weaponize “The Kark?”
- Do PCs or others want other species to become more likely to also develop “The Kark?”

Additionally, it is left to the DM’s discretion as to the exact cause of “The Kark,” (if it must ever be discovered at all) but I envision it as a delayed result of prolonged exposure to The Mournlands or to certain recreational substances/items. These open up the possibilities of:

- Creating an additional environmental complication to adventuring in The Mournlands
- Creating a downside to a seemingly beneficial potion or item created for your game
- Political intrigue centered around who may have created or spread (the source of) “The Kark” and/or who may be taking advantage of a “Kark” situation

Whatever you decide, “The Kark” envisioned here is meant to be a disease that causes Changelings to lose control of their shapeshifting abilities resulting in pain and eventually death. It is recommended that standard or relatively available treatments or cures prove ineffective for “The Kark.” These include:

- A Paladin’s “Lay on Hands” Ability
- HP-granting spells (“Cures”) below approximately level 7
- Restoration (Lesser or Greater)
- Remove Curse (spell or similar effects)
- Dispel Magic (spell or similar effects)

What may actually ease symptoms (1), slow or reverse disease progression (2), and/or finally cure “The Kark” (3) - if anything at all - is also left to the DM’s discretion, but recommendations include:

- Spells level 7 or higher that restore life (e.g. Resurrection, True Resurrection) - character would return cured
- Regenerate - possibly only (1) or (2) and possibly requiring multiple castings
- Polymorph - possibly only (1) or (2) and possibly requiring multiple castings
- True Polymorph - (3) even if later ended or recast upon the character (?)
- Wish, Miracle, or similar - (3)
- Severing affected parts before disease can metastasize (1, 2, or 3? Perhaps based on a dice roll?)
- An herb, concoction (alchemical or magical), or item of the DM’s invention (1, 2, or 3?)

It is suggested that there actually be some kind of hope of some kind of treatment or cure. (...though, what drawbacks might a treatment or cure have?...) It is also suggested that investigation or research into “The Kark” as well as procurement of scrolls, ingredients, items, and willing experts towards a treatment or cure be used as inspiration for adventures.

PATHOLOGY

INITIAL DEVELOPMENT:

Generally, a Changeling must make a DC 12 Constitution Saving Throw each time they are exposed to the cause of “The Kark.”

If DM decides “The Kark” results from something like a consumable or interacting with an item, it is recommended that the Constitution Saving Throw DC be raised to 15 or higher. This is to compensate for a Changeling only having to occasionally make a Save.

If DM decides “The Kark” is the result of something like remaining in a poisoned environment too long, instead it is recommended that a Changeling make a DC 12 Constitution Saving Throw every 4 hours or so. In this case, it may not be fun or statistically fair to conduct more frequent or more difficult Saving Throws.



UPON A FAILED SAVING THROW:

INCUBATION PERIOD:

It is suggested that a DM keep the origins of “The Kark” obscure by using an incubation period (if the Changeling doesn’t become immediately ill, it will be harder to guess what the cause of the disease is). I envision something like 3 weeks before symptoms begin, but DMs that might forget about a failed Constitution Saving Throw should go ahead and begin symptoms as soon as necessary.

SYMPTOMATIC DAY 1:

Swelling and aching joints and limbs.

SYMPTOMATIC DAY 2:

Current symptoms persist. Additionally, Changeling develops “cold and flu-like symptoms.” Changeling is at disadvantage for Stealth Checks due to awkward limbs, coughs, and sneezes.

SYMPTOMATIC DAY 4:

Current symptoms (penalties) persist. Additionally, Changeling is at disadvantage for Perception Checks due to “grogginess.” Lymph nodes along armpits and thigh creases swell. Changeling’s normal Movement Speed is reduced by 5 feet.

SYMPTOMATIC DAY 6:

You know what, Changeling is actually feeling a little better today. Stealth and Perception Checks rolled normally (no disadvantage) although normal Movement Speed is still reduced by 5 feet.

SYMPTOMATIC DAY 7:

You know what, Changeling isn’t actually any better. Stealth and Perception Checks again rolled with disadvantage. Normal Movement Speed is still reduced by 5 feet. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 11 or higher, Changeling shapeshifts as normal/intended. On a result of 10 or lower, some aspect of Changeling’s *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 10:

Current symptoms (penalties) persist. Persistent fatigue causes Changeling to additionally be at disadvantage for Acrobatics and Athletics Checks. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 21 or higher, Changeling shapeshifts as normal/intended. On a result of 20 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 12:

Current symptoms (penalties) persist. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 31 or higher, Changeling shapeshifts as normal/intended. On a result of 30 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 13:

Current symptoms (penalties) persist. Additionally, Changeling's Hit Point Maximum is reduced by a quarter ($\frac{1}{4}$ or 25% rounded down).

SYMPTOMATIC DAY 14:

Current symptoms (penalties) persist. Additionally, Changeling now has disadvantage on Investigation and Performance Checks (...so much effort...). Whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 41 or higher, Changeling shapeshifts as normal/intended. On a result of 40 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 16:

Current symptoms (penalties) persist. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 51 or higher, Changeling shapeshifts as normal/intended. On a result of 50 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

**SYMPTOMATIC DAY 19:**

Current symptoms (penalties) persist. Additionally, Changeling now has disadvantage on all Skill Checks, and Changeling's Hit Point Maximum is reduced by half ($\frac{1}{2}$ or 50% rounded down). Whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 61 or higher, Changeling shapeshifts as normal/intended. On a result of 60 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 22:

Current symptoms (penalties) persist. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 71 or higher, Changeling shapeshifts as normal/intended. On a result of 70 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 24:

Current symptoms (penalties) persist. Additionally, if Changeling attempts to in any way cast a Spell (including via Scroll or as a Ritual), Changeling must make an Ability Check with their Spellcasting (or an otherwise appropriate) Ability. The DC is equal to 10 + the Spell's Level. On a Failed Check, there is no effect (i.e. the Spell does not occur and a Spell Slot or Scroll are **NOT** consumed, etc). Whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 81 or higher, Changeling shapeshifts as normal/intended. On a result of 80 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 25:

Current symptoms (penalties) persist. Additionally, Changeling's normal Movement Speed is now halved, and Changeling's Hit Point Maximum is reduced by $\frac{3}{4}$ or 75% rounded down.

SYMPTOMATIC DAY 26:

Current symptoms (penalties) persist. Additionally, whenever Changeling attempts to *Shapeshift*, roll percentile dice (two 10-sided dice). On a result of 91 or higher, Changeling shapeshifts as normal/intended. On a result of 90 or lower, some aspect of Changeling's *Shapeshift* does not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 28:

Current symptoms (penalties) persist. Additionally, if Changeling attempts to in any way cast a Spell (including via Scroll or as a Ritual), Changeling must make an Ability Check with their Spellcasting (or an otherwise appropriate) Ability. The DC is equal to 10 + the Spell's Level. On a Failed Check, the Spell does not go into effect, but a Spell Slot or Scroll **ARE** consumed. Whenever Changeling attempts to *Shapeshift*, don't even bother to roll percentile dice (two 10-sided dice). There is now a 100% chance that some aspect of Changeling's *Shapeshift* will not occur as intended. Please refer to *Notes to Clinicians*.

SYMPTOMATIC DAY 30:

Look, this Character is dead, DM. How did things even get to this point? If I really must say it, they have disadvantage on all of the things. Their Movement Speed is 0. Their Hit Points are less than 0. Honestly, they've been in some pain this whole time, but it really kicked in from about Symptomatic Day 20 onwards. This was not a good way to die. And we should all observe a moment of silence.



NOTES TO CLINICIANS

DESPITE MY BEST EFFORTS ABOVE, I'VE IDENTIFIED SOME POSSIBLE POINTS WHERE SOME CLINICIANS (DMs) MIGHT DISCOVER QUESTIONS OR A NEED FOR FURTHER GUIDANCE ON ADJUDICATION IN THEIR OWN GAMES. WHILE I PASSIONATELY BELIEVE THAT DMs SHOULD FEEL EMPOWERED TO MODIFY WHAT IS PRE-MADE IN ORDER TO MAXIMIZE FUN AND FAIRNESS IN THEIR INDIVIDUAL GAMING CIRCUMSTANCES, I ALSO STRONGLY RECALL TIMES WHERE I, AS A NEWER DM, JUST DIDN'T KNOW WHAT TO DO! SO THE FOLLOWING ARE JUST MY CLARIFICATIONS, SUGGESTIONS, AND NOTES FOR THOSE INTERESTED OR WHO MAY BENEFIT. REGARDLESS, ~HAPPY GAMING~!

READING THE PATHOLOGY

Generally (unless otherwise explicitly noted), the symptoms (penalties) of “The Kark” are cumulative.

When I explicitly detail the symptoms (penalties) of a Day, those all remain in effect until I explicitly detail a subsequent Day. (In other words, don't get “twisted” that there's no Day 3 listed; it's the same as Day 2.) That subsequent Day is always going to *add* to the severity and types of symptoms (penalties) already in effect (with only one explicitly noted exception).

MEDICINE CHECKS

The way I envision and run “The Kark,” No Medicine Check should be able to cure “The Kark.”

Early in the disease's progression (e.g. during the first week), I would adjudicate Medicine Checks to allow a Character to realize that a “Kark” sufferer has something more serious than a “Common Cold.” Medicine Checks could also indicate that “whatever this is,” it is NOT something that even a learned, well-traveled, professional Character has ever studied or encountered before. Perhaps Changeling cultural groups (if any) in your game have some “wives' tales” (History?), but generally, “The Kark” is either new or incredibly rare (if even real!) and needs to be Investigated.

Later, I would shift Medicine Checks into a way to gauge how far along a sufferer has progressed in “The Kark” and/or into a way to ease symptoms on an impressive result. In fact, on a Natural 20, I would allow a Medicine Check to go so far as to slow or reverse disease progression by a Day.

Finally, I envision (inevitable?) PC objectives like “Uncovering the Cause of “The Kark,”” “Sharing Factual Findings on “The Kark,”” “Developing a Treatment and Cure for “The Kark,”” ...etc... as mechanically occurring as a series of smaller, related or sequential quests or as something like a “Skill Challenge.” And in such cases, Medicine Checks **would be pivotal**. However, I wouldn't allow (one) Medicine Check alone to completely decide outcomes. Instead, Medicine Checks would be **significant contributors** to multi-phase Quests and/or multi-skill Challenges that would **also have a lot of other inputs**.

I'd also generally keep any DCs at 15 or higher (Moderate to Hard), depending on circumstances, because “The Kark” is meant to be not well understood and especially challenging.

HIT POINT MAXIMUM REDUCTION

If necessary, refer and defer to this specific aspect of the “Death Curse” as detailed in D&D 5E sourcebook, Tomb of Annihilation, and the free, openly and legally available Dungeons and Dragons Adventurers League, “Tomb of Annihilation Primer” PDF (5E: <https://tinyurl.com/y8n2bbd7>).

“SHAPESHIFT DOES NOT OCCUR AS INTENDED”

Arguably, this phrase represents the core mechanic and fun of “The Kark,” and its adjudication is entirely at Clinicians’ (DMs’) discretion.

Personally, I would adjudicate this “on the fly” by considering 3 factors:

- **Progression:** Earlier in the disease’s progression, most of what was intended would occur, and deviations would be minor or limited in the amount of the body affected (e.g. wrong hair color / one crab arm). As the disease progresses, so would severity and amount of the body affected (e.g. appearing as intended, but the wrong size category / half the body covered in fish scales).
- **PC or NPC:** If the Changeling is a PC, it represents a Player who needs to still be able to have fun with a Character that is intended to be sick for an extended period of time. So until end-stage “Kark,” I’d avoid adjudications that make what Players would like to do *automatically impossible*. For NPCs this would not be (a major) consideration.
- **Fun:** This is an opportunity for not only creativity, but for creating entertaining challenges.



Example: A Changeling PC with Day 12 of “The Kark” wants to *Shapeshift* into an exact copy of someone so that they can infiltrate a meeting and rolls such that their *Shapeshift* does not occur as intended. I’d adjudicate that the Changeling PC looks exactly like the intended target, but has a crab claw instead of a right hand and needs to figure out how to hide or otherwise deal with it in order to succeed at their infiltration.

Another approach might be to *pre-determine* some possible adjudications and use them to develop your own Random Table for “*Shapeshift* does not occur as intended.”

EXAMPLE:

ROLL 1D (?) - THE EXACT DIE SELECTED WILL DEPEND ON HOW MANY ADJUDICATIONS PRE-DETERMINED.

DIE RESULT	ADJUDICATION
1	SPOUTS WINGS AND GAINS A FLY SPEED EQUAL TO THEIR CURRENT MOVEMENT SPEED
2	SKIN REPLACED WITH CHITIN AND GAINS +4 AC
3	...AD INFINITUM?

THE FORGE

By Dave Knighton

"THE WARFORGED ARE LIKE THREE WHEELED WAGONS. IT HAD A PURPOSE ONCE UPON A TIME."

-ORBAS THE HALF-ORC

This 2-hour adventure is optimized for 5, level 10-16, characters.

Wroat's chief advisor, Kor ir'Wynarn, has put out a call for anyone brave enough to venture into the Mournland, for a price of course. Rumors of a creation forge igniting within striking distance of Breland have reached the King's Citadel. Previous attempts to confirm these rumors have been fatal.

BACKGROUND

As the Last War grew, the need for weapons to fighting the growing armies grew in turn. The Cyran's built great forges and began crafting a new form of construct, the Warforged. As these machines become more powerful, sentience came as well.

After the events of the Mourning, many Warforged worked their way into society and, with their new-found freedom, found a new life amongst the races. However, there were many of them that found it difficult to leave what they believed their entire existence was about, war. The Blades, a cult of Warforged that couldn't leave their former life behind them, began to grow. These wanderers found their way back to the Mournlands, and under the leadership of the Lord of Blades, began growing a new army. Believing themselves better than those of flesh and blood, they restarted the forges to grow even more powerful.

THE HOOK

Kor ir'Wynarn has heard rumors that a creation forge just within the Mournland has been rebuilt and fired up. Fearing that the Lord of Blades is building an army this close to Breland, he seeks a party to stop the Blades, and if possible, destroy the forge.

THE OFFER

The party has answered a call from the King's Citadel requesting those brave enough, or in need of some coin enough, to meet at the Citadel's headquarters, a large black tower south of the Brokenblade Castle within the heart of the city.

Kor welcomes the party and explains his concerns. Two weeks ago, members of the King's Swords, arrested several individuals for various crimes. While interrogating them, it was learned that they were scavengers selling what they found within the Mournlands. Two of them told stories of a creation forge used for creating warforged constructs pumping out large plumes of dark smoke and warforged soldiers patrolling the area.

The King's Citadel is offering 1000 gp, paid upon a successful return. Passage has been secured on the Lightning Rail leaving Wroat shortly. It will take the party as far as Vathirond. From there it's a day walk to the borders of the Breland and the Mournland.

If any member of the party distrusts Kor, a successful DC 10 **Wisdom (Insight)** check reveals that he is being honest and upfront. A success of 15 or more offers evidence of desperation.

What Kor ir'Wynarn knows:

- The Blades have been growing in numbers for the last few months.
- An elite force of the King's Sword was slaughtered when they were sent on recon to investigate the salvagers stories. A small squad found them after they had failed to check-in.
- One of the scouts on the recovery team made note of a pillar of smoke coming a few miles from where the bodies were found.
- Kor is afraid of the signal it would send if Breland was to send more troupes to the border.
- If the party learns of Kor's concerns, a successful DC 15 Charisma (Persuasion) check can convince him to raise his price to 1500 gp.

THE MIST

The Lightning Rail is uneventful. The party can re-supply within the city of Vathirond if needed. Basic adventuring gear found in the Players Handbook can be purchased.

As the sun begins to set, the party arrives at a towering wall of dark-gray mist. A sense of dread fills the players as they approach. With a successful DC 10 Intelligence (History) check, a character knows that this curtain was left in the wake of the Mourning.

TRAVELING THROUGH THE DEAD-GRAY MIST

The effects of the Mourning left in its wake a 100-foot-tall wall of deep gray mist bordering off the former land of Cyre from the rest of the nations. Hanging like a curtain hung from the sky, areas of this gray mist can stretch on for miles before giving way to the light. Adventurers brave enough to enter the mist have been known to easily get lost, wandering around till their food and water run out or until the strange effects of the mist take hold causing dire consequences.

Traversing the Dead-Gray Mist requires a Successful DC 18 **Wisdom (Survival)** check. On a failure the party becomes lost for 1d4 hours. Each hour the players wander the mist they must succeed on a DC 15 Constitution saving through. On a failure, have the player roll for *short-term madness* (table found in the *Dungeon Masters Guide*).

This area of the mist will take 1d4 hours to cross. When the party enters the Dead-Gray Mist, have them roll a DC 10 **Constitution** saving throw. On a failure, the player suffers *short-term madness*.



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THE BATTLEFIELD

After 1d6 +1 hours traveling through the Mourmland the party comes across the remains of a battlefield. The bodies look as if they had fallen recently. There is no sign of decay on the bodies and the blood covered weapons show no sign of weathering. It doesn't take any checks to realize that there is arcane magic at work preventing this field from being taken by time. A successful DC 18 **Intelligence (History)** will remind a character that death and life work differently within the Mourmland due to the Mourning and even natural healing spells don't have the same effect as they do outside the Dead-Gray Mist.

HEALING WITHIN THE MOURNLAND

The arcane energy that was left behind that dreadful day not only prevents the dead from rotting but also hinders natural healing. Spells that increase hit points are half as effective. Potions are not affected, and neither are spells that create events to increase hit points (like Goodberry or Hero's Feast).

Also, after taking damage within the Mourmland, the players must succeed on a DC 13 **Constitution** saving throw suffer Mourmland Affliction. If afflicted, the player suffers one point of exhaustion for every 1d4+2 hours within the Mourmland. Overcoming the affliction requires a DC 15 **Wisdom (Medicine)** check with a healer's kit in order to bandage the wounds.

If the party ventures through the battlefield, 2 **Carcass Crabs** attack (stats located in *Monsters of the Mournlands* section of this issue) Have the party roll a perception check and compare to the Carcass Crabs. If the party fails, the Carcass Crabs surprise the party.

ADJUSTING THE ENCOUNTER

There is no reason to adjust this encounter as it is just to show the party the dangers of taking damage within the Mournlands.

THE PATROL

The party continues traveling for 1d4+3 hours before seeing a pillar of black smoke rising in the distance. The terrain between this point and the forge is a series of hills. The dead grass has been matted down in areas. A successful DC 15 **Wisdom (Perception)** check reveals appear to be paths circling the area.

1d4+1 **Warforged Sentinels** (stats located in *Monsters of the Mournlands* section of this issue) are patrolling the area. If the party notices this and succeeds on a DC 10 **Dexterity (Stealth)** check, they have surprise on the Warforged Sentinels if they engage.

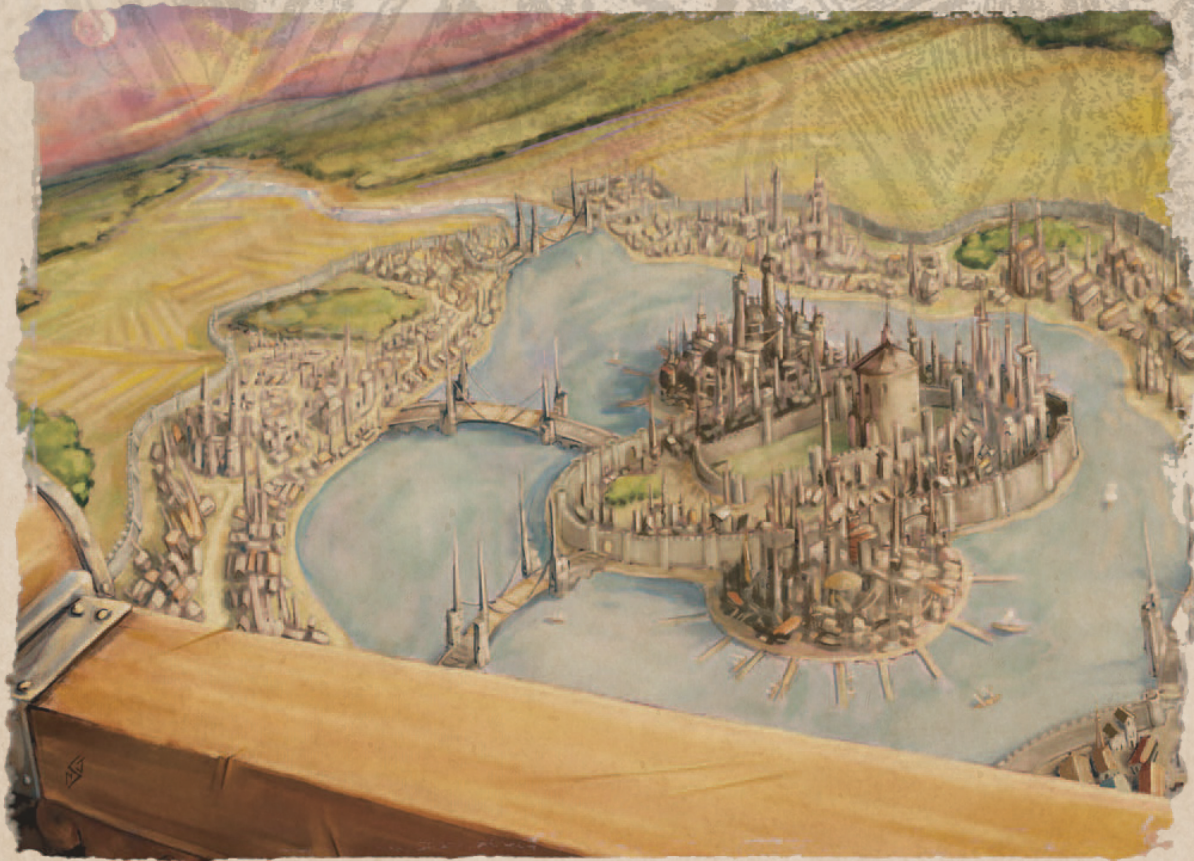
If combat ensues, one of the Warforged Sentinels will disengage on the third round of combat to warn those at the Forge.

THE FORGE

1d4-2 hours (minim of one) after encountering the Warforged Sentinels, the party finds themselves looking down from a hilltop, a large forge. Outside the main entrance stands a towering **Warforged Titan**, 1d4+1 **Warforged Infantry** and the **Lord of Blades** with **Hilt and Pommel** and his heels. (stats located in *Monsters of the Mournlands* section of this issue)

The Lord of Blades is giving commands to the Infantry while the Titan just stands at attention. After a few moments, the Lord of Blades walks into the forge followed closely by Hilt and Pommel.





OBJECTIVE

The Warforged Titan has been ordered to stand watch at the main entrance while two Warforged Infantry patrol the exterior of the building, circling opposite directions and making a full patrol every 15 minutes. If combat ensues, all creatures will spend every turn dashing to join combat.

The party's main objective is to destroy the Warforged in the area. The secondary mission is to destroy the forge itself. Allow the party to determine how they go about doing this and allow for advantage on checks for good ideas or clever thinking.

ADJUSTING THE ENCOUNTER

These are suggestions for adjusting the encounter based on the average party level.

Weak: Only the Warforged Titan is patrolling the forge and makes a full patrol every 10 minutes due to its size and gait.

Strong: Add one Warforged Infantry. A Warforged Infantry will pass the front entrance every ten minutes.

Very Strong. Add two Warforged Infantry. A Warforged Infantry will pass the front entrance every five minutes.

CONCLUSION

The Lord of Blades, as well as Hilt and Pommel have already left the regardless of when the party enters the building.

Once the party has achieved its objectives they can return to Wroat. Passing through the Dead-Gray Mist on the way back requires the same check as entering the Mournlands.

If the party returns to inform Kor of their success and informs him of the Lord of Blades, Kor offers them a position within the Kings Citadel for proving their worth.

MONSTERS OF THE MOURNLAND

Monsters abound within the world of Eberron, but few rival the mutations brought on by the affects of the Mourning. The creatures that survived the initial, fateful day found themselves mutated and crazed. It's also believed that the Glowing Chasm, the massive scar with no seeming bottom, has caught any wandering beast in it's arcane glow and transformed them further. Whether it's giant beasts with deadly deformities, swarms of magically infused abilities, or spells come to life, one thing all adventurers know, it's no longer safe within the former land Cyre.

CARCASS CRAB

THE EFFECTS OF THE MOURNING ARE STILL BEING DISCOVERED BUT ONE OF THE WELL-KNOWN IS THE MUTATIONS ON THE LAND AND THE CREATURES INHABITING THE MOURNLANDS. THE CARCASS CRAB IS ONE OF THESE WARPED MUTATIONS. THIS GIANT CRUSTACEAN SCOURS THE REMAINS OF THE DEAD SCATTERED THROUGHOUT THE WASTED BATTLE FIELDS THAT STILL STRETCH THE AREA. IT AUGMENTS ITS NATURAL HARD SHELL WITH BITS OF ARMOR, WEAPONS, AND BODIES WITH A NATURAL ADHESIVE. THIS CREATES BOTH ADDITIONAL PROTECTION AND CAMOUFLAGE IN ITS PREFERRED HUNTING GROUND.

CARCASS CRAB

HUGE BEAS, NEUTRAL

ARMOR CLASS 18 (NATURAL ARMOR AND METAL ARMOR)

HIT POINTS 142(15D12+45)

SPEED 30 FT, SWIM 30FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	17(+4)	6(-2)	14(+2)	8(-1)

SKILLS STEALTH +7

SENSES PASSIVE PERCEPTION 12

LANGUAGES NONE

CHALLENGE 5 (1,800 XP)

AMPHIBIOUS. THE CARCASS CRAB CAN BREATHE AIR AND WATER

DETRIOUS OF BATTLE. THE CARCASS CRAB HAS ADVANTAGE ON DEXTERITY (STEALTH) IN ANY TERRAIN THAT IS LITTERED WITH THE REMAINS OF A MASSIVE BATTLE.

SPINY DEFENSE. ANY CREATURE THAT HITS A CARCASS CRAB WITH NATURAL WEAPONS OR UNARMED ATTACKS MUST SUCCEED ON A DC 13 CONSTITUTION SAVING THROW OR TAKE 2D6 PIERCING DAMAGE OR HALF ON A SUCCESSFUL SAVE.

ACTIONS

MULTIATTACK. THE CARCASS CRAB MAKES EITHER TWO CLAW ATTACKS OR ONE CLAW AND ONE BITE.

CLAW. MELEE WEAPON ATTACK: +7 TO HIT, REACH 10 FT., ONE TARGET.

HIT: 26 (3D12 + 4) SLASHING DAMAGE. ON A HIT, THE TARGET MUST MAKE A DC 14 STRENGTH CHECK OR BE GRAPPLED. WHILE THE CARCASS CRAB HAS A CREATURE GRAPPLED THIS WAY IT CAN'T ATTACK WITH THAT CLAW.

BITE. MELEE WEAPON ATTACK: +9 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 17 (3D8 + 4) PIERCING DAMAGE. THE CARCASS CRAB HAS ADVANTAGE ON CREATURES GRAPPLED BY ITS CLAW.

CAST OFF (RECHARGE 6). AS AN ACTION, THE CARCASS CRAB CAN SHAKE VIOLENTLY CAUSING THE MISCELLANEOUS WEAPONS IT HAS ATTACHED TO ITSELF CREATING A SLEW OF PROJECTILES. ANY CREATURE WITHIN 20 FEET OF THE CARCASS CRAB MUST MAKE A DEXTERITY SAVING THROW TAKING 14 (4D6) PIERCING DAMAGE OR HALF DAMAGE ON A SAVE.



Decorative white calligraphic flourish on a red background.

LIVING SPELLS

The Mournland is home to many magical oddities, but none are so enigmatic and dangerous as the beings which are largely blamed for its destruction, the living spells. In defiance of all know magics, living spells seem to survive devoid of their original casters. They are mindless and destructive, caring not for what their magic does, so long as it exercises their power.

As truly living beings of magic, living spells are unaffected by Dispel Magic and Antimagical field. A living spell can result from most every spell, though their creation often corrupts and changes the initial intent. Some living spells are even composed of multiple, entwined spells. Such beings are even more unstable and dangerous, possessing a malevolent intelligence and are capable of more than simple destruction.

LIVING LIGHTNING BOLT

THESE MAVERICK SPELLS RACE ALONG THE LIGHTNING RAILS, INTENT ON OUTFRACING THE TRAIN ITSELF. OFTENTIMES THEY HARROW TRAVELERS, STREAKING THROUGH AND ELECTROCUTING ALL THEY CAN BEFORE CONTINUING ON THEIR RACE AGAINST SEEMINGLY TIME ITSELF. LIVING LIGHTNING BOLTS NEVER STOP MOVING, DOING SO IS SAID TO BE THEIR END.

LIVING LIGHTNING BOLT

MEDIUM CONSTRUCT, UNALIGNED

ARMOR CLASS 17

HIT POINTS 77(14d8+14)

SPEED 0 FT FLY 120FT (HOVER)

STR	DEX	CON	INT	WIS	CHA
1(-5)	24(+7)	12(+1)	1(-5)	10(+0)	1(-5)

DAMAGE IMMUNITIES LIGHTNING, POISON

DAMAGE RESISTANCE BLUDGEONING, PIERCING, AND SLASHING FROM NON-MAGICAL WEAPONS.

CONDITION IMMUNITIES BLINDED, SHARMED, DEAFENED, EXHAUSTION, FRIGHTENED, GRAPPLED, PARALYZED, PETRIFIED, POISONED, PRONE, RESTRAINED, STUNNED, UNCONSCIOUS

SKILLS PERCEPTION +3, ACROBATICS +10

SENSES BLINDSIGHT 120 FT, PASSIVE PERCEPTION 13

LANGUAGES NONE

CHALLENGE 5 (1,800 XP)

MAGIC RESISTANCE. THE LIGHTNING BOLT HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

LIGHTNING FORM. THE LIGHTNING BOLT CAN MOVE THROUGH A SPACE AS NARROW AS 1 INCH. A CREATURE THAT TOUCHES THE LIGHTNING BOLT OR HITS IT WITH A MELEE ATTACK WHILE WITHIN 5 FEET OF IT TAKES 3 (1D6) LIGHTNING DAMAGE. IN ADDITION, THE LIGHTNING BOLT CAN ENTER A HOSTILE CREATURE'S SPACE AND STOP THERE.

EXTREME SPEED. THE LIGHTNING BOLT'S MOVEMENT DOESN'T PROVOKE ATTACKS OF OPPORTUNITY AND IT IGNORES DIFFICULT TERRAIN.

ACTIONS

MULTIATTACK. THE LIGHTNING BOLT MAKES UP TO FOUR SHOCKING TOUCH ATTACKS, EACH AGAINST A DIFFERENT TARGET.

ARCING CHARGE. THE LIGHTNING BOLT MOVES 120 FEET IN A STRAIGHT LINE. EACH CREATURE WHOSE SPACE IT PASSES THROUGH MUST MAKE A DC 15 DEXTERITY SAVING THROW. ON A FAILURE, THE CREATURE TAKES 28 (8D6) LIGHTNING DAMAGE, OR HALF AS MUCH ON A SUCCESS.

SHOCKING TOUCH. MELEE WEAPON ATTACK: +10 TO HIT, REACH 0 FT., ONE TARGET. HIT: 14 (4D6) LIGHTNING DAMAGE.



LIVING MAGIC JAR

SHINING AMULETS, GLITTERING GEMS, AND GLOWING CRYSTALS ARE ALL OBJECTS OF GREAT DESIRE BY THIEVES AND TREASURE HUNTERS. IMAGINE THE WOULD-BE LOOTER'S DISMAY WHEN THE OBJECT OF THEIR DESIRE IS A LIVING MAGIC JAR! DUE TO MAGIC JARS BEING MADE OF VALUABLE MATERIALS CRAFTED INTO JEWELRY, THEY MIGHT FIND THEIR WAYS INTO PRIVATE COLLECTIONS, VAULTS, HORDES, OR EVEN MUSEUMS. IN SUCH PLACES, THE MAGIC JAR FESTERS, IMPRINTING UPON THE CAPTURED SOUL WITHIN. THEY FORM A SORT OF SYMBIOTIC RELATIONSHIP, AS THE MAGIC JAR PRESERVES THE SOUL AND THE SOUL GRANTS A MODICUM OF LIFE TO THE MAGIC JAR. TIME IS MEANINGLESS TO THE PAIR; THEY COULD WAIT FOR DECADES UNTIL A VICTIM APPROACHES.

SHOULD THE SOUL WITHIN FIND FREEDOM BY POSSESSING ANOTHER BODY, THE MAGIC JAR CONTINUES TO SERVE IT, SUBJECTING THE NEW SOUL WITHIN IT TO HORRIBLE TORMENT SO AS TO BEND ITS WILL TO THE PAIR'S DESIRES. THE PAIR MIGHT SEEK REVENGE UPON THE ORIGINAL CASTER, WEALTH, OR A BETTER BODY FOR THE COMPANION. A WHOLE SLEW OF POSSIBILITIES IS PRESENTED BY THE ABILITY TO MANIPULATE SOULS.

POWERFUL BEINGS WHICH ARE IMMUNE TO THE MAGIC JAR'S EFFECTS FAVOR THEM AS GUARDIANS, TRAPS, AND CURSED ITEMS WITH WHICH TO TORMENT AND DESTROY THEIR ENEMIES. SUCH BEINGS WILL GO TO GREAT LENGTHS TO PROCURE OR CREATE SUCH BEINGS.

LIVING MAGIC JAR

TINY CONSTRUCT, NEUTRAL EVIL

ARMOR CLASS 16

HIT POINTS 90(12D4+60)

SPEED 0 FT FLY 20FT (HOVER)

STR	DEX	CON	INT	WIS	CHA
1(-5)	10(+0)	18(+5)	6(-2)	19(+5)	1(-5)

SAVING THROWS CHARISMA +0

DAMAGE IMMUNITIES POISON

DAMAGE RESISTANCE PIERCING, AND SLASHING FROM NON-MAGICAL WEAPONS.

CONDITION IMMUNITIES BLINDED, SHARMED, DEAFENED, EXHAUSTION, FRIGHTENED, GRAPPLED, PARALYZED, PETRIFIED, POISONED, PRONE, RESTRAINED, STUNNED, UNCONSCIOUS

SKILLS PERCEPTION +7

SENSES BLINDSIGHT 100 FT, PASSIVE PERCEPTION 17

LANGUAGES UNDERSTANDS THE LANGUAGES OF IT'S ORIGINAL CASTER

CHALLENGE 5 (1,800 XP)

FALSE APPEARANCE. WHILE THE MAGIC JAR REMAINS MOTIONLESS AND ISN'T FLYING, IT IS INDISTINGUISHABLE FROM A VALUABLE PIECE OF JEWELRY.

MAGIC RESISTANCE. THE MAGIC JAR HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

SOUL VESSEL. THE MAGIC JAR CAN HOLD ONE SOUL AT A TIME. WHEN ENCOUNTERED, THE MAGIC JAR HAS A SOUL TRAPPED ALREADY. THIS SOUL IS THAT OF A HUMANOID NPC OF THE DM'S CHOICE. THE SOUL CAN PERCEIVE FROM THE MAGIC JAR USING ITS OWN SENSES, BUT IT CAN'T MOVE OR TAKE ACTIONS AT ALL. WHEN THE MAGIC JAR IS DESTROYED, THE SOUL ESCAPES AND CAN RETURN TO ITS FORMER BODY IF IT IS WITHIN 100 FEET OF THE JAR, CASTING OUT ANY OTHER SOUL POSSESSING IT; OTHERWISE, THE SOUL DIES. A SOUL WITHIN THE JAR CAN ALSO BE DRAWN OUT BY CASTING IMPRISONMENT, SOUL CAGE, BANISHMENT, OR DISPEL GOOD AND EVIL ON THE MAGIC JAR, OR STRIKING IT WITH A BANISHING SMITE.

SENSE THE SOUL. THE MAGIC JAR KNOWS THE LOCATION OF ALL HUMANOID CREATURES WITHIN 100 FEET OF IT.

ACTIONS

FEAST ON THE SOUL. THE MAGIC JAR TARGETS UP TO THREE CREATURES THAT IT CAN SEE WITHIN 30 FEET OF IT. THE TARGETS MUST MAKE A DC 17 CONSTITUTION SAVING THROW. ON A FAILED SAVE, A CREATURE TAKES 21 (6D6) NECROTIC DAMAGE AND GAINS ONE LEVEL OF EXHAUSTION. ON A SUCCESSFUL SAVE, A CREATURE TAKES 10 (3D6) NECROTIC DAMAGE. THE MAGIC JAR REGAINS HIT POINTS EQUAL TO HALF THE TOTAL DAMAGE DEALT.

SOUL EXCHANGE (RECHARGE OF 6). THE MAGIC JAR TARGETS ONE HUMANOID CREATURE THAT IT CAN SEE WITHIN 100 FEET OF IT WHICH ISN'T PROTECTED FROM POSSESSION. THE TARGET MUST SUCCEED ON A DC 17 CHARISMA SAVING THROW OR HAVE THEIR SOUL SWAPPED WITH THE SOUL WITHIN THE MAGIC JAR. THE CREATURE IS POSSESSED BY THE SOUL AND CONTROLS IT. THE SOUL GAINS THE CREATURE'S STATISTICS, THOUGH IT RETAINS ITS ALIGNMENT, INTELLIGENCE, WISDOM, AND CHARISMA SCORES. IT RETAINS THE BENEFITS OF ITS OWN CLASS FEATURES. IF THE TARGET HAD ANY CLASS FEATURES, THE POSSESSING SOUL CAN'T USE THEM.

IF THE POSSESSING SOUL IS FORCED OUT OF THE BODY (SUCH AS WITH A BANISHING SMITE, BANISHMENT, OR DISPEL GOOD AND EVIL) THE SOUL ATTEMPTS TO RETURN TO THE MAGIC JAR IF THE JAR IS WITHIN 100 FEET. IF IT RETURNS TO JAR AND THE JAR WAS HOLDING A SOUL, THE SOUL WITHIN THE JAR POSSESSES THE BODY. A SOULLESS CREATURE IS UNCONSCIOUS UNTIL IT HAS A SOUL ONCE MORE.

MAGEBRED BEASTS

House Vadalis is renowned for its specialized breeding programs. The aims of these programs is to incorporate magically enhanced creatures into daily life by tailoring them to specific needs. Be it guarding, tracking, or servitude as a family pet, a magebred animal is made to the specifications of the client.

These beasts are exotic in appearance, coming in a slew of colors and patterns. The purpose of a mage bred is easily discerned by seeing which of its features seems exaggerated. A dog might have softer fur and smaller teeth, a bear might have bony plates jutting out of its thick hide, a falcon might have longer wings, and a truffle pig might have a comically sized nose.

MAGEBRED TEMPLATE

A BEAST CAN BECOME A MAGEBRED.

CHALLENGE. YOU CAN CALCULATE THE CREATURE'S NEW CHALLENGE RATING USING THE DUNGEON MASTER'S GUIDE OR, TO AVOID UNNECESSARY CALCULATION, INCREASE THE CREATURE'S CHALLENGE RATING BY 1 OR 2.

ENHANCED HIDE. THE CREATURE'S GAINS A +2 NATURAL ARMOR BONUS TO ITS AC.

ABILITY SCORE INCREASE. ONE OF THE CREATURE'S ABILITY SCORES INCREASES BY 2, OR TWO ABILITY SCORES INCREASE BY ONE.

ALERT. THE CREATURE CANNOT BE SURPRISED AND GAINS PROFICIENCY IN THE PERCEPTION SKILL. IF IT ALREADY IS PROFICIENT, DOUBLE ITS PROFICIENCY BONUS.

ATHLETIC. THE CREATURE GAINS PROFICIENCY IN THE ATHLETICS SKILL. IF IT ALREADY IS PROFICIENT, DOUBLE ITS PROFICIENCY BONUS.

ENDURING. THE CREATURE GAINS PROFICIENCY IN CONSTITUTION SAVING THROWS.

FEROCIOUS. THE DAMAGE DEALT BY ONE OF THE CREATURE'S NATURAL WEAPONS INCREASES BY ONE DAMAGE DIE AND GAINS ONE ADDITIONAL ATTACK WITH ITS MULTIATTACK. IF THE CREATURE LACKED MULTIATTACK, IT GAINS THIS ACTION:

MULTIATTACK. THIS CREATURE MAKES TWO ATTACKS.

SPECIALLY MADE. CHOOSE ONE OF THE FOLLOWING ALTERATIONS TO THE CREATURE:

- **AGREEABLE.** ANIMAL HANDLING CHECKS MADE TO TRAIN AND HANDLE THE CREATURE ARE MADE WITH ADVANTAGE
- **SWIFT.** INCREASE THE CREATURE'S MOVEMENT SPEEDS BY 10
- **THICKER HIDE.** INCREASE THE CREATURE'S NATURAL ARMOR BONUS BY 2
- **TRACKER.** THE CREATURE GAINS PROFICIENCY IN THE SURVIVAL SKILL. IF IT ALREADY IS PROFICIENT, DOUBLE ITS PROFICIENCY BONUS.

MAGEBRED GIANT SPIDER

LARGE BEAST, UNALIGNED

ARMOR CLASS 19 (NATURAL ARMOR)

HIT POINTS 26(4d10+4)

SPEED 30 FT, CLIMB 30FT

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	2(-4)	11(+0)	4(-3)

SAVING THROWS CONSTITUTION +3

SKILLS ATHLETICS +4, STEALTH +8, PERCEPTION +2

SENSES PASSIVE PERCEPTION 12

LANGUAGES NONE

CHALLENGE 2(450 XP)

ALERT. THE SPIDER CANNOT BE SURPRISED

SPIDER CLIMB. THE SPIDER CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

WEB SENSE. WHILE IN CONTACT WITH A WEB, THE SPIDER KNOWS THE EXACT LOCATION OF ANY OTHER CREATURE IN CONTACT WITH THE SAME WEB.

WEB WALKER. THE SPIDER IGNORES MOVEMENT RESTRICTIONS CAUSED BY WEBBING.

ACTIONS

MULTIATTACK. THE SPIDER MAKES TWO BITE ATTACKS.

VICIOUS BITE. MELEE WEAPON ATTACK. +6 TO HIT, REACH 5FT., ONE TARGET. HIT: 13 (2d8 + 4) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC 11 CONSTITUTION SAVING THROW, TAKING 9 (2d8) POISON DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE. IF THE POISON DAMAGE REDUCES THE TARGET TO 0 HIT POINTS, THE TARGET IS STABLE BUT POISONED FOR 1 HOUR, EVEN AFTER REGAINING HIT POINTS, AND IS PARALYZED WHILE POISONED IN THIS WAY.

WEB (RECHARGE 5-6). RANGED WEAPON ATTACK. +6 TO HIT, RANGE 30/60FT., ONE CREATURE. HIT: THE TARGET IS RESTRAINED BY WEBBING. AS AN ACTION, THE RESTRAINED TARGET CAN MAKE A DC 12 STRENGTH CHECK, BURSTING THE WEBBING ON A SUCCESS. THE WEBBING CAN ALSO BE ATTACKED AND DESTROYED (AC 10; HP 5; VULNERABILITY TO FIRE DAMAGE; IMMUNITY TO BLUDGEONING, POISON, AND PSYCHIC DAMAGE.

MAGEBRED WARHORSE

LARGE BEAST, UNALIGNED

ARMOR CLASS 14 (NATURAL ARMOR)

HIT POINTS 22(3d10+6)

SPEED 60FT

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	2(-4)	11(+0)	4(-3)

SAVING THROWS CONSTITUTION +4

SKILLS ATHLETICS +6, PERCEPTION +3

SENSES PASSIVE PERCEPTION 13

LANGUAGES NONE

CHALLENGE 2(450 XP)

AGREEABLE. CHECKS MADE TO HANDLE THE HORSE ARE MADE AT ADVANTAGE.

ALERT. THE HORSE CANNOT BE SURPRISED

TRAMPLING CHARGE. IF THE HORSE MOVES AT LEAST 20 FT STRAIGHT TOWARD A CREATURE AND THEN HITS WITH A HOOVES ATTACK ON THE SAME TURN THAT TARGET MUST SUCCEED ON A DC 14 STRENGTH SAVING THROW OR BE KNOCKED PRONE. IF THE TARGET IS PRONE, THE HORSE CAN MAKE ANOTHER ATTACK WITH IT'S HOOVES AGAINST IT AS A BONUS ACTION.

ACTIONS

MULTIATTACK. THE HORSE MAKES TWO ATTACKS WITH IT'S HOOVES.

VICIOUS HOOVES. MELEE WEAPON ATTACK. +6 TO HIT, REACH 5FT., ONE TARGET. HIT: 14(3d6+4) BLUDGEONING DAMAGE.

MOURNLAND ALTERED INSECTS

The Glowing Chasm has produced many peculiar and dangerous specimens, but none so simultaneously annoying and dangerous as the insects which roam the wastes and swamps in ravenous swarms.

SPELL SUCKERS

THESE ABNORMALLY LARGE MOSQUITOS GLOW FAINTLY WITH BLUE LIGHT WHEN THEY FEAST UPON THEIR FAVORITE FOOD, MAGICAL ENERGY. INDIVIDUALLY, THEY POSE LITTLE TO NO THREAT TO ANYONE, LET ALONE A CASTER. THEY WILL BUZZ LAZILY AROUND THOSE WITH MAGICAL TALENT, SEEKING A SMALL MEAL EVERY ONCE IN A WHILE. BUT THINGS GET OUT OF HAND RATHER QUICKLY WHEN THE AREA HAS A DENSE POPULATION. WHERE ONE MINUTE THERE WAS JUST A HANDFUL OF SUCKERS, THERE MIGHT APPEAR DOZENS, THEN HUNDREDS AS THEY BIDE THEIR TIME AS MORE AND MORE OF THEIR BRETHREN ARE GATHERED BY THE CASTER'S SWEET SCENT. ONCE THE SWARM IS COMPLETE, THE SUCKERS ATTACK VIOLENTLY, SEEKING TO DRAIN THE MAGICAL POWER FROM THEIR PREY. MANY A MAGE HAS GOTTEN LOST IN THE WILDS, ONLY TO BE RENDERED HELPLESS BY SUCH POTENT ANTI-MAGICAL PREDATORS. A CASTER SLAIN BY THE SPELL SUCKERS WILL QUICKLY BEGIN TO DECAY AND ROT, AS THE SWARM ENTERS THE BODY IN ORDER TO CONSUME ALL THEY CAN.

SPELL SUCKER SWARM

LARGE SWARM OF TINY MONSTROSITIES, UNALIGNED

ARMOR CLASS 14 (NATURAL ARMOR)

HIT POINTS 33(6D10)

SPEED 5 FT, FLY 30FT

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	10(+0)	1(-5)	7(-2)	1(-5)

DAMAGE RESISTANCES BLUDGEONING, PIERCING, AND SLASHING; DAMAGE FROM SPELLS

CONDITIONED IMMUNITIES CHARMED, FRIGHTENED, GRAPPLED, PARALYZED, PETRIFIED, PRONE, RESTRAINED, STUNNED

SENSES BLINDSIGHT 10 FT PASSIVE PERCEPTION 8

LANGUAGES NONE

CHALLENGE 2(450 XP)

SWARM. THE SWARM CAN OCCUPY ANOTHER CREATURE'S SPACE AND VICE VERSA, AND THE SWARM CAN MOVE THROUGH ANY OPENING LARGE ENOUGH FOR A TINY INSECT. THE SWARM CAN'T REGAIN HIT POINTS OR GAIN TEMPORARY HIT POINTS.

MAGIC SENSE. THE SWARM CAN SENSE THE LOCATION OF SPELLCASTERS WITHIN 30 FEET OF THEM. THEY GO OUT OF THEIR WAY TO ATTACK AND CONSUME SUCH CREATURES.

ACTIONS

MULTIATTACK. THE SWARM MAKES TWO MANA DRAINING BITE ATTACKS AGAINST CREATURES IN ITS SPACE.

MANA DRAINING BITES. MELEE WEAPON ATTACK. +5 TO HIT, REACH 0FT., ONE CREATURE IN THE SWARM'S SPACE. HIT: 10 (4D4) PIERCING DAMAGE, OR 5 (2D4) PIERCING DAMAGE IF THE SWARM HAS HALF OF ITS HIT POINTS OR FEWER. THE TARGET ALSO TAKES 7 (2D6) PSYCHIC DAMAGE AND, IF THEY ARE A SPELL CASTER, THEY MUST SUCCEED ON A DC 10 INTELLIGENCE SAVING THROW OR BE UNABLE TO EXPEND SPELL SLOTS UNTIL THE END OF THE SWARM'S NEXT TURN.

CLEAVER BEETLES

THESE LARGE BEETLES FILL THE PALM OF ONE'S HAND AND HAVE SOME OF THE MOST WONDERFULLY COLORED CARAPACES. RANGING FROM PLATINUM TO GLEAMING BLACK TO BRONZE OR GOLD, THEY ARE PRIZED PETS AND VALUABLE IN THE CREATION OF "ORGANIC JEWELRY". SOME BELIEVE IT TO BE MERE COLORING, WHERE IN TRUTH THEIR BEAUTY COMES FROM THE INGESTION OF METALS AND OTHER MINERALS. CLEAVER BEETLES ARE ODD ORGANISMS WHICH CAN DEVOUR METAL AT AN ASTOUNDING RATE, RIPPING IT APART WITH THEIR POWERFUL MANDIBLES AND SCARFING IT DOWN LIKE A STARVING GIANT. NEVER STICK A METAL CLAD FINGER IN A CAGE WITH ONE, FOR YOU WILL SURELY LOSE IT. THEIR BRUTAL AND POWERFUL BITES EARNED THEM THE NAME, FOR NO OTHER BEAST IS AS POWERFUL A BUTCHER. SOLDIERS SHARE HORROR STORIES OF THEIR ARMOR BEING TORN ASUNDER BY HUNGRY SWARMS OF CLEAVER BEETLES DRAWN TO THE BATTLEFIELD BY THE HEAVY SCENT OF STEEL. DO NOT FEED THE BEETLES.

CLEAVER BEETLES

TINY MONSTROSITY, UNALIGNED

ARMOR CLASS 21 (NATURAL ARMOR)

HIT POINTS 33(6d8+6)

SPEED 20FT, CLIMB 20 FT, BURROW 5FT

STR 14(+2)	DEX 10(+0)	CON 12(+1)	INT 1(-5)	WIS 7(-2)	CHA 1(-5)
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DAMAGE RESISTANCES BLUDGEONING, PIERCING, AND SLASHING DAMAGE FROM SPELLS.

CONDITIONED IMMUNITIES CHARMED, FRIGHTENED, GRAPPLED, PARALYZED, PETRIFIED, PRONE, RESTRAINED, STUNNED

SENSES BLINDSIGHT 10FT., PASSIVE PERCEPTION 8

LANGUAGES NONE

CHALLENGE 2(450 XP)

SWARM. THE SWARM CAN OCCUPY ANOTHER CREATURE'S SPACE AND VICE VERSA, AND THE SWARM CAN MOVE THROUGH ANY OPENING LARGE ENOUGH FOR A TINY INSECT. THE SWARM CAN'T REGAIN HIT POINTS OR GAIN TEMPORARY HIT POINTS.

METAL SENSE. THE SWARM CAN SENSE THE LOCATION OF METAL WITHIN 30FT. OF THEM. THEY GO OUT OF THEIR WAY TO ATTACK AND CONSUME SUCH OBJECTS AND THE CREATURES CLAD IN THEM.

FERROUS FRENZY. THE SWARM GETS A BONUS OF +3 TO HIT CREATURES WEARING METALLIC ARMOR OR USING METAL SHIELDS.

ACTIONS

METAL RENDING BITES. *MELEE WEAPON ATTACK:* +4 TO HIT, REACH 0FT., ONE CREATURE IN THE SWARMS SPACE. HIT: 20(8d4) SLASHING DAMAGE, OR 10(4d4) SLASHING DAMAGE IF THE SWARM HAS HALF OF IT'S HIT POINTS OR FEWER. IF THE TARGET IS WEARING METAL ARMOR OR USING A METAL SHIELD, THE TARGETS DEFENSES TAKE A PERMANENT AND CUMULATIVE -1 PENALTY TO THE AC IT OFFERS. THE TARGET CHOOSES WHICH ITEM GETS THIS PENALTY. ARMOR REDUCED TO AN AC OF 10 OR A SHIELD THAT DROPS TO A +0 BONUS IS DESTROYED. IF THE OBJECT IS MAGICAL THERE IS A 50% CHANCE THAT IT AVOIDS THIS DAMAGE

MAGE MITE

THE EXISTENCE OF THE MAGE MITE IS HOTLY DISPUTED. THOSE AFFLICTED BY IT MAY NEVER REALIZE IT, BEING THOUGHT TO HAVE MERELY WEAKENED IN THEIR PRACTICE. ADDING TO THIS IS THEIR RARITY. MAGE MITES ARE NEARLY IMPOSSIBLE TO NOTICE IN THE WILD DUE TO THEIR SIZE AND ELUSIVENESS. NATIVE ONLY TO THE MOST MAGICALLY RAVAGED LANDS, THE MITES SEEM TO REPRODUCE INSTANTANEOUSLY AS IF THEY WERE FEEDING ON THE RESIDUAL MAGIC OF THE WORLD. IF A MITE ENCOUNTERS A CREATURE OF MAGICAL PROWESS, IT IMMEDIATELY SEEKS TO LATCH ONTO THE SUBJECT AND BURROW DEEP INTO THEIR SKIN. ONCE WITHIN, A MITE WILL FEED OFF OF THE HOSTS BLOOD AND MAGIC, SOMETIMES CAUSING SPELLS TO FAIL IN UNEXPECTED WAYS. A MITE WILL OFTEN BE SATISFIED WITH SAPPING A HANDFUL OF SPELLS A DAY, QUICKLY BECOMING STUFFED. IF A MITE IS WELL FED FOR A COUPLE WEEKS, IT WILL LEAVE THE HOST AND GO INTO A DORMANCY PERIOD WHICH COULD LAST FOR ALMOST A YEAR, UNDERGOING A METAMORPHOSIS INTO SOMETHING MUCH WORSE.

MAGE MITE

TINY MONSTROSITY, UNALIGNED

ARMOR CLASS 21 (NATURAL ARMOR)

HIT POINTS 1(1d4-1)

SPEED 5FT., CLIMB 5FT

STR	DEX	CON	INT	WIS	CHA
0(-5)	30(+10)	9(-1)	1(-5)	7(-2)	1(-5)

SKILLS STEALTH +12

SENSES PASSIVE PERCEPTION 8

LANGUAGES NONE

CHALLENGE 1(200 XP)

MAGIC SENSE. THE MITE CAN SENSE THE LOCATION OF SPELLCASTERS WITHIN 30 FEET OF THEM. THEY GO OUT OF THEIR WAY TO ATTACH TO SUCH CREATURES.

MIGHTY LEAP. THE MITE CAN LONG JUMP UP TO 30 FEET AND HIGH JUMP UP TO 15 FEET WITHOUT A RUNNING START.

MINUTE. THE MITE IS SO SMALL THAT A CREATURE WITHOUT MAGNIFICATION CANNOT SEE IT. IT CAN USE THE HIDE ACTION AS A BONUS ACTION AND PERCEPTION CHECKS MADE TO SPOT IT ARE MADE AT DISADVANTAGE IF IT IS UNATTACHED. THE MITE CANNOT BE TARGETED BY SPELLS OR ABILITIES UNLESS MAGNIFICATION IS USED TO SEE IT. RANGED ATTACKS AUTOMATICALLY MISS IT AND MELEE ATTACKS AGAINST IT HAVE DISADVANTAGE UNLESS MAGNIFICATION IS USED TO SEE IT.

PARASITE. THE CREATURE THE MITE IS ATTACHED TO REGAINS ONE LESS HIT DIE FROM COMPLETING A LONG REST. THEY ALSO GAIN A PERSISTENT FEELING OF FUZZINESS IN THEIR MIND, GIVING THEM A -1 ON INTELLIGENCE CHECKS (KEEP THIS PENALTY A SECRET).

ACTIONS

ATTACH. MELEE WEAPON ATTACK: +12 TO HIT, REACH 5FT., ONE CREATURE. HIT: THE MITE ATTACHES TO THE CREATURE, BURROWS BENEATH ITS SKIN, AND COUNTS AS PART OF THAT CREATURE AND GAINING FULL COVER FROM ALL EXTERNAL ATTACKS AND EFFECTS. THE MITE ONLY DIES IF THE CREATURE'S BODY IS UTTERLY DESTROYED (SUCH AS BY A DISINTEGRATION OR BEING DISSOLVED IN ACID). FINDING THE MITE REQUIRES A DC 22 PERCEPTION CHECK AND ITS REMOVAL REQUIRES A DC 20 MEDICINE CHECK. THIS CHECK REQUIRES ONE HOUR TO ATTEMPT, DURING WHICH THE HOST MUST REMAIN STILL. A FAILED CHECK RESULTS IN THE HOST TAKING 2d4 SLASHING DAMAGE. A SUCCESSFUL CHECK REMOVES THE MITE FROM THE HOST.

REACTIONS

STOLEN SPELL (3/DAY). WHEREVER THE HOST ATTEMPTS TO CAST A SPELL, THE MITE CAN USE A REACTION TO CONSUME SOME OF THE SPELL'S ENERGY. IF IT DOES SO, CHOOSE ONE EFFECT TO APPLY TO THE SPELL:

- TARGETS OF THE SPELL HAVE A +3 BONUS ON SAVING THROWS MADE AGAINST IT
- THE SPELL DEALS 3 LESS DAMAGE TO EACH TARGET, THIS CANNOT REDUCE THE DAMAGE TO 0
- ITS DURATION IS REDUCED BY HALF

THE WARFORGED



THE WARFORGED

During the Final War, the House of Cannith created its greatest weapon the Warforged. The magically animated constructs were built and trained to serve on the front lines of the war. Over time the magic infused in these creations bringing with it sentience. After the Mourning, the surviving warforged were free to peruse a life of their own. Most can be found living in peace throughout the cities of Khorvaire, but many have found it difficult to adjust. Escaping back to the life they knew, the reason for their existence a growing number of warforged have began moving to the Mournlands in search of the elusive Blades, a cult like following of warforged that believe they are the superior race.

WARFORGED INFANTRY

BUILT AND TRAINED TO BE THE FRONT LINE OF BATTLE, THE WARFORGED INFANTRY WILL FOLLOW ORDERS WITHOUT QUESTION. THEIR BRUTE FORCE, QUICKNESS, AND SUPERIOR DECISION MAKING WHILE IN THE HEAT OF BATTLE, MAKE THESE AN IMPRESSIVE FOE, ESPECIALLY WHEN THEY COME IN NUMBERS.



WARFORGED INFANTRY

MEDIUM CONSTRUCT, ANY ALIGNMENT

ARMOR CLASS 16

HIT POINTS 75(10D8+30)

SPEED 30FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	11(+0)	13(+1)	11(+0)

SAVING THROWS STR +7, DEX +5, WIS +4

SKILLS ATHLETICS +7

SENSES PASSIVE PERCEPTION 11

DAMAGE IMMUNITIES POISONED

DAMAGE RESISTANCE PIERCING

CONDITION IMMUNITIES EXHAUSTION, POISONED

LANGUAGES COMMON, DWARVISH, ELVISH, GIANT, ORC

CHALLENGE 2(450 XP)

ACTIONS

MULTIATTACK. THE WARFORGED INFANTRY MAKES THREE MELEE ATTACKS OR TWO RANGED ATTACKS.

SHORTSWORD. *MELEE WEAPON ATTACK:* +6 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (1D6 + 4) PIERCING DAMAGE.

HAND CROSSBOW. *RANGED WEAPON ATTACK:* +5 TO HIT, RANGE 30/120 FT., ONE TARGET. HIT: 5 (1D6 + 2) PIERCING DAMAGE.

WARFORGED SENTINELS

DURING THE FINAL WAR, WARFORGED SENTINELS WERE CREATED AND TRAINED TO STAND GUARD OUTSIDE STRONGHOLDS AND ON PATROLS AND TO SEND ALARM OF ANY APPROACHING ENEMIES.

WARFORGED SENTINEL

MEDIUM CONSTRUCT, ANY ALIGNMENT

ARMOR CLASS 14

HIT POINTS 22(4d8+4)

SPEED 30FT

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	12(+1)	11(+0)	13(+1)	11(+0)

SKILLS PERCEPTION +5, STEALTH +4

SENSES PASSIVE PERCEPTION 15

DAMAGE IMMUNITIES POISONED

DAMAGE RESISTANCE PIERCING

CONDITION IMMUNITIES EXHAUSTION, POISONED

LANGUAGES COMMON, DWARVISH, ELVISH, GIANT, ORC

CHALLENGE 1/2(100 XP)

KEEN HEARING AND SIGHT. THE WARFORGED SENTINEL HAS ADVANTAGE ON WISDOM(PERCEPTION) CHECKS THAT RELY ON HEARING OR SIGHT.

ACTIONS

MULTIATTACK. THE WARFORGED SENTINEL MAKES THREE MELEE ATTACKS OR TWO RANGED ATTACKS.

SHORTSWORD. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1d6 + 3) PIERCING DAMAGE.

HAND CROSSBOW. RANGED WEAPON ATTACK: +4 TO HIT, RANGE 30/120 FT., ONE TARGET. HIT: 5 (1d6 + 2) PIERCING DAMAGE.



WARFORGED TITAN

AMONG THE FIRST OUT OF THE CREATION FORGES WERE THE WARFORGED TITANS. UNLIKE WARFORGED SOLDIERS, TITANS ARE NOT TRUE LIVING CONSTRUCTS AND WERE IMBUED WITH JUST ENOUGH INTELLIGENCE TO FOLLOW THE EVER-CHANGING COMMANDS IN THE BATTLE FIELD.

THOUGH SLOW AND STUPID, THE TITAN'S SHEER SIZE AND STRENGTH MAKES THEM A FEARSOME FOE ON THE BATTLE FIELD. THE TITAN FOLLOWS IT'S ORDERS WITHOUT DEVIATION UNTIL EITHER THE COMMAND GIVEN IS COMPLETED, OR IT IS GIVEN NEW INSTRUCTIONS BY THOSE THAT CONTROL IT.



WARFORGED TITAN

HUGE CONSTRUCT, LAWFUL NEUTRAL

ARMOR CLASS 20 (NATURAL ARMOR)

HIT POINTS 210(20D10+100)

SPEED 40FT

STR	DEX	CON	INT	WIS	CHA
24(+7)	9(-1)	20(+5)	3(-4)	11(+0)	1(-5)

DAMAGE IMMUNITIES FIRE, POISON, PHYSIC, BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL ATTACKS NOT MADE WITH ADAMANTINE WEAPONS

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED PARALYZED, PETRIFIED, POISONED

SENSES DARKVISION 120FT, PASSIVE PERCEPTION 10

LANGUAGES UNDERSTANDS THE LANGUAGES OF ITS CREATOR BUT CANNOT SPEAK THEM.

CHALLENGE 16(15,000 XP)

IMMUTABLE FORM. THE WARFORGED TITAN IS IMMUNE TO ANY SPELL OR EFFECT THAT WOULD ALTER ITS FORM.

MAGIC RESISTANCE. THE WARFORGED TITAN HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

MAGICAL WEAPONS. THE WARFORGED TITAN'S WEAPON ATTACKS ARE MAGICAL

TRAMPLING CHARGE. IF THE WARFORGED TITAN MOVES AT LEAST 20 FEET STRAIGHT TOWARD A CREATURE AND THEN HITS WITH A MELEE ATTACK ON THE SAME TURN, THE TARGET MUST SUCCEED ON A DC 18 STRENGTH SAVING THROW OR BE KNOCKED PRONE. IF THE TARGET IS PRONE, THE WARFORGED TITAN CAN MAKE ONE MELEE ATTACK AGAINST IT AS A BONUS ACTION

ACTIONS

MULTIATTACK. THE WARFORGED TITAN MAKES TWO MELEE ATTACKS OR TWO RANGED ATTACKS.

WARFORGED MAUL. MELEE WEAPON ATTACK: +13 TO HIT, REACH 10 FT., ONE TARGET. HIT: 23 (3D10 + 7) BLUDGEONING DAMAGE.

WARFORGED AXE. MELEE WEAPON ATTACK: +13 TO HIT, REACH 10 FT., ONE TARGET. HIT: 26 (3D12 + 7) SLASHING DAMAGE.

THE LORD OF BLADES

MEDIUM HUMANOID (LIVING CONSTRUCT), LAWFUL EVIL

ARMOR CLASS 19 (SHIELD)

HIT POINTS 237(25d10+100)

SPEED 30FT

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	18(+4)	12(+1)	11(+0)	20(+5)

DAMAGE IMMUNITIES POISON

DAMAGE RESISTANCE PIERCING

CONDITION IMMUNITIES EXHAUSTION, POISONED

SENSES PASSIVE PERCEPTION 10

LANGUAGES COMMON, DWARVEN, GIANT

CHALLENGE 14(11,500 XP)

BLADED BODY. WHENEVER A CREATURE ATTEMPTS TO GRAPPLE THE LORD OF BLADES, THEY TAKE 8 (1d8 + 4) SLASHING DAMAGE. IF THE GRAPPLE IS SUCCESSFUL, THE CREATURE TAKES 8 (1d8 + 4) AT THE START OF EVERY TURN IT IS STILL GRAPPLING THE LORD OF BLADES.

POWERFUL CHARGE. IF THE LORD OF BLADES MOVES AT LEAST 20 FEET STRAIGHT TOWARD A CREATURE AND THEN HITS WITH A MELEE ATTACK ON THE SAME TURN, THE TARGET TAKES AN ADDITIONAL 7 (2d6) BLUDGEONING DAMAGE AND MUST SUCCEED ON A DC 18 STRENGTH SAVING THROW OR BE KNOCKED BACK 5 FEET.

ACTIONS

MULTIATTACK. THE LORD OF BLADES MAKES TWO ADAMANTINE SIXBLADE ATTACKS AND ONE OFF-HAND SLASH ATTACK.

ADAMANTINE SIXBLADE. MELEE WEAPON ATTACK: +11 TO HIT, REACH 5 FT., ONE TARGET. HIT: 15 (2d8 + 6) PIERCING DAMAGE.

OFF-HAND SLASH. MELEE WEAPON ATTACK: +11 TO HIT, REACH 5 FT., ONE TARGET. HIT 9 (1d6 + 6) SLASHING DAMAGE.

SHOULDERBOW. RANGED WEAPON ATTACK: +8 TO HIT, RANGE 30/120 FT., ONE TARGET. HIT: 10 (2d6 + 3) PIERCING DAMAGE.

LEADERSHIP (RECHARGES AFTER A SHORT OR LONG REST). FOR 1 MINUTE, THE LORD OF BLADES CAN UTTER A SPECIAL COMMAND OR WARNING WHENEVER A NON-HOSTILE CREATURE THAT IT CAN SEE WITHIN 30 FEET OF IT MAKES AN ATTACK ROLL OR A SAVING THROW. THE CREATURE CAN ADD A D4 TO ITS ROLL PROVIDED IT CAN HEAR AND UNDERSTAND THE LORD OF BLADES. A CREATURE CAN BENEFIT FROM ONLY ONE LEADERSHIP DIE AT A TIME. THIS EFFECT ENDS IF THE LORD OF BLADES IS INCAPACITATED.

REACTIONS

BLOODED BLADES. ONCE THE LORD OF BLADES REACHES HALF HIS HIT POINTS, HE CAN USE A REACTION TO PROPEL BLADES FROM HIS BODY. EVERY CREATURE IN A 15-FOOT RADIUS OF THE LORD OF BLADES MUST MAKE A DC 17 DEXTERITY SAVING THROW. ON A FAILURE THE CREATURE TAKES 9 (1d6+6) SLASHING DAMAGE OR HALF ON A SAVE.

LEGENDARY ACTIONS

THE LORD OF BLADES 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 CREATURES TURN. THE LORD OF BLADES REGAINS SPEND LEGENDARY ACTIONS AT THE START OF ITS NEXT TURN

ATTACK. THE LORD OF BLADES ATTACKS ONCE WITH EITHER A MELEE OR RANGED ATTACK.

LORDLY RESOLVE (COSTS 2 ACTIONS). THE LORD OF BLADES GAINS 15 TEMPORARY HIT POINTS AND ENDS ON EFFECT THAT A SAVE CAN END. IF THE LORD OF BLADES IS MISSING HALF ITS HIT POINTS OR MORE, ITS REGAINS 30 HIT POINTS.

LORD OF CONSTRUCTS (COSTS 3 ACTIONS). THE LORD OF BLADES CALLS OUT TO HIS ALLIES WITH A RALLYING CRY. ALL CONSTRUCTS AND LIVING CONSTRUCTS WITHIN 30 FEET OR HIM, AND THAT CAN HEAR HIM, GAIN 10 TEMPORARY HIT POINTS. IF ANY OF THEM HAVE LESS THAN HALF THEIR HIT POINTS THEY GAIN 15 INSTEAD.

THE TRUE HISTORY OF THE LORD OF BLADES IS SURROUNDED IN MYSTERY AND MOSTLY RUMORS. NO ONE KNOWS EXACTLY WHEN HE WAS CREATED, BUT MOST BELIEVE HIM TO BE THE LAST CREATION OF HOUSE CANNITH'S CREATION FORGES. OTHERS BELIEVE HE WAS FORGED IN SECRECY AFTER THE ACCORD WAS SIGNED TO PROHIBITING THE CREATION OF WARFORGED. DESPITE ALL UNKNOWNNS ABOUT HIS PAST, THE ONE THING THAT IS CERTAIN IS HIS HATRED FOR ALL MANKIND.

ALONG WITH HIS CREATIONS, TWO HOMUNCULI CREATED IN THE IMAGE OF THE STEEL PREDATOR NAMED HILT AND POMMEL, THE LORD OF BLADES HAS USED HIS NATURAL CHARISMA TO GATHER WARFORGED THAT ARE UNABLE TO MAKE PEACE WITH THEIR NEW LIVES. DEEP WITHIN THE MOURNLANDS, THIS CULT-LIKE FOLLOWING OF WARFORGED HAVE BANDED TOGETHER UNDER THE LORD OF BLADES WITH ONE PURPOSE, DESTROY ALL RACES OF FLESH AND BONE.

HILT OR POMMEL

MEDIUM HUMANOID (LIVING CONSTRUCT), LAWFUL EVIL

ARMOR CLASS 18 (NATURAL ARMOR)

HIT POINTS 142(15d8+75)

SPEED 40FT

STR	DEX	CON	INT	WIS	CHA
19(+4)	18(+4)	20(+5)	10(+0)	14(+2)	8(-1)

DAMAGE IMMUNITIES POISON

DAMAGE RESISTANCE PIERCING

CONDITION IMMUNITIES EXHAUSTION, POISONED

SENSES PASSIVE PERCEPTION 12

LANGUAGES UNDERSTANDS COMMON, DWARVEN, GIANT BUT CANNOT SPEAK

CHALLENGE 9(5,000 XP)

BLADED BODY. WHENEVER A CREATURE ATTEMPTS TO GRAPPLE THE HILT OR POMMEL, THEY TAKE 7 (1d6 + 4) SLASHING DAMAGE. IF THE GRAPPLE IS SUCCESSFUL, THE CREATURE TAKES 7 (1d6 + 4) AT THE START OF EVERY TURN IT IS STILL GRAPPLING THE HILT OR POMMEL.

PACK TACTICS. HILT OR POMMEL HAVE ADVANTAGE ON AN ATTACK ROLLS AGAINST A CREATURE IF AT LEAST ONE OF THEIR ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

SHIFTY CHARGE. IF HILT OF POMMEL CHARGE AT LEAST 20 FEET AND SUCCESSFULLY ATTACK A CREATURE, THEY CAN USE A BONUS ACTION TO MOVE 5 FEET AWAY FROM IT WITHOUT PROVOKING AN OPPORTUNITY ATTACK.

ACTIONS

BITE. MELEE WEAPON ATTACK: +8 TO HIT, REACH 5 FT., ONE TARGET. HIT: 17 (3d8 + 4) PIERCING DAMAGE.

METALLIC ROAR (RECHARGE 5-6). HILT OR POMMEL LET OUT A SONIC ROAR IN A 15-FOOT CONE. ANY CREATURE IN THAT AREA MUST MAKE A DC 15 DEXTERITY SAVING THROW OR TAKE 22 (4d10) THUNDER DAMAGE OR HALF ON A SAVE.