

CODEX OF THE INFINITE PLANES

VOLUME XII: INFERNAL BATTLEFIELD OF ACHERON

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME XII:

INFERNAL BATTLEFIELD OF ACHERON

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VOLUME XII: INFERNAL BATTLEFIELD OF ACHERON

"There are few constants across the multiverse, but war is one of them. People strive for peace, but the natural state of the planes is friction and conflict, and that invariably leads to war. And on Acheron, war is literally in the air. The titanic metal cubes that fill most of the layers collide regularly, sending a clarion call of combat for the untold armies and legions. Honor, justice, mercy – these words have no meaning in Acheron, where war and strife are everything and the whole far outstrips the individual."

Issilda the Unbreakable

The Infernal Battlefield of Acheron is a plane of conflict, armies, and open warfare. Its largest and most populated layer is filled with great metal cubes, some as large as continents, floating through a haze of gray smoke. They drift lazily, holding their own gravity but otherwise seeming to obey no known whim, and they collide with one another on a regular basis.

The ringing of these collisions echo throughout the layer, creating a siren call to arms for many of the military forces that occupy the cubes. Acheron is a realm of law and evil, but not the kind of evil perpetuated by the forces of the Abyss or the Nine Hells. Instead, this evil results from the total disregard for the consequences of actions. Suffering, pain, loss, and death are the result of constant warfare, and in Acheron these values hold no weight for most of its inhabitants.

Creatures devoted to combat are drawn to Acheron, and it has been the eternal battlefield between orcs, goblins, and bugbears since time immemorial. Great hordes of orcs clash against the armies of goblins and hobgoblins, while the war clans of the bugbears offer their services as mercenaries to both sides. The gods of these ravaging humanoids dwell in Acheron, pushing their followers into greater and greater conflicts, each side seeking to usurp the other in a never-ending struggle.

Acheron draws military forces from across the multiverse, and many rogue armies and failed rebellions linger in physical or spirit form across the plane. The Infernal Battlefield shares a close philosophical border with Mechanus, the plane of ultimate law and precision, and some union between the two created a race of mechanical humanoids known as the warforged. Alternate theories point to the warforged as simple refugees from another realm, a Material Plane world, but if this is true they offer no evidence or memory to support it.

Rakshasas lurk in the cubes of Acheron, sometimes offering their services as generals to a rogue army and other times acting in the interests of their enigmatic Maharaja of Death. Duergar dwarves are also counted among the inhabitants of the plane serving at the dour pleasure of Laduguer their exiled god.

Everyone in Acheron, the plane pushes and pulls against the concepts of peace and harmony. The lower layers hold dangers to body and mind – the second layer is the massive floating junkyard of the multiverse but it gradually turns everything to stone, the third layer's space is largely

empty save for geometric cubes, and the fourth layer is filled with razorstorms that shred flesh from bone in moments.

Still, where there's conflict there's opportunity for adventure. Characters can find service in the Nameless Legion, an infamous planar mercenary company that operates out of Acheron, and the junkyards of Thuldanan hold shattered remnants of war machines from across the planes, some of which may still be usable. The hordes of orcs and armies of goblins wage their wars, trying to gain the upper hand, and they can sometimes interfere with the stability of other planes in their never-ending pursuit.

LAY OF THE LAND

Acheron is comprised of four layers – Avalas, Thuldanan, Tintibulus, and Ocanthus. The plane's nickname as the Infernal Battlefield holds true across all, though the nature of that battlefield changes dramatically from one to the next. No traveler or planar scholar would call any of Acheron's layers as pleasant, however.

While there is no up or down on Acheron, the layers of the plane are considered to descend down, from Avalas at the top to Ocanthus at the bottom.

AVALAS

The most populated layer of Acheron is its first, Avalas. Giant metal cubes float lazily in the poorly-lit smoke-filled air. All of them are pitted and scarred from the numerous collisions with other cubes, and most are larger than a house – and some are as large as continents! They are formed of iron, and it is widely believed by planar scholars that they coalesce naturally from the ore of the multiverse.

Most cubes are hollow or riddled with tunnels, into which scurry the countless armies and military factions that fight their endless battles against one another. Each cube holds its own gravity, pulling things to their center and allowing creatures to walk along all six external faces with no impediment.

A cube collides with another in the smoky air of Avalas on an irregular basis, usually between one and four days, but whenever it happens the ringing can be heard across the layer. The goblins and orcs usually take this as a sign to mount an offensive against one another, while other military forces across the layer make plans for their never-ending wars.

The River Styx also winds its way through Avalas, a conduit to other locations across the lower planes. The river seems to obey no rational laws, however – on one cube, it may flow across a face in a deep channel, spilling over the side, only to disappear and reappear in another cube thousands of miles away. Sometimes the river's flow changes, and there are some planar scholars who track the changes and believe it holds a key to unlocking a greater mystery within Acheron.

THULDANIN

Similar to Avalas, Acheron's second layer is also filled with titanic metal cubes. On Thuldanan, however, these cubes are pitted, broken, and hollowed out. Each one contains scrap metal and stone from across the multiverse piled in

great heaps with no apparent thought or design. Shattered ships, broken flying devices, siege machines, war chariots, and so much more lay hidden in the scrapyards of Thuldanin.

The amount of usable scrap draws the attention of many armies from Avalas and across the planes, but Thuldanin doesn't just hold its metal fragments. Some natural property of the layer eventually turns all objects to stone, rendering their magic and pieces inert for all time. The process is slow, usually taking thirty days or more for inanimate objects, but living creatures that visit the layer can turn to stone in as little as half a day.

The only known native inhabitants of Thuldanin are the duergar dwarves of Hammergrim. There, the protections from their dark god keep the petrification power of the layer at bay, and the dwarves busy themselves with reconstructing the junk of the multiverse for their own purposes.

TINTIBULUS

Whereas Avalas and Thuldanin are filled with cubes of varying shapes, Tintibulus holds other geometric shapes – eight-sided, ten-sided, and twelve-sided cubes are just as common there as the standard six-sided varieties. Its gray expanse is also much emptier than the above layers, making collisions between the iron shapes less frequent.

No native life is known to exist in Tintibulus and it is widely believed that this is a direct result of the layer's constant pressure on living creatures. This pressure comes from Tintibulus trying to force the living body into geometric shapes, and it can quickly result in physical exhaustion that eventually leads to being crushed to death.

OCANTHUS

The lowest layer of Acheron is the most openly hostile. Its gray sky is filled with shards of black razors, some large enough to walk on, while most are small enough to rend flesh from bone. The razors are sharp, and if there were any cubes on Ocanthus like the other layers it is likely they were destroyed long ago in one of the fierce razorstorms.

The strange thing about Ocanthus is that the shards are not iron or metal, but instead black ice. It is rumored that the bottom of Ocanthus, and thus Acheron, is actually an immense sheet of ice, and this forms the source of the razor shards that fill the layer. Some planar scholars refer to this mysterious site as the Sea of Memories as they believe it is either the source or destination for the River Styx, and that every memory stolen by the river is kept frozen there.

The theory has lured desperate travelers who have had their memories robbed by the River Styx to go in search of it, but to date no one has found it. Ocanthus has one native species, the bladelings, and in their strange walled city of Zoronar they do not offer answers to any travelers.

CYCLE OF TIME

Each of the layers of Acheron is lit by an unknown but always distant light that never wanes or waxes, so time is a difficult thing to measure. On Tintibulus, the perfect shapes of the cubes and their unusual but ordered patterns of movement actually give a measure of time the other

layers lack – every 24 hours, two of the cubes connect, sending out a clear ringing.

SURVIVING

On Avalas, the only impediment to survival is the constant warfare that dominates the layer. Travelers die by orc blade, goblin spear, or any other wielded weapon, and occasionally the gravity of a cube can cause falling problems but otherwise the air and environment offers no lethal effect.

The same is not true for the lower layers. Thuldanin gradually turns everything in it to stone, though the process is lengthy. After spending a long rest in Thuldanin's scrapyards, living creatures must check against the petrifying nature of the layer. Refer to the Thuldanin Petrification hazard for exact details.

Tintibulus actively pushes against elements that disrupt its perfect order, and all travelers and non-natives fall into this category. The layer becomes physically taxing for these intruders. Refer to the Tintibulus Exhaustion hazard for exact details.

The lowest layer, Ocanthus, is filled with razor shards of metal and ice. Every minute spent on Ocanthus inflicts 11 (2d10) slashing damage. The razorstorms that spring up have the ability to sever heads and limbs with frightening frequency.

GETTING THERE

Permanent portals and gates to Acheron are usually found underground following veins of rich iron. The most common destination for these planar pathways is Avalas, but a portal to Thuldanin is not unheard of – after all, the junk and detritus of the planes has to get there somehow!

Some portals to Acheron are free-floating in the smoky sky, making them unreliable as permanent transportation without knowing there is an iron cube floating nearby. Without a passing cube, these free-floating portals are one-way, allowing entry into Acheron but denying return access. Lacking foreknowledge there is no way to determine a free-floating versus an anchored portal.

Orc and goblin tribes that have access to a portal to Acheron are among the most fearless and well-armed humanoid forces, often dominating the landscape for miles around. With access to the iron of Avalas and the teeming hordes of their deities, these tribes raid and pillage with great abandon and can often prove intractable foes for Material Plane kingdoms.

The River Styx winds its way strangely through the top layer of Acheron, making it an easily accessible route into the plane. By ancient decree, long-standing tradition, or some other powerful force, the merrenoloth fiends that pilot the Styxian ferries are neutral forces usually immune to the touch of war that inflicts the rest of the plane.

TRAVELING AROUND

Moving around on Acheron can be difficult without the aid of magic or the ability to fly. The cubes that float about the layers each hold their own gravity, pulling objects to their center, but this gravity only extends out about 300 feet from its surface. Creatures or objects that escape the gravity field are propelled through the smoky skies perpetually until they are caught by another cube's gravity force.

Traveling from one cube to another is often achieved by the armies of Acheron when the cubes collide with one another. For about an hour, the gravities of the two cubes mix allowing creatures and objects to move quickly and easily between them without fear of falling damage.

In addition, something about the collision of cubes creates a permanent gate between them, though the exact location on each cube can be difficult to discern. Often times these gates appear as shimmering fields of liquid metal, but they can appear in the solid mass of a cube's interior at times, making the connection worthless until discovered. These types of portals are known as tethered portals.

The other type is a free-floating portal, and it exists in a fixed point in the sky of Acheron. When a cube passes over it, the portal activates, and these portals can lead to other planes – Mechanus, the Nine Hells, Hades, and the Astral Plane are common planar connections.

Accessing the various layers of Acheron requires specific knowledge of the gate system, or magical flight to fly between them. Despite its infinite nature, the layers are accessible via physical travel. Regardless of their starting point, physically traveling between the layers requires a journey of 1d10 x 100 miles. The gates are much faster, but many of them are well-guarded from outside usage.

THE POWERFUL AND MIGHTY

Military might is all-encompassing on Acheron. It is the only currency worth anything, and the only aspect worthy of respect or command. Most of the powerful and mighty forces of the plane are juggernauts of military prowess, waging endless war in a plane built for combat.

ARMY OF MAGLUBIYET

Goblins make up a large force on Acheron, and the bulk of them belong to the Army of Maglubiyet. Named for the goblin god who supposedly dwells in the center of the great iron cube Clangor, the goblins and hobgoblin soldiers that make up this potent army are a voracious, insatiable force constantly fighting everything they come across. Their prime foe are the orcs of the Horde of Gruumsh, but the goblins can be provoked to fight almost any opponent regardless of the odds.

The Army of Maglubiyet has an ordered, regimented structure, something that isn't found normally among goblin tribes. The goblins and hobgoblins fall into two distinct branches. For the goblins, the lowest soldiers are the ashbiters, who can move up in rank to become

arroweyes (archers), bloodstabbers (warriors), or steelbiters (elite soldiers). The wolfriders are elite troops that ride steelfang worgs into battle, and some ashbiters move into the service of Maglubiyet directly as warspeakers, the shamans and religious figures of the goblins.

In contrast, the hobgoblin branch comprises the majority of the leadership in the army, and they have a more defined structure than the goblins. The ranks are identified by body part (foot, leg, belly, arm, hand, head) and then further by metal type (brass, copper, iron, steel). Thus, the lowest rank is the brassfoot who are regarded as better than the vast majority of goblins.

Special divisions within the Army of Maglubiyet exist for both goblins and hobgoblins, including scouts, assassins, advisors to devilish allies, and other unique functions.

FOLLOWERS OF THE IRON VOICE

Something new has arisen in Acheron. In a plane of warring armies and leaderless rebellions, new players on the scene are usually nothing special. But recently, elite warriors and soldiers have been seen searching the iron cubes of Avalas for something. They are golems, made of metal and wood, but imbued with a sense of intelligence and purpose not found in other creations. They call themselves warforged, and they claim to be seeking the Iron Voice.

It is rumored there is a cube somewhere in Tintibulus that spawned the race of golem-like warforged, and if true it would represent the only natural life to come out of that layer. Most warforged have no recollection of their birth, and they move from cube to cube on Avalas in a quest for the divine entity they call the Iron Voice. They hear its call, faintly at times, but always it leads them on. They have clashed with goblin, orc, and bugbear alike, but their true numbers are not known.

What is the Iron Voice? Most warforged encountered, though clearly possessing intelligence and advanced strategies, refuse to speak and fight to the death when faced with opposition. The construct humanoids have been seen with a variety of unique configurations, and despite their nature no two seem to be exactly the same. This individuality seems contradictory to their constructed nature.

HOUSE OF RED KNIVES

The lowest layer of Acheron, Ocanthus, is a fierce field of razor-sharp black shards capable of shredding flesh in a matter of minutes. The only living creatures native to that layer are the bladelings who have managed to construct a barrier around their city of Zoronar. Few would know these enigmatic creatures exist if it weren't for the machinations of the House of Red Knives.

The House of Red Knives is a secretive group of bladeling assassins selling their skills to the highest bidder in Acheron's never-ending wars. The bladelings do not allow strangers in Zoronar, but getting in touch with the Red Knives requires only a message left on an iron cube's surface. Soon after, a cryptic representative arrives to negotiate the terms of the contract. A Red Knives assassin is not cheap and they never accept payment in mere coins – they always require something else of value. Magical items and weapons are common, but treasured items of any kind may be asked for in exchange for the swift death of the target.

HORDE OF GRUUMSH

From the grim cube of Nishrek, the orc tribes gather in their largest numbers across the multiverse. Forming the Horde of Gruumsh, these orcs are trained for battle and are more than willing to die in favor of their god's cause. That cause can change but the most driving goal of the assembled horde is the utter destruction of the Army of Maglubiyet.

Gruumsh, the one-eyed god of the orcs, and the rest of the orc deities dwell in the depths of the massive cube. There, the rule of might makes right dominates all, and the might of the tribe dominates above all else. There is no room for the weak in the Horde of Gruumsh, and all non-orcs and even weakened orcs are nothing more than slaves to the vast collection of tribes.

Individual tribes make up the horde, each with its own hierarchy. Slaves are below all others, and above them are the diggers, bearers, warriors, shamans, marshals, and chieftains, in that order. There are two tiers of tribes in the horde, the war tribes (lesser) and the great tribes (greater). The war tribe chieftains report to a warlord, while the great tribe chieftains are answerable only to the greatlords. Greatlords are said to be blessed by the orc gods themselves.

Unlike the Army of Maglubiyet, the vast number of tribes in the Horde of Gruumsh usually move and act independently. They have greater numbers than the goblins, but the stricter military structure of Maglubiyet's forces gives them an edge. Greatlords of the horde rarely give direct commands, serving instead in the depths of Nishrek, while the warlords fight amongst themselves almost as often as the goblins.

Still, though it lacks in the discipline seen among the goblins, the orcs of the Horde of Gruumsh are a truly voracious host, and their iron mines in Nishrek produce a vast quantity of metal weapons and armor to keep the orcs well equipped.

MAHARAJA OF DEATH

It is believed by some that Acheron is the true native home of the cunning rakshasas, though many claim the Nine Hells to be their true origin. Acheron still holds a large population of the fiends, though they keep themselves hidden and fight a war of shadows and intrigue against the other armies among the iron cubes. Rakshasas on Acheron organize themselves into small families, usually ruling behind the scenes of a more brutish force used as

slaves, but all bow to the whims of their mysterious ruler, the Maharaja of Death.

One of the most powerful rakshasas in the multiverse, the Maharaja of Death is an accomplished spellcaster and a vindictive foe for any that cross him. He rules from a supposedly invisible cube called the Palace of Naraka which he controls, directing its movement in the gray skies of Avalas. Those that go before the Maharaja of Death never return, and rarely does the powerful rakshasa leave his cube.

He does, however, direct many of the families across Acheron in their schemes for power and control over the other races. They communicate through special crystal balls linked back to the Palace of Naraka, where the Maharaja of Death sends his messages and controls the great scheme remotely. It is known that the rakshasa's minions have infiltrated the Horde of Gruumsh, but to what end is not yet known.

NAMELESS LEGION

Countless military forces occupy Acheron, clashing and fighting one another in the constant din of cubes colliding, but a few manage to stand out. The Nameless Legion is one, becoming a mercenary force known for its planar excursions across the multiverse and willingness to take on dangerous contracts. They are based in the Storm Halls, an iron cube that holds a series of constructed ziggurats in its depths. There, the leaders of the Nameless Legion, the Paymasters, work on contracts and seek additional mercenaries for their growing mercenary force.

The Nameless Legion takes its name from a special process performed by the Paymasters that strips applicants of their memory. The soldiers are given new names when assigned to a cadre, usually descriptive and crude, and the legion accepts all manner of monsters and other types in its ranks.

Though they are based on Acheron, the Nameless Legion takes only a few contracts from the various fighting forces on the plane. Most military outfits have their own dedicated soldiers and do not rely on mercenaries. However, across the multiverse, the Nameless Legion has made a name for itself as a highly skilled and expensive military unit equipped and experienced enough to deal with larger than life threats.

ROGUE ARMIES

On a plane where the only constant is war, it's inevitable that some military units break away from larger forces or leaderless regiments strike out on their own. Countless rogue armies wander the iron cubes of Avalas, marching towards their next battle. Some move with a more defined purpose, but most simply seek to satiate their endless bloodlust.

The most famous of these rogues armies is led by a mysterious and ancient lich known as the Necromancer King. His army of skeletons, zombies, and ghouls are tireless in the pursuit of their master's grim desires, but the lich is close-lipped about it to outsiders. Do they seek to plunder a lost treasure? Does the Necromancer King search for an escape from Acheron? Or are the legends to

be believed and the lich seeks godhood on the back of a conquering host?

Almost any type of military force could be conceivably encountered in Acheron. Some seek redemption in battle, others search for lost treasures, while still others quest for a way out of the smoky air and clanging iron cubes. A large force of mummified kuo-toa is said to wander around, victims of the River Styx that now seek their lost memories, along with an unmoored house of bladelings lost in the cubes of Avalas.

WAR CLANS OF HRUGGEK

Goblins and orcs war constantly against one another in Acheron at every chance they get. They each utilize as many resources as they can gather, and that includes mercenaries of all types. Yugoloths eager to sell their services are not uncommon, but by far the largest independent force in the eternal struggle between orc and goblin are the bugbears that make up the War Clans of Hruggek.

Each of the sizable bugbear war clans fight for the side that pays them the most, and it's not uncommon to have bugbears fighting bugbears where the ranks of goblins and orcs have been thinned out. The brutish mercenaries are loyal only as far as their payment goes, and some say that they are advised by devilish counselors from the Nine Hells.

The war clans usually have representatives in the major outposts of Nishrek and Clangor, but the bulk of their forces are kept away from the constant fighting in those iron cubes until they are called. None of the goblins and orcs know where the War Clans of Hruggek are based, but when payment is collected the bugbears have not failed to show up.

Some whisper that Hruggek, god of the bugbears, takes an active interest in his peoples' mercenary activities, and uses divine will to swiftly transport forces around Acheron once a contract has been signed and payment delivered. It seems farfetched, but in a plane of titanic metal cubes and never-ending armies, such things may be possible.

CREATURES & DENIZENS

The first layer of Acheron holds numerous soldiers and warriors from across the multiverse, but a number of dangerous native denizens wander the cubes as well. From the massive rust behemoths to the dangerous bonespears and the ghostly warwraiths, Acheron contains no shortage of monsters bent on conquering and destroying.

BLADELING

Bladelings are one of the few natural denizens of Acheron, though it is debated among some planar scholars that their true origin lies elsewhere considering their fiendish nature. They are humanoid creatures with gray, purple, or black skin, covered from head to toe in a multitude of spikes, barbs, and thorns. Their bodies are hairless, and there is little distinction between male and female bladelings, though many groom clusters of barbs in place of hair. What little clothing and armor they wear is filled with holes to allow their natural spikes to protrude unimpeded.

Bladeling Houses. Bladelings are organized, merciless creatures, owing loyalty to their house above all others. Family ties mean nothing to a bladeling, a fact that can confuse outsiders. Their houses are organized by leaders known as keepers, and they accept new members into their ranks only at certain points in a bladeling's life. Before they belong to a house, a bladeling is considered little more than a slave with no rights or responsibilities. They are raised by the old and crippled in their society until they have advanced enough to gain the attention of a house. Many houses focus on one or more activities, such as the skilled assassins of the House of Red Knives, the dark warlocks of the House of High Night, or the mercenary soldiers of the House of Winter Blood.

Citizens of Zoronar. On the lowest layer of Acheron, hidden among the razor storms of Ocanthus, the bladeling city of Zoronar sits secluded from much of the multiverse. There, the paranoid and xenophobic creatures hone their skills and fight among themselves in silent shadowy conflict. Outsiders are rarely trusted, even to the bladelings with regular dealings outside the city's strange Blood Forest that holds back the shards of razors. A cold and unforgiving city, Zoronar perfectly reflects the bladeling mentality – protect that which is precious, never let in outsiders, and don't trust anyone outside the house.

Superstitious. Though not overly religious, bladelings are incredibly superstitious. They see omens and portents in the mundane, and some houses in Zoronar are devoted to interpreting these strange signs and passing on their meaning to the rest of the city. The current rulers in the House of Shadow Fangs are more devoted than most, and the priestess-queen that sits on the Barbed Throne in Zoronar currently looks to her advisors for the latest signs before taking any major action.

BLADELING

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

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

Damage Resistances piercing, slashing

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 2 (450 XP)

Spiked Body. At the start of each of its turns, the bladeling inflicts 7 (2d6) piercing damage to any creature it is grappling.

ACTIONS

Multiattack. The bladeling makes two attacks, choosing between scimitar and spike for each.

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

Spike. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Razor Blades (Recharge 5-6). The bladeling expels hundreds of barbs from its body in a 30-foot cone. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a success.

BONESPEAR

Vermin and insects of all kind can be found across the multiverse. On Acheron, massive bonespears are among the most aggressive and dangerous of these types. Each looks like a huge grasshopper, with six strong legs holding wicked barbs at the end that allow the creature to dig into nearly any surface. Its bulbous insectoid head is topped with a pair of wicked spears, giving the bonespear its name, that it can use to shoot out at targets. It then reels the catch in to kill it with its poisonous bite, feasting on the remains.

Patient and Solitary. Bonespears are incredibly patient. Their unusual metabolism allows them to stay in a state of near hibernation for weeks at a time while they wait for prey to wander in range. They are also fiercely territorial, brooking no competition from other bonespears in their chosen region.

Gathering of Spears. Every so often, the bonespears on Acheron all leave their territories and make their way towards an iron cube in Avalas called the Spear Nest to mate. Males and females grow large, thin membranous wings in the weeks leading up to the migration, signaling each to gather as much food as it can. Once their wings are mature enough they take to the skies with their collected food. The droning sound echoes throughout the gray skies for miles and miles, and upon reaching the Spear Nest the bonespears choose mates. The process lasts for several weeks, after which eggs are laid, left on the cube, and the bonespears leave. There is enough food in the Spear Nest for the just hatched creatures to consume, after which they leave to find their own way in Acheron.

BONESPEAR

Large beast, neutral

Armor Class 18 (natural armor)

Hit Points 90 (12d10+24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	3 (-4)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +7

Damage Resistances fire

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages -

Challenge 6 (2,300 XP)

Anchor Stance. As a bonus action, the bonespear digs its six clawed feet into the ground and anchors itself. It cannot be moved against its will while in this stance and it has advantage on Strength checks and saving throws. The stance lasts until the bonespear is reduced to 0 hit points or it decides to release it.

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

ACTIONS

Multiattack. The bonespear makes two horn attacks and a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage plus 21 (6d6) poison damage.

Horn. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target was hit by the bonespear's horn as a ranged attack, the target is grappled (escape DC 15).

Drag. The bonespear makes an opposed Strength check against a target it is grappling with its horn. If the bonespear succeeds, the target is pulled up to 30 feet closer to the bonespear.

FELL SOLDIER

Shambling corpses of fallen warriors on Acheron are not uncommon, but sometimes these undead monsters become fused with the battle prowess of multiple fallen fighters. These fell soldiers are tough, capable opponents, wielding their weapons and armor with the skill of a seasoned warrior. Their skin is dry and leathery while their eyes are nothing but pinpricks of vibrant fire in otherwise dark and hollow sockets. When they speak, they do so in a hollow, raspy voice.

Elite Soldiers of the Necromancer King. Fell soldiers were first animated and used by the Necromancer King, a powerful lich with delusions of godhood that leads a horde of undead horrors in Acheron. The lich's fell soldiers are the elite fighters in the lich's army, backing up the rank and file skeletons and zombies and helping to coordinate maneuvers against their enemies.

Split Souls. The unholy magic that creates a fell soldier takes the souls of multiple fallen warriors and fuses them in one body. The process is dangerous, and even when successful the souls can sometimes war within the fell soldier's body. Some of these souls have unfinished business and urge the animated body to fulfill their final task.

FELL SOLDIER

Medium undead, lawful evil

Armor Class 19 (splint, shield)

Hit Points 76 (9d8+36)

Speed 30 ft.

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

Saving Throws Con +6, Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, the fell soldier can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of any ally of the fell soldier that isn't incapacitated.

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

ACTIONS

Multiattack. The fell soldier makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

GOLEM, BLADE

On Acheron, iron golems are prized possessions as tireless guards, relentless soldiers, and unmoving guardians. In the great junkyards of Thuldadin, the plane's second layer, one gifted wizard has taken the art of golem creation to a new level. Calling herself the Golem Master, she has taken the iron golem formula and advanced it into a construct of brutal terror and unyielding power called a blade golem. Larger than its iron golem cousins, the blade golem's massive wrists hide enormous retractable blades capable of cutting opponents to shreds. The construct can summon a whirling field of blades when it needs to cut down multiple close targets at once.

BLADE GOLEM

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 253 (22d12+110)

Speed 30 ft.

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

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 17 (18,000 XP)

Fire Absorption. Whenever the golem is subject to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage.

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two melee attacks.

Greatsword Arm. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (4d12+7) slashing damage.

Blade Field (Recharge 6). The golem creates a whirling field of blades in a 30-foot sphere centered on itself. When a creature enters the field for the first time on a turn or starts its turn there, the creature must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 52 (8d12) slashing damage. On a successful save, the creature takes half as much damage. The field lasts until the start of the golems next turn and it moves with it.

GOLEM, SCRAP

The Golem Master, a powerful wizard dwelling in a lone tower on Acheron's junkyard layer of Thuldadin, creates scrap golems on a regular basis from the collected refuse of the plane's many pitted cubes. They are loyal soldiers, obeying her commands without question or hesitation, and it is widely believed she has a way to see through their eyes and speak through their cobbled voices. A scrap golem appears as vaguely humanoid piles of spare junk, its limbs fused together from various components to form functional arms and legs. No two scrap golems are exactly the same, but they are all constructed with powerful fire magic that fuels their inner workings.

SCRAP GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Fire Fusion. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Scrap Spray (Recharge 5-6). The golem releases a 30-foot cone of junk and scrap from its body. Each creature in the area must make a DC 13 Dexterity saving throw, suffering 21 (6d6) slashing damage on a failure, or half as much on a success.

IRONBONE

Skeletons are regarded by many astute generals as near perfect warriors. They are tireless, loyal, possess more skill than a zombie, and are easier to control than ghouls and other lesser undead. Their greatest weakness is their brittle bones, making them vulnerable to powerful attacks with blunt instruments. The Necromancer King that wanders Acheron found a solution to this problem with the creation of the ironbone.

The Necromancer King took a normal skeleton and fused it with a special metal found in a remote magical floating cube in Acheron's gloomy sky. The metal pools in great lakes, but when dried under magical power hardens like iron. The result is an ironbone, a stronger skeleton fighter that negates its former weakness. In addition, the iron can be shaped, and the Necromancer King's legion of ironbone warriors have elongated claws as sharp as blades.

IRONBONE

Medium undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Iron Body. A critical hit against the ironbone is treated as a normal hit.

ACTIONS

Multiattack. The ironbone makes two iron claw attacks.

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

RUST BEHEMOTH

It isn't entirely clear to planar scholars if rust monsters are native creatures of Acheron, or if they're simply drawn to their largest food source from across the multiverse. The creatures can be found among the iron cubes of Avalas and in greater numbers than their Material Plane counterparts, but Acheron hides more than just that for these monsters.

Some scholars say that the commonly encountered rust monster is an early stage of the creature's lifecycle, and as proof they point to the rust behemoths. These massive beetle-like horrors are advanced versions of rust monsters, and bear more than a passing resemblance. The hide of the rust behemoth is a thick carapace, mottled brown and gray, and its tail has grown to a massive length with a wickedly sharp bladed edge. Its front claws have developed into deadly weapons, and its antennae – constantly seeking the most concentrated form of ferrous metal – can reach out much further than one would expect. Its head is still insectoid and small and the rust behemoth has shown little above animal intelligence.

Cocoon of Steel. The process by which a rust monster becomes a rust behemoth has been carefully studied by Harra Highwood, a tiefling druid well-versed in planar lifecycles. Once the rust monster has found a particular type of metal, one found among some of the iron cubes in Avalas, it fills sacs along its belly with the ore and then retreats to a lightless cave. There, it turns the ore into fine metal strands and wraps itself in a cocoon of steel. The rust monster remains wrapped in the steel webbing for two months, after which it emerges with a slight coloration change and an enormous appetite. Consuming every metal it can find, the creature increases in size and reaches maturity as a rust behemoth in a matter of weeks.

Mounts of the Greenwood Knights. On the plane of Arborea, there is an elite unit of wild elfen warriors called the Greenwood Knights that use rust behemoths as steeds in war against their foes. The elves have learned to shape weapons and armor from wood and other natural materials, treating it magically to be as strong as steel, and thus they have no fear of the rust behemoth's natural appetite for metal. The Greenwood Knights venture into Acheron to tame the great monsters, seeking them out and tempting them with gifts of rare metal found only in Arborea.

RUST BEHEMOTH

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 127 (15d12+30)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +6

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 16

Languages -

Challenge 7 (2,900 XP)

Iron Scent. The rust behemoth can pinpoint, by scent, the location of ferrous metal within 120 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust behemoth 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 rust behemoth is destroyed after dealing damage.

ACTIONS

Multiattack. The rust behemoth attacks three times: once with its claw, once with its tail, and once with its antennae.

Antennae. The rust behemoth corrodes a nonmagical ferrous metal object it can see within 10 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot-cube of it. If the object is being worn or carried by a creature, the creature can make a DC 16 Dexterity saving throw to avoid the rust behemoth's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait except that nonmagical weapons are not immune.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 22 (4d8+4) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.
Hit: 37 (6d10) slashing damage.

Acid Stream (Recharge 5-6). The rust behemoth releases a stream of caustic acid in a 60-foot line. Living creatures in the area must make a DC 16 Dexterity saving throw, suffering 44 (8d10) acid damage on a failure, or half as much on a success.

TITAN VULTURE

Vultures and other scavenging birds of prey are common occurrences in Acheron, a fact that can surprise travelers. The birds are typically black or gray but otherwise are the same as their Material Plane counterparts. The same is not true for the titan vulture. This massive animal has a wingspan that rivals that of the mighty roc, and it can be found flying from iron cube to iron cube in Avalas, scavenging the remains of the countless battlefields. Its blood-red head and neck are bald but the rest of its body is covered in dull black feathers, each as hard as iron and razor sharp.

Harbinger of Death. The orcs and goblins of Acheron believe titan vultures to be messengers of death itself. Seeing one of these great birds of prey before a battle is a sure sign of death, though many tribes and clans of both types take this as a divine omen that death in battle is guaranteed, pushing them on to greater glories in the next battle. Titan vultures are often accompanied by flocks of mundane vultures as well, and it is widely believed that the greater the flock the greater the death toll in the next battle.

Iron Feathers. Rarely, titan vultures lose feathers from their body naturally. Depending on their size these feathers are as hard and sharp as daggers and shortwords, and function as fine weapons in the hands of any combatants. A war clan of bugbear mercenaries called the Iron Feathers use these weapons exclusively in battle, and they dress in armor reminiscent of the titan vulture's grim appearance.

TITAN VULTURE

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 161 (14d12+70)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	3 (-4)	14 (+2)	7 (-2)

Saving Throws Dex +4, Con +9

Skills Perception +6

Damage Immunities lightning, thunder

Senses passive Perception 16

Languages -

Challenge 9 (5,000 XP)

Blood Frenzy. The vulture has advantage on an attack roll against a creature if it is below maximum hit points.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The vulture makes three attacks, one with its beak and two with its iron wings.

Beak. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12+7) piercing damage.

Iron Wing. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Lightning Breath (Recharge 5-6). The vulture releases a line of lightning 120 feet long from its mouth. Creatures in the area must make a DC 17 Dexterity saving throw, suffering 35 (10d6) lightning damage on a failure, or half as much on a success.

WARWRAITH

On Acheron, some soldiers die sudden and ignoble deaths far from the battlefield. Their purpose on the plane unfulfilled, sometimes their spirits linger on after their bodies collapse, rising as hateful warwraiths. Appearing as a shadowy spectral version of their former selves, warwraiths are consumed with bloodlust and dedicated to stealing the combat abilities of any opponent they cross spectral blades with. Their armor and weapons are as misty as their bodies, and they are sleet gray in color with the exception of their burning red eyes.

Skull Commanded. If the warwraith's original skull can be recovered, it can be used to control the undead completely. Possessing the warwraith's skull allows the owner to order the powerful spectral warrior who must obey without fail or hesitation any issues command. If the possessor is a skilled military leader, the warwraith relishes in the commands, obeying with the zeal of a loyal soldier. More often than not, however, the possessor does not have such skills, and the warwraith chafes under such leadership.

General of the Black Fury Legion. Rumors in Acheron say that a powerful warwraith keeps a legion of his own damned soldiers, wandering from cube to cube in search of the perfect opponent. Referred to as the Black Fury Legion, these spectral soldiers were killed suddenly when an iron cube in Avalas collided with another suddenly. Bereft of their purpose, the soldiers and their merciless general rose as warwraiths and now move across Acheron. The general is said to possess the skulls of all his fallen warriors, keeping their allegiance in check.

WARWRAITH

Medium undead, lawful evil

Armor Class 14

Hit Points 136 (16d8+64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	19 (+4)	7 (-2)	8 (-1)	14 (+2)

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Berserk Frenzy. If the warwraith is reduced to half its hit points or lower, it enters into berserk frenzy. It gains advantage on all attack rolls, and attack rolls against it are made with advantage.

Incorporeal Movement. The warwraith 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.

ACTIONS

Multiattack. The ragewraith makes two spectral blade attacks.

Spectral Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) slashing damage and 27 (6d8) necrotic damage plus the target must succeed on a DC 16 Wisdom saving throw. On a failure, the target suffers a cumulative -1 penalty on attack rolls as the warwraith drains their fighting ability. The penalty lasts until the target takes a long rest.

WORG, STEELFANG

On Acheron, hobgoblins raise and train special breeds of hyper-violent beasts known as steelfang worgs. More cunning than their Material Plane counterparts, steelfang worgs have thicker hides with mouths filled with teeth as sharp and jagged as scraps of metal. They are aggressive but obey orders loyally, a trait bred into them by cruel and merciless hobgoblin pack masters.

Elite Wolfriders. In the Army of Maglubiyet, goblins wolfriders ride worgs, but hobgoblin legions use steelfang worgs exclusively. They are a small number usually, as the beasts usually only produce one or two pups per litter, but the hobgoblins that ride them are fearless warriors trained to fight on their backs. These hobgoblin wolfriders take more pride in their units than most other soldiers and their thirst for battle puts them in the thickest of the most extreme combats across Acheron.

Bred for Battle. Steelfang worgs were bred from the finest worg stock by the kennel masters of Maglubiyet over many generations. Each one is raised from a pup to be a killing machine, loyal to the wolfriders and their cause. During their upbringing, each steelfang worg has their teeth removed and replaced by jagged metal shards. Over time the creature learns to adapt to its new mouth and is trained to shred flesh and metal with its deadly bite.

STEELFANG WORG

Large monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Goblin, Worg

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The worg makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

HAZARDS & PHENOMENA

Each layer of the Infernal Battlefield of Acheron holds dangers and threats for travelers, some more lethal than others.

AVALAS BLOODLUST

War and combat are constant states in Avalas. One strong reason for this is a natural bloodlust that fills creatures as they fight and defeat opponents. Planar scholars are torn as to whether this phenomena is caused by something in the hazy sky of the layer, an ambient power from the iron cubes themselves, or something else entirely.

On Avalas, a creature gains temporary hit points equal to its number of hit dice or level whenever it reduces a hostile creature to 0 hit points. This bloodlust keeps the soldiers and warriors of the countless armies struggling and fighting against one another in the near-constant ring of steel on steel.

THULDANIN PETRIFICATION

The junkyard-filled cubes of Thuldandin hide an insidious power that slowly transforms everything into stone. Unattended objects, including magical items, have a cumulative 10% chance per month of transforming into stone, losing all properties as it becomes an inert rock, its shape vaguely resembling its original form.

Living creatures are more susceptible to this petrification. After spending a long rest on Thuldandin, a living creature must succeed on a DC 14 Constitution saving throw or be restrained. The victim must then make DC 14 Constitution saving throws each round until they accumulate three successes or three failures. If they achieve three successes first, the petrification is warded off and the restrained condition ends. If they accumulate three failures, they become petrified permanently.

Constructs are treated as unattended objects for the purposes of this petrification effect.

TINTIBULUS EXHAUSTION

The unusual geometric shapes of Tintibulus are a result of the layer applying incredible logical force. The layer has no known native creatures, and it is widely believed that it is because this force pushing constantly against living things. A creature that spends a short rest in Tintibulus must succeed on a DC 14 Strength saving throw or gain a level of exhaustion as their bodies physically contort under the pressure. Creatures that gain their sixth level of exhaustion from this effect are killed and crumpled up into geometric shapes.

OCANTHUS RAZORSTORM

Shards of razor sharp black ice fill the air in Ocanthus, making travel difficult. Even worse, razorstorms can occur with sudden ferocity and with little warning. Ocanthus razorstorms typically last 1d10 minutes, during which each creature in the area suffers 13 (2d12) slashing damage at the start of their turn. In addition, each victim rolls 1d20 when suffering this damage. On a roll of 20, they are decapitated as if by a *vorpal sword*.

WAR CLOUD

The gloomy, hazy skies of Acheron can sometimes manifest into tangible elements of the plane's war-riddled nature. Known as war clouds, when they appear they envelop entire cubes, though they are usually only encountered on Avalas. The bloodlust of that layer is enhanced under the effects of a war cloud – a creature gains temporary hit points equal to half its maximum hit points when reducing a hostile creature to 0 hit points. This effect occurs regardless of which layer the war cloud appears on.

War clouds last for 1d4 hours before dissipating and breaking up in the skies of Acheron. The Army of Maglubiyet and Hordes of Gruumsh both view the appearance of a war cloud as a sign for battle, and shamans on both sides work to predict or control their appearance. To date none have succeeded at this monumental task.

MYSTERIOUS SITES & TREASURES

While war is a constant factor among the cubes of Acheron, adventure and treasure often hide just behind this bloody companion.

BROKEN BONEFIELD

The cubes that float through Acheron's smoky skies have a latent magical energy that keeps them afloat, and in some cases regenerates their metal slowly over time. Many wizards and sorcerers have sought to tap into that energy for their own purposes but one such attempt stands as a cautionary tale against meddling too much. A wizard of some power, whose identity changes with the teller, tried to extract the latent energy of an iron cube in a great ritual. The ritual went awry somehow and all of the bones were pulled out of the wizard's body along with everyone else who was on or in the cube at the time!

The bones floated through the air surrounding the cube, never touching the ground or straying too far from the iron surface. Over time, others came to investigate the strange site and their bones too were pulled out, the wizard's ritual magic still wreaking havoc invisibly in the cube's gravitational reach. Over time, the magic weakened and travelers reported arriving at the cube, now called the Broken Bonefield, to study its effects and plumb its depths.

The bones that float in the air around the Broken Bonefield obscure vision, but unless moved by some

external force, they simply drift lazily without any purpose. Wizards occasionally seek out the cube, necromancers especially, searching for the reason behind the strange phenomena. Some say that the cube's interior hides a necromantic power that the original wizard tapped into unwittingly, and these stories have fueled the imagination of the Necromancer King who has searched for the Broken Bonefield for many years unsuccessfully.

CLANGOR

The home cube of the Army of Maglubiyet and a force of hundreds of thousands of goblins and hobgoblins, Clangor bristles with tall fortifications, grim towers, and countless fields trampled beneath goblinoid boots. The highly organized force drills constantly, always ready to strike out at the Horde of Gruumsh or any other force their cube comes near. Each face of Clangor is filled with barracks and cities laid out deliberately between the iron wastes ragged with dust and wind.

The interior of Clangor is devoted to the extensive mining operations of the goblins, who have carved out tunnels in two sizes – one for hobgoblins and other tall creatures, and one suitable only for goblins. Goblin digging teams work in orderly shifts to mine the rich iron of the cube, transferring it to great smelting plants centrally located on one of Clangor's faces. Highly organized and skilled, the Army of Maglubiyet has harnessed stable portals to the Plane of Water to feed into canals that run in ordered rows around Clangor's faces.

Several major sites of interest lay in Clangor. The greatest city of the goblins, perhaps in all the multiverse, is Shetring on the River Lorfang. The city extends into the tunneled depths of the cube as well, centered around a waterfall that is said to house Maglubiyet himself. Redspike is the capital city of the hobgoblin forces of Clangor. Built in a shape of a rust-red tower that extends above and below Clangor's surface, it is a grim testament to the hobgoblins' ingenuity and structural engineering.

COLISEUM OF THE DAMNED

On a plane dedicated to the grim tactics of war, it is of little wonder that respite and entertainment centers on this aspect as well. Removed from the rigorous stratagems of warfare are the blood sport arenas that spring up around the cubes of Avalas, usually run and operated by yugoloths looking to line their pockets with treasures won in the betting pools. The largest and most famous of these is the Coliseum of the Damned, an impressive arena carved directly into the side of a smaller iron cube forming a bowl looking out into Acheron's smoky skies.

The Coliseum is run by an aggressive ultraloth named Khammo al-Khnan who personally schedules each fantastically staged combat. The bouts usually involve small scale skirmishes of various forces, two at least and sometimes as many as six, in the grand arena's floor. The environment can be shaped to al-Khnan's whims, transforming into a flooded sea for naval battles, a baked desert, a lush forest, and nearly any other terrain. The spectators that pack the Coliseum's seats watch with vision-magnifying glasses or gasp in astonishment over

the massive illusory displays showing what's happening in near real time.

The sides of the Coliseum's cube are dedicated to training, resting, or betting on the elaborate combats. Khammo al-Khnan personally announces each fight before turning the play-by-play over to a team of slovenly yugoloth commentators, all of whom whoop and holler over the carnage. Combats in the Coliseum of the Damned occur about once per month, giving plenty of time for marketing and betting to occur, and it is widely known that most of the combats are rigged.

HAMMERGRIM

The largest and most aggressive force on Thuldanim are the duergar dwarves of Hammergrim. Protected from the layer's petrifying power by the grace of their brooding god Laduguer, the duergar toil endlessly and thanklessly in Hammergrim's lightless depths. Like all of the cubes in Thuldanim, Hammergrim's surface collects junk from across the multiverse, that the duergar move below ground for systematic categorization and eventual dismantling.

Hammergrim is filled with the noise of industry from its dark depths. The pounding of hammers, the striking of steel and iron, and the deep chanting of the dwarves echoes in rhythmic succession all around the cube. The duergar have a few settlements on the cube's exterior, the largest of which is Deathknell. The city's massive bells can be heard anywhere on Hammergrim's surface and mark the passage of time for the dwarves.

Below ground, the dwarves are ruled by a curious force. Laduguer is said to dwell somewhere in Hammergrim, but the god is distant even to his own kind. Instead, the duergar are ruled by the Court of Memory. These are spirits of dead dwarves that have moved on to rule with the blessing of Laduguer, but they cannot take physical form. Instead, they take turns possessing the host of the ruler, who is known as the Idiot Thane. Under the possession of the Court of Memory, the Idiot Thane has full faculties though their personality can shift from day to day as different deceased spirits take over. When not possessed, the Idiot Thane is a drooling ragdoll that can perform no task alone.

HEART OF THE IRON VOICE

Acheron has only a handful of native creatures, but the most recent addition to that short list are the mysterious warforged. Golem-like humanoids possessed of metal and wood, they are independent sentient creatures with ambitions, hopes, and dreams, though their numbers are not great. Many follow the words of a whisper only they can hear called the Iron Voice, moving them around Avalas on a pilgrimage towards some unknown fate.

What is the Iron Voice? Some warforged prophets claim to understand more of the words, and they say they are truly seeking the Heart of the Iron Voice, the fiery furnace that birthed the warforged. It is an idea that bears weight with many, as their collective memories hold gaps where their origin would be. Who created them? Why were they created?

The Heart of the Iron Voice claims at times to have

answers, and many warforged believe their destiny lies with finding this truth. The word “maug” has been deciphered among the Iron Voice’s mutterings but none have been able to find out its meaning.

NISHREK

The Horde of Gruumsh rules the cube of Nishrek and stands as the largest gathering of orcs across the multiverse. The cube’s surface is scarred with trenches and strongholds where orc tribes constantly war against one another. They outnumber the goblinoids of Maglubiyet by a fair margin but the more regimented goblins use more tactics and work together; tribes of orcs often fall in line with one another against a common foe but otherwise clash with each other just as frequently.

The orcs of Nishrek fight and spill blood to gain the favor of their cruel one-eyed god, Gruumsh. Slaves are used to perform the tasks deemed too menial for orcs to handle, and a great number of ogres fight alongside the orcs as mercenaries or allies. Individual tribes live and fight for control of Nishrek’s surface, which means the orcs have no formal towns or cities, but the six largest tribes – the great tribes – command the lesser ones and each hold sway over one side of the cube.

The Rotting Eye, White Hand, and Three Fang tribes are the most aggressive and work constantly to earn Gruumsh’s favor. The Iron Fist and Broken Skull tribes curry favor with Baghtru, a lesser orc deity, while the Blood Armor tribe favors the god Ilneval. Infighting, squabbling, and betrayal are common facets among the great tribes of Nishrek.

The caves of Nishrek are dominated by the forces of Luthic, the cave mother and wife of Gruumsh. These orcs tend to the sick and wounded among Nishrek and produce the greatest number of healers. They are also responsible for reading the omens and portents of Acheron to foretell the coming of war. Though not considered one of the great tribes in the Horde of Gruumsh, Luthic’s Black Claw tribe still commands respect and power among the orcs of Nishrek.

PALACE OF NARAKA

Many do not believe the Palace of Naraka exists, instead choosing to believe that the dark and beguiling home of the rakshasas is just a myth. But the truth is that the seat of the Maharaja of Death is very real and it holds great power within Acheron, pulling the strings of destiny on a scale that would make many gods tremble.

Through the use of some ancient and powerful sorcery the Palace of Naraka is completely invisible. It obeys the whims of the Maharaja of Death, moving at his command, and the rakshasas say that the day Naraka collides with another cube is the day the multiverse splits and breaks at the seams. Under the cloak of invisibility, Naraka is a paradise of architectural wonders, beautiful gardens, and splendid pools, but it is all a lie. Everything in, on, around, and beneath the Palace of Naraka is a ruse meant to lure the unsuspecting into a false sense of security.

The Maharaja of Death rules from the House of the Tiger’s Shadow on the Throne of Resplendent Fury. He is

attended by a number of rakshasa advisors, each working in perfect synchronicity with their ruler to enact their dreams of conquest and blood across the multiverse. Reports from the Maharaja’s spies placed in Nishrek, Clangor, Hammergrim, and other places come in via magical crystal balls, keeping the powerful rakshasa and his royal family appraised of his grand plans at all times. Ultimately, though, those grand plans have yet to be fully realized. The Maharaja of Death already commands great power and fabulous wealth – what else is there to obtain?

SPEAR NEST

Bonespears are large insects native to Acheron though they can be found across the Lower Planes. When their biological clock synchronizes with each other and the mating time arrives, bonespears across the plane grow wings, gather food, and take it to the cube of Spear Nest. There, the monsters mate, hatch young, and then leave before their wings collapse, leaving countless larval bonespears to devour the food left for them.

A natural part of this cycle are contests between males and females fighting over the best mates. The result of the duel is always the death of the loser, and Spear Nest has become littered with the hollowed-out shells of dead bonespears from centuries of mating and killing. The larval young devour the food left by the adults, which is often the remains of creatures from across Acheron. Bonespear larva only eat the flesh, leaving any gear behind – some travelers who have been to Spear Nest and returned speak of great heaps of weapons and armor left behind from the feasting.

Rumors persist that the spirit of a great bonespear elder, intelligent and fearsome, guards Spear Nest from intruders that would plunder its treasures. Why does the spirit of a planar insect care about the leftovers from feasts long past? What other secrets are hidden in Spear Nest’s caves and tunnels?

STONE GARDENS OF HIPPOCRYTA

Thuldanan is the junk layer, where the titanic cubes are littered with refuse from across the multiverse. All of it eventually turns to stone, however, which makes most of it worthless. Unless you’re a medusa sculptor, that is. Hippocryta, a talented female medusa sorcerer, has developed an immunity to the layer’s petrification power and built herself a wonderfully curated garden of stone on one of the cubes of Thuldanan.

Hippocryta is an artist first and foremost, and she sculpts the various objects that come to her Stone Garden into works of beauty and horror. The Stone Garden is not huge, only about a mile on each side, but it gives the medusa space to create elaborate galleries on the surface dedicated to the emotional purity of existence. Fear, love, hate, joy, and sadness each have a side of the cube with sculptures capturing, in more or less detail, that particular aspect. The final side is Hippocryta’s personal garden where she keeps the choicest of works.

The medusa sculptor is uncaring for the plight of others, but she is always interested in adding new and interesting objects to her vast collection. She has been known to work

with the duergar dwarves of Hammergrim to acquire a particular odd piece of stonework but Hippocryta holds a burning hatred for the Golem Master. The medusa views the sorceress as a pest, changing the wonderful natural stone of Thuldadin into walking abominable hunks.

STORM HALLS

The Storm Halls is the cube of Avalas that houses the Nameless Legion, large mercenary outfit that takes up contracts all across the multiverse. They welcome all manner of creatures in their ranks, but all are made equal by the enigmatic Paymasters – legionnaires have their memories removed upon joining. Efreet, djinn, dwarves, elves, devils, demons, slaad, all and more have been members of the elite warrior unit.

The surface of the Storm Halls is uninhabited and scoured with howling winds and stinging debris, but below that lies the impressive ziggurats of the Paymasters. Much of the cube's interior is hollow, creating an unusually large open space with another smaller cube serving as the center. It is upon this cube that the ziggurats are built, six of them, one for each Paymaster, and within each are housed the individual units that make up the Nameless Legion. There are no known entrances or exits to the interior of the Storm Halls from the exterior, but through powerful magic the Paymasters transport their troops wherever they need to be across the multiverse.

TOWER OF THE GOLEM MASTER

Thuldadin is filled with junk from across the multiverse, which many try to claim and use as weapons in the ongoing wars on Avalas. Floating amongst the cubes of Thuldadin is a strange sight, a great iron tower attached to a stone disk nearly a mile across. This is the Tower of the Golem Master where a powerful enchanter has lived for centuries, focused on building and researching golems and other constructs.

Most think the Golem Master is one person, but the truth is that the mantle has passed from teacher to student many times. The current Golem Master is a cold, calculating human sorceress who takes comfort in her solitary existence surrounded by lifeless automatons. She has a knack for improving older designs, the blade golem being her best example, but unlike her predecessor she is loathe to sell them as simple tools of war. The Golem Master is building an army of golems in her tower and constantly sends out more to collect raw ingredients from Thuldadin.

What is her ultimate goal? The Golem Master rarely deals directly with anyone, preferring instead to speak through her creations (a skill she can do from nearly anywhere in the multiverse). She is cold, uncaring, but few who have dealt with her minions would categorize her as evil. But she certainly believes that flesh and blood are weaknesses and golems are the perfect host. How far is she willing to go to achieve her mysterious goals?

ZORONAR, CITY OF RAZORS

Ocanthus is filled with razor shards of black ice, some miles across and others small enough to pierce skin invisibly. Few have any reason to travel to the dangerous layer and those that do usually seek one place – Zoronar, City of Razors, home of the bladelings. Surrounded by a cocoon of wood known as the Blood Forest that keeps out the dangerous shards, Zoronar is a grim, cheerless place of gray and black stone mixed with dark ice and lifeless wood from the Blood Forest.

Bladelings go about their business for their houses in the streets, rarely leaving the safety of the Blood Forest. A strange cult has developed around the wooden shell, with some bladelings worshipping it as a protecting god. Otherwise no temples exist in Zoronar though a small sect of devils have been trying to convert bladelings to the worship of Dispater, Lord of Iron, for many years. The superstitious bladelings still offer sacrifices when the occasional black shard pierces the Blood Forest though no outsider can say to whom the sacrifices are made.

Zoronar is constructed like a grim fortress with the individual bladeling houses carving up the districts and towers. The Blackwater Guards of the House of Night Silver keep order across Zoronar, maintaining a lethal peace that all bladelings honor. Visitors are not welcome in the City of Razors.

ADVENTURE HOOKS

Open warfare can involve characters from nearly any tier and it's something that Acheron excels at. But smaller skirmishes and adventure opportunities can appear as well, drawing characters into the grim smoky skies of Avalas, Thuldadin, and even the lower layers of the Infernal Battleground.

TIER 1 (LEVELS 1-4)

If characters can find their way to Acheron, they can discover a plane filled with warfare, strife, and conflict, and one where the environment does not overtly threaten them (at least on Avalas). But characters of this tier could interact with Acheron on the Material Plane without even knowing it.

... A particularly organized clan of goblins have been systematically raiding farmlands, burning and pillaging as they go. The characters become involved in tracking them down when they discover it is a lost legion from the Army of Maglubiyet. Were the goblin soldiers stranded by a random portal on the Material Plane? Or were they sent on a clandestine mission to retrieve some person or object?

... While relaxing in an inn, the characters hear a strange dull ringing. The ringing is coming from a group of duergar hidden in the cellars, hitting a massive bell, that sends out waves of lethargy around it as they continue ringing. The duergar are from Deathknell on Hammergrim and are trying to open a portal to their home with the bell. Are they

successful? Do the characters follow the duergar through the portal if it opens?

... The characters witness a murder in front of them committed by a spike-filled shadowy assassin. The assassin, a bladeling from the House of Red Knives, ignores the characters and completes its mission. Do the characters become involved in hunting down the assassin as the only witnesses to the crime? Eventually the bladeling assassin takes it upon himself to tie up all loose ends, but the party may be able to follow the gold back to the assassin's source if they are clever and fast enough.

TIER 2 (LEVELS 5-10)

By this tier characters have more mobility options and surviving on a plane like Acheron becomes easier. They can also become embroiled in the larger plots and stories of the Infernal Battleground, taking on tougher opponents and crueler masterminds in the process.

... A berserk flesh golem suddenly wreaks havoc near the characters and the monster must be put down quickly. The golem's handler is another flesh golem possessed with basic intelligence and it asks for the characters' help in recovering a seemingly innocent object. Once complete, the golem opens a portal and returns to the Tower of the Golem Master on Thuldanin. Do the characters follow and meet the enigmatic sorceress in the tower's heart?

... A haggard scholar begs for help from the characters. He claims to be haunted by the spirit of a vengeful warrior, a warwraith, but the undead monster doesn't want to kill him. Instead it is preventing him from researching a book in the library. The warwraith is fighting to protect the book, a journal kept by a general that was pulled into Acheron, and by reading it more warwraiths flood in. To put an end to their suffering the characters must travel to Avalas and find the site where the general and his soldiers lost their lives.

... As the party engages with a foe in combat, a new force arrives. Soldiers from the Nameless Legion have been contracted to deal with the foe as well and they move to execute their targets with extreme skill. How the characters deal with the legionnaires colors the rest of the encounter, but if things do not come to blow the soldiers, impressed by the characters' own skill, offer to take them to the Paymasters of the Storm Halls for potential employment in the Nameless Legion.

TIERS 3 AND 4 (LEVELS 11+)

By these tiers the characters can truly become embroiled in the machinations of Acheron's greater powers. Whether it's thwarting the plans of the Maharaja of Death or stopping the Golem Master's mad schemes, characters have a real opportunity to step up on Acheron and make their voices heard.

... The Necromancer King is seeking the Broken Bonefield on Avalas. The lich has been searching for the strange site for a long time but only recently has he learned that bones taken from the Bonefield have an almost magnetic quality drawing them back. The characters become involved when the Necromancer King's forces arrive suddenly at a temple near them to ransack the tombs for a single bone. Do the characters try to break the power of the Broken Bonefield before the Necromancer King can get it? Or do they take the fight to the lich's forces directly?

... The Horde of Gruumsh is marshalling for war but not against the Army of Magilubiyet. A free-floating gate to the Material Plane approaches Nishrek, which alerts powerful diviners to the coming storm of war. The characters are asked to close the gate before the orcish horde descends through it, but in order to do that they must travel to Acheron and complete an elaborate ritual.

... An ally of the characters is revealed to be under the magical influence of a rakshasa. Confronting the creatures reveals the characters have been unwittingly doing the bidding of the Maharaja of Death for a long time. How can they undo their past actions? What does the enigmatic but thoroughly evil rakshasa leader want with them? Can they find the Palace of Naraka to disrupt the Maharaja's plans?

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling through Acheron. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players. The table below can be used for Avalas and Thuldanim, though random encounters in the second layer are rarer because of the petrification threat. Tintibulus and Ocanthus are largely empty of organized opposition.

AVALAS/THULDANIN

1D100	ENCOUNTER
01-05	A cadaver collector picking up the dead after a battle
06-10	A band of duergar warriors searching for something
11-15	Goblin and orc forces about to clash
16-20	A steel predator hunting the party
21-25	A mercenary band of bugbears relaxing
26-30	Fanatic warforged cultists following the Iron Voice
31-35	A pair of bladeling assassins
36-40	A patient bonespear waiting for prey
41-45	A dozen rust monsters chewing on a field of iron
46-50	Skeleton soldiers of the Necromancer King
51-55	A squad of fell soldiers separated from their force
56-60	Three imps discussing local events
61-65	A rust behemoth smelling fresh metal
66-70	Hobgoblin wolfriders astride steelfang worgs
71-75	A titan vulture accompanied by a dozen vultures
76-80	Restless warwraiths seeking to avenge their deaths
81-85	A chain devil slave master moving a troupe of human slaves
86-90	Legionnaires of the Nameless Legion cleaning up after a fight
91-95	Scrap golem scavengers picking through a field
96-00	A blade golem on a mission for the Golem Master

PLAYER OPTIONS

With its constant battles and open warfare, Acheron holds many promising possibilities for those looking to hone their martial prowess. Mercenaries seeking to make a name for themselves sign up with the Nameless Legion or countless other smaller outfits, or perhaps simply moving from battlefield to battlefield trying to sell their skill to whichever army can pay the most.

Warriors of all types are drawn to Acheron, though lawful fighters often feel the most at home. Some legends say that the juggernaut, a fighter possessing fantastic skill with the heaviest armors, was born in Acheron, though dwarves dispute this claim. A skilled swordsman can find much to satiate their thirst for combat across the Infernal Battlefield, but it generally lacks the guidance and purpose necessary to inspire paladins.

A small number of monks have learned to tap into the warrior souls of past generals and tacticians that have died on Acheron. They blend the tenacity of a fighter with the discipline of a monk into a truly capable fighting opponent, but they must be careful. Sometimes, the souls that guide their strikes have ulterior motives and more than one ally has remarked on how similar the tactics seem between a warrior soul monk and a warlock with a dark patron.

Warforged are a relatively new race on Acheron but many are driven to follow the enigmatic whisperings of the Iron Voice. The power of that strange voice carries across the multiverse, however, and warlocks of all kind have learned to tune into its whispers. In exchange they are given power over metal, with defensive and offensive capabilities that make them powerful additions to any battle.

The new class options include the Juggernaut archetype for fighters, the Way of the Warrior Soul for monks, and the Iron Voice patron for warlocks. A new background, Nameless Legionnaire, is available for characters as well.

FIGHTER: JUGGERNAUT

When the juggernaut takes the field of battle, everyone notices. Masters of the heaviest armor, these iron-clad fighters are behemoths on the battlefield, commanding their enemy's attention. They can withstand an enormous amount of punishment and remain standing, and when they get moving few things can stop their relentless charge. Juggernauts are the ultimate expression of the heavy armor warrior.

Dwarven legionnaires are credited with perfecting the art of the juggernaut first, but the skills have distributed widely since then. Hobgoblin juggernauts on Acheron form elite units in the Army of Maglubiyet, using the power of their heavy armor to great effect, and rumors abound of a warforged juggernaut that grows comparable skills naturally from the steel and stone of its body.

WEIGHTY STEP

Starting when you take this archetype at 3rd level, you can shift your stance around the battlefield in small ways. You do not provoke opportunity attacks as long as you move no more than 5 feet in a round.

ABSORB BLOW

At 7th level, when an attacker that you can see hits you with a melee attack, you can use your reaction to halve the attack's damage against you. You must be wearing heavy armor to use this feature.

STRENGTH OF ARMOR

At 10th level, you learn to harness your armor's weight as a defensive strength. While wearing heavy armor, you have advantage on Strength saving throws and ability checks. It also takes you half as much time to don your armor as normal.

BULL RUSH

At 15th level, you can use the weight of your armor to bowl over creatures and objects. While wearing heavy armor and taking the Dash action, you can attempt to shove a target adjacent to you using the normal rules for shoving. You can only shove a number of targets in a round using this feature equal to your Constitution modifier.

UNSTOPPABLE

At 18th level, you become the pinnacle of the juggernaut. While wearing heavy armor, you ignore rough terrain. In addition, if you do not move more than 5 feet on your turn, you cannot be grappled or restrained.

MONK: WAY OF THE WARRIOR SOUL

The past is filled with mighty warriors, cunning generals, and brilliant tacticians. As a monk following the Way of the Warrior Soul, these fallen combatants transform into spiritual teachers imparting their skill to your combat abilities. You learn to strike at an opponent's weakest location to cause maximum damage, and eventually you learn advanced fighting stances from your warrior soul teachers.

Many of the skills taught by these warrior souls have been lost to the ages, and they rely upon you to keep their traditions and techniques alive. Some become trusted colleagues, offering words of wisdom in times of crisis, while others seek to control you towards some nefarious purpose. You must always be on your guard against letting the power of these warrior souls take over completely.

STRIKE OF THE CHAMPION

Starting when you choose this tradition at 3rd level, your unarmed attacks score a critical hit on a roll of 19 or 20.

FIGHTING STANCE

At 6th level, you adopt a particular fighting stance learned from one of your warrior soul teachers. Choose one of the following options. You can't take a Fighting Stance option more than once, even if you later get to choose again.

AGGRESSIVE STANCE

You gain a +1 bonus to damage rolls made with your unarmed strikes.

ALERT STANCE

You cannot be surprised. Your passive Perception is 14 + your Wisdom (Perception) modifier.

COMMANDING STANCE

You can Help in combat as a bonus action.

DEFENSIVE STANCE

While you are not wearing armor, you gain a +1 bonus to AC.

MANEUVERING STANCE

You can Disengage as a bonus action.

PROTECTIVE STANCE

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

ADVANCED FIGHTING STANCE

At 11th level, you have deepened your well of combat knowledge. You can choose a second option from the Fighting Stance class feature.

EXTRA ATTACK

At 17th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

WARLOCK: IRON VOICE PATRON

Hidden somewhere on Acheron, amid the floating cubes, is a voice barely more than a whisper. Most cannot hear it, but for those that can the tales it weaves promises power and glory in a world of metal and strength. This whisper is known as the Iron Voice and it can penetrate the fabric of the multiverse to reach nearly anyone if they are sensitive to its words and attuned to its senses.

What is the Iron Voice? Warlocks among the warforged of Acheron say that it promises their people an answer to their most basic questions – what are they? What is their purpose? But to others, its words of steel and metal speak to a great immovable strength, a powerful core that runs through the invisible center of the worlds. It teaches warlocks how to manipulate metal, becoming one with iron, and how to break it down when used against them.

While not truly evil or good, the Iron Voice advocates strength and rigidity above all else. That strength can form the backbone of tyranny or justice depending on how it's used, or simply as a bulwark against the uncaring outside world.

EXPANDED SPELL LIST

The Iron Voice lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

IRON VOICE EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	<i>absorb elements, shield</i>
2nd	<i>heat metal, magic weapon</i>
3rd	<i>protection from energy, slow</i>
4th	<i>fabricate, freedom of movement</i>
5th	<i>animate object, passwall</i>

METAL GIFT

Starting at 1st level, your patron grants access to a source of metallic power from another world. This power manifests itself physically on your body in some way – a flexible iron hand, liquid gold eyes, molten silver tattoo, or other minor and easily concealable mark. You can call upon your gift as a reaction to encase your body in magical metal, and until the end of your next turn you have resistance to all damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

POWER OF RUST

Starting at 6th level, you can use your metal gift to affect other metallic objects with a rusting effect. As a bonus action, choose a metal object you can see within 60 feet. The object must be able to be held in one hand, such as a weapon or armor, or must be smaller than a 5-foot cube. Nonmagical weapons and armor corrode instantly – weapons deal half damage and armor provides half its normal bonus. Other metal objects become brittle and can break with little effort. The rusting effect lasts for 1 hour.

Once you use this feature, you can't use it again until you finish a short or long rest.

LIQUID METAL

Starting at 10th level, the Iron Voice imbues your flesh and blood with liquid metal. Outwardly nothing changes, but you cannot be grappled or restrained against your will and you can squeeze into a space small enough for a creature one size category smaller than yourself without suffering penalties. In addition, you have resistance to force damage.

WORD OF METAL

Starting at 14th level, you can summon the power of the Iron Voice to lay low foes. As an action, you speak a word of unbearable power in a metal, grating voice. All creatures in a 60-foot cone must succeed on a Strength saving throw against your warlock spell save DC. On a failed save, they are knocked prone and pushed back up to 20 feet.

Once you use this feature, you can't use it again until you finish a long rest.

NEW BACKGROUNDS

NAMELESS LEGIONNAIRE

Mercenaries are no stranger across the multiverse, as warfare and conflict are constant on nearly every plane. But the Nameless Legion based in the Infernal Battlefield of Acheron elevates mercenary work to an art. The Paymasters that run the organization take in any soldier from any race under one condition - they undergo a painful psychic process that robs the soldier of all memories. They are then assigned to a unit and given a name, usually a descriptive one based on their physical attributes.

The Paymasters occasionally have to wipe the memories of the legionnaires as well, especially if things turned bad. But their training is top notch and the commanders of each unit expect and receive total loyalty from their troops.

You were once a part of this elite mercenary outfit. You had your memory erased upon joining, and after some skirmishes across the planes you were released. Or did you escape? Are the Paymasters looking to get a prized soldier back in their ranks? What name have you adopted since you have no memory of your original?

Skill Proficiencies: Athletics, History

Languages: Infernal, any one other

Equipment: A leather armband with your original unit's badge, a backpack, a journal of your exploits, a plain black military uniform, and a pouch with 15 gp.

FEATURE: LOST NAME

When you joined the Nameless Legion, your memory was wiped by the psychic powers of the Paymasters. You were given a new name by your unit but your old name is still out there, and its meaning is buried deep in your mind. Someday it may come back and then you'll remember why you joined the legion in the first place.

SUGGESTED CHARACTERISTICS

Mercenaries ask no questions and obey the commands of their superiors, but that doesn't mean you had to do that everytime. Some Nameless Legionnaires railed against the structure of the legion instinctively and were let go by the Paymasters as a result. Others fit in naturally.

d8 PERSONALITY TRAIT

- 1 I study every room looking for ways in and out.
- 2 I have a quote from a great military general for every circumstance.
- 3 Violence may not be the only option, but it's the one I'm best at.
- 4 My forgotten past troubles me greatly.
- 5 The thrill of battle is the only passion I need.
- 6 My hand never strays from the handle of my weapon.
- 7 I'm the best at what I do.
- 8 I laugh in the face of death.

d6 IDEAL

- 1 **Strength is Strength.** Weak people talk about strength in abstract, but I know it's all about who's strongest. [Evil]
- 2 **My Life is War.** Fighting is all I've ever been good at. [Any]
- 3 **Death Comes For All.** Rich, poor, skilled, and unskilled, we all die eventually. Don't fight it when it's your time. [Neutral]
- 4 **Loyalty and Money.** My honor is my coin purse, and as long as I'm paid you can count on me until the end. [Lawful]
- 5 **Forget the Past.** Can't change it, so why bother? Right now is the only thing that matters. [Chaotic]
- 6 **Legacy.** When I'm gone, the legacy of what I've done will stand. I have to make it a worthwhile one. [Good]

d6 BOND

- 1 I was saved by an order of priests after a battle went bad. I owe them my life.
- 2 My brothers and sisters of the Nameless Legion are the only family I need.
- 3 I struggle to reconnect with my discarded past.
- 4 When it comes down to it, I can only rely on the steel in my hand.
- 5 The Nameless Legion gave me a home when I had none, and I owe the Paymasters greatly.
- 6 I fought against a squad of knights and their honor and dedication impressed me. I seek to emulate their ways even if I don't know any of their details.

d6 FLAW

- 1 Every problem can be solved with steel.
- 2 I don't have much to say but that doesn't mean I'm not judging others harshly.
- 3 I can get pretty reckless when not fighting.
- 4 I have a plan for everything, and if that plan collapses I don't react well.
- 5 The other legionnaires in my unit taught me many colorful phrases that I use, especially in polite company.
- 6 Telling me what to do is the best way to make sure I don't do it.