

CODEx SIBERYs

MOURNING & MADNESS



AN EBERRON BESTIARY

BY

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CODEx SIBERYs

~ MOURNING & MADNESS ~

It is with both great relief and sorrow that I finally present the Congress with the first volume of my life's work, the *Codex Siberys*. I have traveled the length and breadth of Khorvaire to collect the specimens and folklore that form the basis of this compendium, and while my work continued as our world suffered in war, I have lost several important friends and colleagues along the way.

It is not enough that I dedicate this tome to collaborators in Cyre. Instead, I pledge to continue my research so long as that blighted landscape desecrates the heart of our ancient Empire. I call on my fellow Aundairians to do the same, regardless of the past hundred years of our history. We owe it to Galifar, and to everyone we miss.

Aelia, my beloved, I hope that the Keeper finds you soon.

-Seinne ir'Vellar, Professor of Arcane Ecology

THE DRAGON ABOVE

The Dragon Above began its life in 2004 with the "Eberron Monster of the Week", a set of regular posts on the official Eberron message boards hosted by Wizards of the Coast. A 5th Edition conversion of the very first monster for that feature, the Riedran Crysteel Golem, can be found right here. Once my archive grew, I began to collect my posts at my website, then called the Eberron Bestiary. After a couple of years I changed its name to the Dragon Above, and began to feature player options and adventure elements as well as monsters. The Dragon Above has therefore existed through three edition of D&D, and it now finds its home on Tumblr. Click the logo to find more of my D&D content, and grab previews for future volumes of the *Codex Siberys*!



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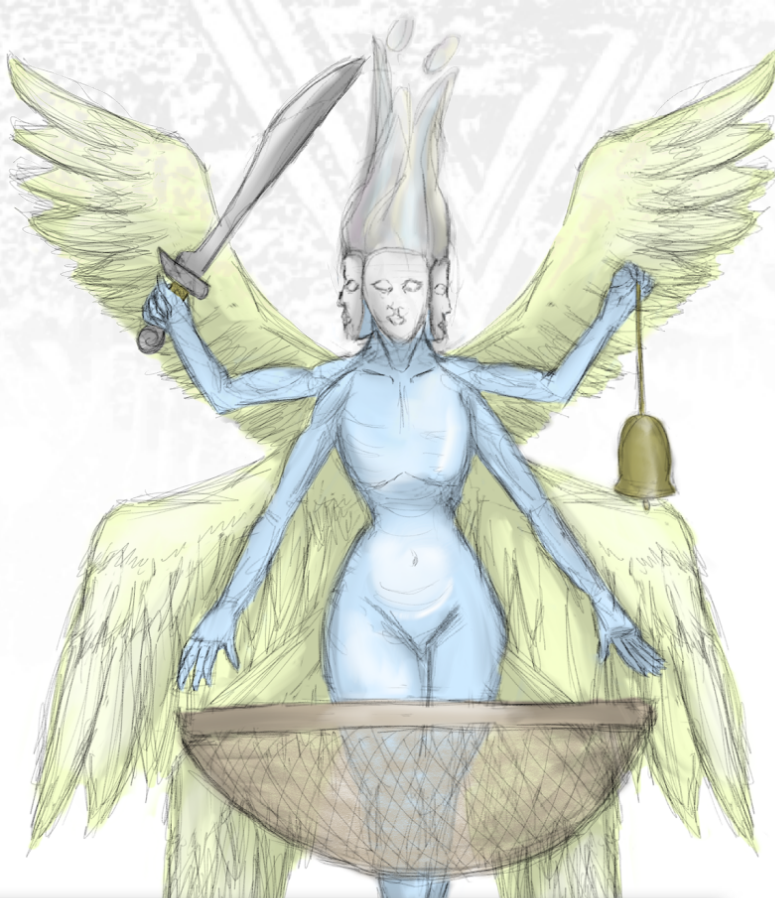
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AZURE COLLECTOR

In Syrania, the Azure Sky, angels preside over floating cities built at the crossroads of the Astral Sea. As a world of eternal peace, the Azure Sky draws many powerful being from across the cosmos to do business in its quiet but fruitful plazas. However, even angels aren't immune to corruption, especially those that dwell too close to the thin places between Syrania and Eberron. When an angel succumbs to material wants, an azure collector is born.

Their former selves hidden behind a mask of many faces, azure collectors are consumed by a need to gather goods to sell. Their many grasping arms seek magical wonders and ancient artifacts, and sometimes even the souls of interesting mortals. Each collector carries with it a great woven basket to store its treasures. The basket acts as a *bag of holding*, though each soul the collector stores in its basket appears as a mote of dancing light.

If an azure collector is discovered and defeated by its celestial kin, they are inevitably condemned to exile on the material world and stripped of their wings. These fallen angels then join the ranks of the radiant idols (see *Sharn: City of Towers*).



AZURE COLLECTOR

Huge celestial, neutral evil

Armor Class 17 (natural armor)

Hit Points 231 (22d10+110)

Speed 30ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Wis +6, Cha +9

Skills Athletics +10, Perception +7

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Actions

Multiattack. The azure collector makes two *shining scimitar* attacks and two *grasping hand* attacks.

Shining Scimitar. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 3d6+5 slashing damage plus 2d8 radiant damage.

Grasping Hand. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 1d6+5 bludgeoning damage. If the target is a Medium size or smaller creature, it becomes grappled by the azure collector. Thanks to its multiple arms, an azure collector can grapple with up to two creatures of Medium size or smaller at any given time without compromising its combat ability.

Collect. One creature grappled by the azure collector must make a DC 17 Charisma saving throw. On a failed save, the target's soul is collected and stored within the azure collector's basket. A creature whose soul is stored in this way is unconscious and takes 2d10 necrotic damage at the start of each of its turns. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A stored creature may make a new Charisma saving throw to return to its body at the end of each of its turns.

Ring the Market Bell (1/day). Each creature within 120 feet of the azure collector must make a DC 17 Wisdom saving throw. On a failed save, a creature becomes corrupted by a magical curse of greed until the end of its next turn. While corrupted, a creature must use its turn to attempt to steal the nearest creature's most valuable known possession.

Legendary Actions

The azure collector can take 3 legendary actions. It can take only one legendary action at a time and only at the end of another creature's turn. The azure collector regains spent legendary actions at the start of its turn.

Many Faces. The azure collector makes a Wisdom (Perception) check.

Many Hands. The azure collector makes one *shining scimitar* attack or one *grasping hand* attack.

DRAGONLEECH

An overgrown leech clings to the surface an Eberron geode. Red lines pulse across its flesh, mimicking the pattern dancing within the dragonshard.

Dragonleeches are overgrown swamp invertebrates from the Shadow Marches. Though they can feed on blood like their mundane kin, they thrive on the ambient arcane energy of Eberron dragonshards. Dragonleeches are drawn to Eberron dragonshards that breach the surface of the swamps, and then attach themselves to feed. Slowly but surely, the arcane power within the dragonshard fades.

It is not certain how long it takes a dragonleech to drain a dragonshard, but scholars estimate it might take at least a year for a dragonleech to fully drain a fist-sized shard. Among the prospectors of the Marches, and especially House Tharashk, it is common to chastise poor workers for being 'as lazy as a dragonleech.' Because hungry dragonleeches can threaten the profits of House Tharashk's dragonshard prospecting business, a standing bounty of 50gp exists on every dragonleech maw. Orc and half-orc rangers sometimes specialize in tracking dragonleeches and discovering their habitats. A large dragonleech nest is a good sign that significant veins of Eberron dragonshards are waiting just beneath the swamps.

DRAGONLEECH

Small monstrosity, neutral

Armor Class 13

Hit Points 78 (12d6+36)

Speed 10ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

Condition Immunities blinded

Senses blindsight 30ft., passive Perception 11

Languages –

Challenge 1 (200 XP)

Actions

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 3) piercing damage and the dragonleech attaches to the target. While attached, the dragonleech doesn't attack (though it can use the *dragonmote siphon* action). Instead, at the start of each of the dragonleech's turns, the target loses 7 (2d4 + 3) hit points due to blood loss. The dragonleech can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the dragonleech.

Dragonmote Siphon (Recharge 5-6). The dragonleech drains arcane energy from powerful magical sources nearby. Creatures within 15 feet must make a DC 13 Intelligence saving throw. On a failure, a creature's magic items cease functioning for 1 hour and it takes 7 (2d6) necrotic damage for each magic item on their person. If the dragonleech is attached to a creature, that creature has disadvantage on its saving throw, and takes half damage even on a successful save. The dragonleech regains a number of hit points equal to the total amount of necrotic damage it deals to all targets. Unattended magic items in the area automatically cease to function for 1 hour.

ENEKO

The eneko, also known as "mongrel ogres", are distant descendants of humans, ogres and the giants of Xen'drik. As refugees of the Sundering and subsequent expansion of Riedra, the eneko have now been forced into one of the last free corners of Sarlona. Their home, Syrkarn, is a sanctuary of freedom, diversity and humility built out of yuan-ti ruins by refugees fleeing the monolithic culture and military of Riedra. The philosophy of the eneko of Syrkarn is difficult to separate from the region they call home. They value community, personal freedom, and honest labour above all.

Many eneko live in nomadic tribes, and must contend with the harsh storms of Sarlona and the dangerous ruins left by ancient civilizations. Eneko are thus trained with a profound respect for the land, and almost supernatural resilience to the elements. Their pathfinders are among the most difficult for Riedra's Thousand Eyes to track. Some eneko, especially those able to manifest the dark magics of their giant and oni ancestors, seek to liberate the oppressed populace of southwestern Riedra.

Eneko first appeared in *Secrets of Sarlona*.

ENEKO PATHFINDER

Medium humanoid (eneko), neutral

Armor Class 14 (hide armor)
Hit Points 30 (4d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	10 (+0)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +3, Survival +3
Senses darkvision 60ft., passive Perception 13
Languages Giant, Riedran
Challenge 1/2 (100 XP)

Untraceable. An eneko pathfinder cannot be tracked except by magical means.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Reactions

Nomad's Arrow. When a hostile creature moves within 5 ft. of the eneko pathfinder, it may immediately move up to its speed and make a *longbow* attack. The movement does not provoke an attack of opportunity from the triggering creature.

ENEKO DISSIDENT

Medium humanoid (eneko), chaotic good

Armor Class 13 (leather armor)
Hit Points 32 (5d8+10)
Speed 30 ft.

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

Skills Acrobatics +4, Perception +2, Stealth +4, Survival +3

Senses darkvision 60ft., passive Perception 12

Languages Giant, Riedran

Challenge 1/2 (100 XP)

Nighthaunter. The eneko dissident has advantage on saving throws against being charmed, and magic cannot put them to sleep.

Oni's Tricks (1/turn). The eneko dissident deals an extra 7 (2d6) necrotic damage when it hits with a weapon attack. They may then teleport up to 15 ft. and make a Dexterity (Stealth) check to hide.

Actions

Kukri. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.



ENeko AS PLAYER CHARACTERS

Eneko are most common in south-west Sarlona, making up almost half of the population of Syrkarn. A rare few struggle under the yoke of Riedra, in the neighbouring Borunan district. However, heroic eneko might find themselves fighting the Inspired across their Empire, communing with the Kalashtar in Adar, or braving the frosts of the north with the shifters of the Tashana Tundra. Exceptional individuals might even sail across the Barren or Lhazaar Seas to mingle with the diverse folk of Khorvaire.

MIXED BLOODLINES

Eneko originated from pairings between the ogres of Borunan and the nomadic half-giants that wander the continent. According to half-giant legend, their people are the progeny of Sarlona's native humans and giant explorers from Xen'drik. Grandiose eneko may claim that the blood of the ancient human sorcerer kings and the mightiest titans of Xen'drik flows through their veins. While many Riedrans deride the eneko, labeling them "mongrels", eneko themselves view the diversity of their heritage as one of their greatest strengths.

DARK MAGIC

The arcane power displayed by their legendary forebears leads many eneko to the study of magic. The cult of Karrak the Final Guardian, a deity sometimes called an aspect of the Keeper, is said to have its origins in the giants of Xen'drik. Riedrans and less trusting Syrk humans claim the cult of Karrak is a convenient front for the practice of dark magic.

ENeko NAMES

Like many other races, the mongrel ogres typically use a first name and a clan name. Away from home, eneko often add their place of birth or vocation as a third name to distinguish themselves from local families with the same clan name.

ENeko TRAITS

Your ogre and giant ancestry grants you the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Eneko reach physical maturity at about 30, and many live through their second century.

Alignment. Eneko greatly value personal freedom, and tend towards a chaotic alignment.

Size. Eneko are significantly taller than humans, ranging from 6 to 8 feet tall on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your giant blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Syrk Nomad. You have proficiency in the Survival skill.

Eneko Weapon Training. You have proficiency with longbows.

Languages. You can speak, read and write Giant and either Riedran or Common.

Subrace. Given their diverse lineage, different eneko may express the traits of their ancestors in different ways. Titanheart eneko favour the physical power of the giants, while mageblood eneko express inherent, subtle magics. These options represent individual diversity are not distinct ancestral lines. Choose one of these subraces.

MAGEBLOOD

The blood of sorcerer kings and oni mages is found in all eneko, but for some the magic flows more freely. The tricks of mageblood eneko inspire the worst tales of their kind.

Ability Score Increase. Your Charisma score increases by 1.

Nighthaunter. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Oni's Tricks. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *fog cloud* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

TITANHEART

By far the most common of eneko subraces, titanhearts embody the strength and toughness of their giant ancestors. These eneko have unmatched potential to endure the unpredictable wilderness of Sarlona.

Ability Score Increase. Your Strength score increases by 1.

Giant's Endurance. Whenever you make a Constitution saving throw to resist the effects of harsh weather, you are considered proficient in these saves and may add double your proficiency bonus, instead of your normal proficiency bonus.

Titan's Attunement. When you take acid, cold, fire, lightning or thunder damage, you may use your reaction to gain resistance to the triggering damage type. When you use this ability you lose any resistance it has previously granted, and you must finish a long rest before you can use this ability again.

ETHERCLAWS

The Etherclaw Hive Mind is a vast network of psionic potential that flows throughout Khyber, from the bowels of the Labyrinth to the enclaves of the Umbragen. Colonies of these creatures can be found across Eberron, concentrated into large groups in critical locations. A strike from an etherclaw colony is fast, efficient and almost universally lethal. Current rumours among the creatures of Khyber whisper that the etherclaws are congregating beneath the Mournland, drawn to its unnatural power as if they recognise it. Etherclaw colonies consist of a number of distinct castes, with the drones, warriors and clairvoyants being documented in Khorvaire's archives. The clairvoyants lead the etherclaws in their enigmatic quests, while the drones and warriors fight. Beyond these few facts almost nothing is known of these creatures, as encounters tend not to leave survivors.

The etherclaws originated on another world - Daanvi, the Perfect Order. Their caste system a remnant of their ant-like extraplanar progenitors, the formians. When Daanvi became coterminous with Eberron centuries ago, a small group of formians attempted to expand their colony into the material plane. However, as they crossed over from the Perfect Order, a backlash of magical energy hurled the creatures through the dark spaces between the worlds. Within the barren tunnels of Khyber, the formians waited for their chance to return, but the twin forces of madness and death twisted the outsiders to become the abominations they are today.

Although etherclaws hives thrive in the Mournland, they are not immune to that wasteland's weird magics. Cyrite, a corrupted alloy found only within Cyre's former boundaries, is especially deadly to all castes of etherclaw.

ETHERCLAW DRONE

Most of the exotic formian castes died out quickly, and with no living queen to regenerate the colony the formians' fate seemed certain. However, over time the deep magics of Khyber caused the worker caste to degenerate into the Etherclaw drones: mindless relics of the formian kind with the ability to seed other living creatures. When the Etherclaws encountered the other denizens of Khyber's twisted tunnels, the drones spread their curse to create the warrior caste.

ETHERCLAW DRONE

Small aberration, chaotic evil

Armor Class 13
Hit Points 39 (6d6 + 18)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	6 (-2)

Damage Vulnerabilities bludgeoning, piercing and slashing from weapons made of cyrite
Senses darkvision 120ft., passive Perception 12
Languages None
Challenge 1/2 (700 XP)

Hive Coordination. An etherclaw drone gains advantage on attack rolls and ability checks if another etherclaw is within 5 feet of it.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4+3) piercing damage, and the etherclaw drone attaches to the target. While attached, the etherclaw drone cannot attack. A creature can remove an attached etherclaw drone by succeeding on a DC 13 Strength (Athletics) check.

Cursed Seed. The etherclaw drone implants a cursed seed in a creature it is attached to. That creature must succeed on a DC 13 Constitution saving throw or become afflicted with the Ethercurse (see sidebar).



ETHERCURSE

The ethercurse is a magical infection passed to living creatures by etherclaw drones. An afflicted creature gradually sickens until it eventually dies and transforms into an etherclaw itself.

When a living creature is implanted with a seed by an etherclaw drone, the creature must succeed on a DC 13 Constitution saving throw or become afflicted with the curse.

It takes 1d4 hours for the ethercurse to begin to show its signs, including disorientation, hallucinations, and nausea. The affected creature gains one level of exhaustion which cannot be removed until the curse is cured.

An event which addresses the afflicted creature's identity, including using its name or evoking memories, forces the creature to make a DC 17 Charisma saving throw. On a failed save, the creature takes 16 (3d10) psychic damage and tiptoes closer to ego death.

At the end of each long rest, an afflicted creature must make a DC 17 Charisma saving throw. On a failed save, the creature gains one level of exhaustion which cannot be removed until the curse is cured. On a successful save, the saving throws of all DCs are reduced by 3. When the DC drops to 0, the curse is cured.

If an afflicted creature dies while it is afflicted by this curse, it immediately transforms into 4 etherclaw drones or becomes an etherclaw warrior, at the DM's option.

ETHERCLAW WARRIOR

By implanting their cursed seed in the bodies of the living creatures of the land, the drones twist living humanoids into the warrior caste. The warrior etherclaws are fast, strong and psionically aware, making them extremely dangerous combatants.

Upon transformation, an etherclaw warrior is a hideous sight to behold. Chitinous plates grow on the infected creature's skin, and ethereal tendrils rise from the creature's back. Hands are replaced by long claws with knife-like fingers, eyes become wide, black orbs, teeth become long and serrated and they lose all body hair. The mind of an etherclaw warrior is an unusual composite of etherclaw and the afflicted creature. The etherclaw curse keeps the mind intact, allowing the warrior to draw upon the memories and experiences of the body it inhabits. For the afflicted creature, the pain of playing host to the invading etherclaw presence is constant suffering, a fate worse than death. That pain can be wielded as a weapon by the etherclaw hive mind, and creatures bitten by a warrior may suffer flashes of twisted memories of the host.

ETHERCLAW WARRIOR

Large aberration, chaotic evil

Armor Class 17 (natural armour)

Hit Points 39 (6d10 + 18)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	6 (-3)	14 (+2)	6 (-2)

Damage Vulnerabilities bludgeoning, piercing and slashing from weapons made of cyrite

Senses darkvision 120ft., passive Perception 12

Languages None

Challenge 12 (8,400 XP)

Hive Coordination. An etherclaw warrior gains advantage on attack rolls and ability checks if another etherclaw is within 5 feet of it.

Dual Consciousness. An etherclaw warrior gains advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The etherclaw warrior makes two claw attacks and a bite attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 16 (2d12+3) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 7 (1d8+3) piercing damage, plus 16 (3d10) psychic damage and the target gains disadvantage on its next attack roll.

Ego Dissonance (Recharge 6). The etherclaw warrior psionically projects its tortured mind over sapient creatures within 20 feet. Affected creatures must make a DC 17 Charisma saving throw. On a failed save, creatures take 44 (8d10) psychic damage, and become stunned until the end of their next turn. On a successful save, creatures take half damage. Etherclaws are not affected by this ability.

Bonus Actions

Psionic Jaunt. The etherclaw warrior teleports up to 20 feet to an unoccupied space that either it or any other etherclaw within 60 feet can see. Creatures within 5 feet of the target space take 11 (2d10) psychic damage. Etherclaws are immune to this effect.

ETHERCLAW CLAIRVOYANT

The formian queen that followed the expansionists away from Daanvi became fatally cursed by the crossover to Khyber. Before she withered and died - preventing the colony from expanding - she birthed a small number of hideously mutated eggs. The eggs lay dormant for many years, and only as the other formians began to be changed by the unusual magic of the region did they hatch. The creatures that emerged from the aberrant shells became known as the etherclaw clairvoyants. These powerful monstrosities would lead the surviving formians to power.

The clairvoyants are few in number, but their power is unrivaled. Upon their psionic awakening, the clairvoyants immersed themselves in a perpetual hive mind, so that even as they split physically they would remain as one mentally.

The motivations of the clairvoyants range from lust for power to pining for the homeland. Some of the clairvoyants urge their drones and warriors to the surface world to conquer the Dragon Between and perhaps learn the magical secrets that changed them. Others harass the Daelkyr and the fiends deep in Khyber.



ETHERCLAW CLAIRVOYANT

Huge aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 315 (30d12 + 120)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	19 (+4)	17 (+3)	22 (+6)

Damage Vulnerabilities bludgeoning, piercing and slashing from weapons made of cyrite
Senses darkvision 120ft., passive Perception 12
Languages Deep Speech, Undercommon, Daan, telepathy 120ft.
Challenge 16 (8,400 XP)

Hive Coordination. An etherclaw clairvoyant gains advantage on attack rolls and ability checks if another etherclaw is within 5 feet of it.

Actions

Multiattack. The etherclaw clairvoyant makes two cursed claw attacks and two psionic bolt attacks.

Cursed Claws. Melee Weapon Attack: +10 to hit, reach 5ft., one target. Hit 16 (2d10+5) slashing damage and the target must succeed on a DC 18 Charisma saving throw or become afflicted with a creeping vision of its doom. A creature affected by this curse takes 10 psychic damage at the start of each of its turns until it regains hit points by any means.

Psionic Bolt. Ranged Spell Attack: +8 to hit, range 60ft., one target. Hit 16 (3d10) lightning damage.

Assimilation (Recharge 5-6) The etherclaw temporarily gains control of its enemies. Creatures within 60 feet of the etherclaw must succeed on a DC 18 Charisma saving throw or become charmed until the end of the etherclaw's turn. Each charmed creature immediately takes one attack action or casts one cantrip with a target chosen by the etherclaw clairvoyant.

Future Crash (1/Day). The etherclaw clairvoyant projects its visions of its perfect future over the minds of nearby creatures, and rends away any favourable outcome for its enemies. Each creature within 60 feet of the etherclaw must succeed on a DC 18 Charisma saving throw or become lost in the etherclaw's temporal loop. On an affected creature's next turn, that creature instead takes two turns, which each occur as if the other hadn't happened. Once both turns are finished, the etherclaw clairvoyant choses which turn will become reality. Any effects of the discarded turn do not occur, except for the effects of any reactions or legendary actions that the etherclaw clairvoyant took on that discarded turn. Any uses of the etherclaw's reaction or legendary action in the discarded turn do not count against the etherclaw's available actions for that round.

Legendary Actions

The Etherclaw clairvoyant can take 3 legendary actions. It can take only one legendary action at a time and only at the end of another creature's turn. The clairvoyant regains spent legendary actions at the start of its turn.

Claw Attack. The etherclaw warrior makes a cursed claw attack.

Psionic Bolt. The etherclaw makes a psionic bolt attack.

Psionic Jault. The etherclaw warrior teleports up to 20 feet to an unoccupied space that either it or any other etherclaw within 60 feet can see. Creatures within 5 feet of the target space take 11 (2d10) psychic damage. Etherclaws are immune to this effect.

EYE OF SHARGON

A monstrous, seven-pointed starfish drifts in the water. Its lidless central eye follows your every move.

The sahuagin are not the only dangerous creatures that hunt in Shargon's Teeth. The monstrous starfish known as the Eyes of Shargon attack sahuagin and Khorvairian alike. Tales of the Eyes certainly exaggerate their abilities, making them feared by even by sailors who frequent the straits between Sharn and Stormreach. Whispers of great eyes glaring up from the depths conjure images of enormous sea monsters, but in fact the creatures are only slightly larger than a human. Nevertheless, those who know the truth still steer clear of their nesting grounds.

Although Khorvairians see these creatures as simply a danger of the crossing, the sahuagin consider them a source of powerful magic. It is said that consuming the central eye opens a priest's mind to the will of the Devourer. Under its influence, divination magic cannot possibly fail.

SHARGON'S ORB

Wondrous item, rare, 1,000gp

This glassy orb has been created from the remains of an Eye of Shargon by sahuagin ritualists. As an action, you can devourer this item to gain the benefit of the spell *commune with nature*. You are not required to perform any of the spell's usual components, and you ignore its usual casting time. The orb is destroyed when it is devoured.

EYE OF SHARGON

Medium monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 51 (6d8+24)

Speed 20 ft., swim 30 ft.

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

Skills Athletics +6, Perception +3

Senses darkvision 60ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Lidless Eye. The Eye of Shargon regains its maximum hit points at the start of its turn if it has more than Ohp. This trait does not function for 1 minute if the eye is blinded.

Crush. A creature that starts its turn grappled by the Eye of Shargon takes 13 (3d6+3) points of bludgeoning damage.

Actions

Grasping Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and the target is grappled by the eye of Shargon (escape DC 16).

Devourer's Eye. *Ranged Spell Attack:* +6 to hit, range 60ft., two targets. *Hit:* 12 (2d8+3) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or take one level of exhaustion.



GIANT HAWKS

Eberron is home to several related species of giant raptors, many of which display more reptilian features than their smaller kin. These hawks range from famous national symbols to mysterious beasts of legend.

DRAGONHAWK

The most iconic of Eberron's giant hawks is the Dragonhawk, which is well known across Khorvaire as the heraldic beast of Aundair. These enormous raptors have been known to carry off livestock as large as horses and cattle. Dragonhawks are even known to prey on humanoids, and though the ragtag clans of orcs and kobolds have more to fear, the Aundairians of less well protected villages may worry for the safety of their families.

Although dragonhawks are closely associated with Aundair, they build their nests across the north-west of the Khorvaire, and especially in the mountainous regions of the Eldeen Reaches. In fact, the legendary First Aerie deep within the Eldeen Reaches is said to be home to some of the largest dragonhawks to ever take flight.

Flying Mount. With the support of House Vadalis, Aundairian handlers have been able to train dragonhawks to take riders. The most elite cavalymen and women of Aundair ride dragonhawks into battle. At the Sky Battle of Daskaran, Aundairian dragonhawk riders famously fought the wyvern-riding knights of Thrane.

Dragonhawks first appeared in the *Eberron Campaign Setting*. Statistics for 3.5 Edition were later published in *Five Nations*.

DRAGONHAWK

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 10ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +5
Senses blindsight 60ft., passive Perception 15
Languages —
Challenge 6 (2300 XP)

Keen Sight. The dragonhawk has advantage on Wisdom (Perception) checks that rely on sight.

Flyby Attack. A dragonhawk does not provoke opportunity attacks when leaving the reach of a creature it has attacked on its turn.

Actions

Multiattack: The dragonhawk makes three attacks: one with its beak, one with its claws, and one with its talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 11 (2d4+6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the dragonhawk can't use its talon attack against another target.



DAGGERHAWK

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 10ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	14 (+2)	6 (-2)

Condition Immunities frightened

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (2300 XP)

Keen Sight. The daggerhawk has advantage on Wisdom (Perception) checks that rely on sight.

Ferocity. When a daggerhawk is reduced to 0 hit points or less, it may immediately take a turn, and must use its action to attack. Any attack that hits during this extra turn is a critical hit. At the end of this turn the daggerhawk falls unconscious.

Actions

Multiattack. The daggerhawk makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DAGGERHAWK

Daggerhawks are smaller cousins of dragonhawks, and take their name from the dagger-shaped river in the south of Breland. The cliffs alongside the river are scattered with daggerhawk aeries. Daggerhawks are also known as dire hawks, and are notoriously ill-tempered.

Flying Mount. Particularly daring riders have been known to bring daggerhawk mounts to Sharn's famous Race of Eight Winds.

Daggerhawks first appeared in *City of Towers*, a novel by Keith Baker.

STARHAWK

Starhawks, known in the Talenta language as *hoshiv*, are rare birds of prey native to the Blade Desert and Endworld Mountains in east Khorvair. Unlike many of their close relatives, starhawks are magical creatures with an affinity for fire. When a starhawk reaches great speed, its plumage erupts in flame. Travellers in the desert often mistake hunting starhawks for shooting stars.

Starhawks usually hunt at dusk, in pairs or alone, preying on young tribex, wild horses, or small dinosaurs. Starhawks are also known to prey on small humanoids, especially halflings. As such, the sight of a shooting star in the Talenta Plains is often seen as a bad omen: a sign that halfling hunters are at great risk.

STARHAWK

Medium monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 39 (6d8 + 10)

Speed 10ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	2 (-4)	14 (+2)	9 (-1)

Damage Resistances fire

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 4 (1100 XP)

Keen Sight. The starhawk has advantage on Wisdom (Perception) checks that rely on sight.

Flare Dive. A starhawk which moves more than 60 feet on its turn becomes engulfed in flames; its beak and talon attacks deal an additional 3 (1d6) fire damage until the start of its next turn.

Actions

Multiattack. The starhawk makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Immolation (1/day). A starhawk which has moved at least 100 feet on its turn can choose to immolate as an action, causing an explosion of flames. Creatures within 20 feet of the starhawk must succeed on a DC 14 Dexterity saving throw or take 21 (6d8) fire damage. Creatures that succeed on the saving throw take half damage.

TREEHAWK

Large beast, unaligned

Armor Class 16 (natural)

Hit Points 126 (12d10 + 40)

Speed 20ft., climb 30ft., fly (see *glide*) 60ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	2 (-4)	12 (+1)	13 (+1)

Senses passive Perception 12

Languages —

Challenge 7 (2900 XP)

Glide. The treehawk cannot use its flying speed to gain height.

Keen Sight. The treehawk has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The treehawk makes two attacks: one with its serrated beak and one with its wing-claws.

Serrated Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or take 5 (1d10) damage at the start of each of its turns due to a bleeding wound. Each time a creature is damaged by this attack, the damage from its bleeding wound increases by a further 1d10 damage. Any creature can take an action to staunch the wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes with any magical healing.

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

Bonus Actions

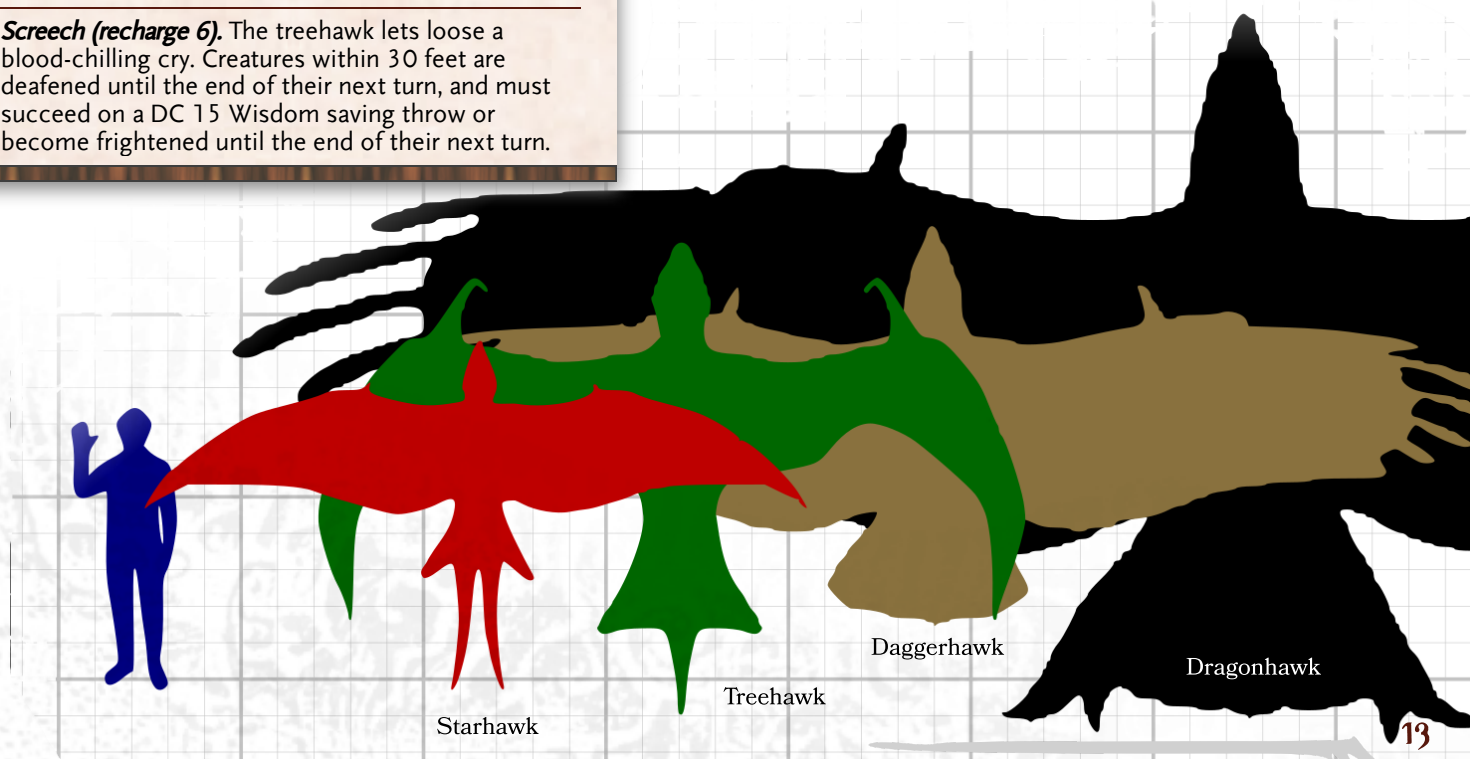
Screech (recharge 6). The treehawk lets loose a blood-chilling cry. Creatures within 30 feet are deafened until the end of their next turn, and must succeed on a DC 15 Wisdom saving throw or become frightened until the end of their next turn.

TREEHAWK

Treehawks, also known among scholars as *arboraptors*, are giant hawks found deep in the jungles of Xen'Drik. Like their dragonhawk cousins, treehawks have distinctly reptilian features. However, in contrast to the vast wingspan of their kin, a treehawk's wings are too small to support it in flight. Instead, treehawks glide between the treetops, and cling to branches with the long, hook-like claws on their wings.

Treehawks are fiercely territorial, usually living in colonies of up to 20 adults. Though they nest on the jungle floor, they tend to travel and hunt in the trees. A treehawk will attack any creature entering its colony's territory without hesitation, fighting to the death to protect its young.

Perhaps one of the most unusual quirks of these creatures is their love for shiny objects, almost rivaling that of a true dragon. They prize Siberys dragonshards more than anything else, and caches of them have been found hidden in the jungle canopy above their nests.



GLASS HORRORS

A faceless creature of living glass skitters across the corrupted rock. Its spherical, cracked body is supported by six legs, each ending in scythe-like blades. What appears to be blood courses through veins in the glass, staining parts of the creature's body red.

Glass horrors are natives of the Mournland's Glass Plateau, born of the blood spilled in that unnatural disaster. To sustain their consciousness, glass horrors must fill their veins with the blood of the living or recently killed, and their hunger is insatiable. If the blood within its veins is lost or spent, the horror will collapse and break apart as if it were nothing more than a pile of shattered glass.

Glass horrors are generally scavengers, stealing blood from the perpetually fresh corpses that are scattered about the Mournland. However, when starved or under some other arcane compulsion, glass horrors have been known to leave the Glass Plateau in search of live prey, and often accompany wild living spells in their hunt.

GLASS HORROR

Large aberration, unaligned

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	4 (-3)	14 (+2)	4 (-3)

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages None

Challenge 10 (5,900 XP)

Blood Sense. The glass horror has advantage on Wisdom (Perception) checks to detect living creatures.

Taste for Blood. The glass horror has advantage on attack rolls against creatures that have their hit point maximum reduced by the glass horror's blood drain ability.

Actions

Multiaction. The glass horror makes two attacks: one with its claws, and one of either *blood drain* or *glass prison*.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature that is grappled, incapacitated or restrained. *Hit:* 14 (2d8 + 5) piercing damage, plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the glass horror regains hit points equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

Glass Prison. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., reach 5ft., one target. *Hit:* 13 (3d8) piercing damage and the target is trapped within a glass prison. A trapped creature is restrained, and can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the glass prison.

Glass Spires (Recharge 5-6). The glass horror shapes sharpened glass spires on the ground in a 20 foot radius circle within 60 feet of it. Each creature in the circle must make a DC 16 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, or half as much damage on a successful one.



GLASS HORROR SWARM

The smallest glass horrors are often driven together in their hunt, following the scent of blood to steal the essence that will help them grow. The arrival of a swarm of tiny horrors is a sure sign that the larger glass shapers will be close behind.

GLASS HORROR SWARM

Large swarm of Tiny aberrations, unaligned

Armor Class 15
Hit Points 93 (11d10 + 33)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	4 (-3)	14 (+2)	3 (-4)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60ft., passive Perception 12
Languages None
Challenge 6 (2,300 XP)

Blood Sense. The swarm has advantage on Wisdom (Perception) checks to detect living creatures.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny glass horror. The swarm can't regain any hit points or gain temporary hit points.

Taste for Blood. The glass horror has advantage on attack rolls against creatures that have their hit point maximum reduced by the glass horror swarm.

Actions

Thousand Cuts. *Melee Weapon Attack:* +7 to hit, reach 0ft., one creature in the swarm's space. *Hit:* 27 (6d8) piercing damage and 14 (4d6) necrotic damage, or 13 (3d8) piercing and 7 (2d6) necrotic damage if the swarm has half of its hit points or fewer. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to zero.

VARIANT: GLASS HORROR FUSION

As the tiny members of a swarm drain the life essence from the creatures they hunt, they combine with each other to construct larger and larger glass horrors. Although this process is typically slow, a particularly bloody hunt may lead to a dramatically accelerated fusion. For encounters with swarms on the verge of undergoing this transformation, add the following trait:

Apotheosis When the glass horror swarm reduces the hit point maximum of creatures by 50 using its Thousand Cuts action, it is immediately replaced by a Large glass horror (as above). The new glass horror is spawned with its maximum hit points, and is not subject to any condition affecting the glass horror swarm at the time of its transformation.

REALITY HORRORS

As creatures of corrupted magic, glass horrors are shaped not only by the Mournland, but also by the dance of the planes around Eberron. When empowered by the blood of its victims, a particularly large glass horror can wield the planes themselves as weapons. However, this arcane power cleaves the glass horror's physical form into two. The two halves of a reality horror are intrinsically linked, and if one dies the other half of its consciousness is forfeit as well.

The alpha and omega halves of a reality horror separately attune to a set of Eberron's planes. By channeling conflicting planar energies between them, the alpha and omega horrors can unleash powerful hybrid planar magic. The set of planes anchored through each half of a reality horror is set when the horror is split. Each reality horror may have the planes split in different ways, and will therefore manifest different hybrid abilities. Exceptional reality horrors may even find their bodies split three or more ways.

The statistics presented here represent a reality horror for which the planes Dolurrh, Kythri, Fernia, Lammania, Mabar and Syrania are anchored to the alpha, and Daanvi, Irian, Risia, Shavarath, Thelanis and Xoriat are anchored to the omega. A typical encounter will consist of two "Reality Horror" creatures, one representing the alpha half and one the omega half, which have access to different sets of actions as detailed. Use two sets of the statistics on page 17, for a combined total of 600hp, and have the alpha and omega reality horrors act on different initiative counts.



REALITY HORROR

Huge aberration, unaligned

Armor Class 18 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	4 (-3)	14 (+2)	17 (+3)

Damage Vulnerabilities thunder
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60ft., passive Perception 12
Languages None
Challenge 15 (13,000 XP)

Blood Sense. The reality horror has advantage on Wisdom (Perception) checks to detect living creatures.

Shared Existence. Use two sets of these statistics, one representing the "alpha" and one the "omega". Whenever a reality horror takes damage, the damage total is shared equally between the reality horror alpha and omega. If the reality horror alpha dies the reality horror omega also dies, and vice versa.

Planar Aspect. At the start and end of each of its turns, the reality horror may select which plane of existence it is attuned to. The reality horror alpha may select Dolurrrh, Kythri, Fernia, Lammania, Mabar or Syrania. The reality horror omega may select Daanvi, Irian, Risia, Shavarath, Thelanis or Xoriat.

Actions

Claw. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Glass Explosion (Recharge 6). The reality horror's unstable body erupts in a 30 foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, or half as much damage on a successful one.

Coordinate Twin. The reality horror's twinned alpha or omega immediately takes an action.

Actions (Reality Horror Alpha)

Between Fire and Ice (Recharges after a Short or Long Rest). Requires Fernia aspect for alpha and Risia aspect for omega. The reality horror alpha unleashes a storm of fire and ice in a 20 foot radius circle within 60 feet of it. Each creature within the circle must make a DC 18 Dexterity saving throw. On a failed save, creatures take 36 (8d8) cold damage and are restrained until the end of their next turn. On a successful save, creatures take 36 (8d8) fire damage.

Shard of Perfect Death (Recharges after a Long Rest).

Requires Dolurrrh aspect for alpha and Daanvi aspect for omega. One creature within 30 feet of the reality horror alpha must make a DC 18 Constitution saving throw. On a failed save, that creature takes 20 necrotic damage at the start of its turn until either it or both reality horrors die. On a successful save, the creature instead immediately takes 65 (10d12) necrotic damage.

Fates Entwined. Requires Mabar aspect for alpha and Irian aspect for omega. One creature within 60 feet of the reality horror alpha must make a DC 18 Charisma saving throw. On a failed save, that creature becomes empathically linked to another creature within 60 feet of the reality horror alpha (other than the reality horror omega), chosen by the reality horror. Until the end of the reality horror alpha's next turn, whenever the chosen creature takes damage, the initial target also takes the same amount of damage.

Actions (Reality Horror Omega)

Angelic Tricks (Recharges after a Short or Long Rest).

Requires Syrania aspect for alpha and Thelanis aspect for omega. The reality horror omega tears a planar disturbance with a burst of searing light, affecting a 20 foot circle within 60 feet of it. Each creature within the circle must make a DC 18 Constitution saving throw, taking 44 (6d10) radiant damage on a failed save, and half as much damage on a successful one. In addition, both reality horrors may immediately teleport up to 60 feet.

Prismatic Madness (Recharges after a Short or Long Rest).

Requires Kythri aspect for alpha and Xoriat aspect for omega. A 20 foot cone of elemental chaos erupts from the reality horror omega. Creatures in the area must make a DC 18 Wisdom saving throw, taking 36 (8d8) cold, fire, acid or lightning damage (determined randomly for each target) on a failed save, or half as much damage on a successful one. The reality horror omega may choose one creature who failed the saving throw. That creature is dominated as detailed in the spell *dominate person*. The effect lasts for up to 1 minute, and each time the dominated creature takes damage it makes a new DC 18 Wisdom saving throw against the condition. If the saving throw succeeds, the dominated condition ends.

Shielded Hunter. Requires Lammania aspect for alpha and Shavarath aspect for omega. Until the start of the reality horror omega's next turn, attack rolls made against the reality horrors have disadvantage. In addition, both reality horrors gain advantage on attack rolls and damage dealt by their claw attacks increases to 43 (8d8+7).

HOLDHAUNT

Tiny fey, chaotic evil

Armor Class 13

Hit Points 14 (4d4 + 4)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	12 (+1)	13 (+1)

Condition Immunities incapacitated, restrained

Senses darkvision 60ft., passive Perception 11

Languages understands Common

Challenge 1/2 (100 XP)

Pass Ward. The holdhaunt ignores the effects of spells and abilities that are triggered by movement into, out of, or through an area. Additionally, the holdhaunt treats magical locks as if they did not exist.

Innate Spellcasting. The holdhaunt's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spell, requiring only verbal components:

At-will: *dissonant whispers*

Actions

Bite. *Melee Weapon Attack:* -1 to hit, reach 5ft., one target. *Hit:* 1 (1d4 - 3) piercing damage.

Incite Betrayal (1/day): As a reaction, when the holdhaunt is targetted by an attack with no other targets, the creature making the attack must make a DC 13 Wisdom saving throw. On a failure, one other creature within 30 feet becomes the new target of the attack. The new target must be within range of the triggering attack.

HOLDHAUNT

As fey of the underworld, holdhaunts are born from the shadows themselves. In the darkest, most confined corners of Khyber, holdhaunts gather in gibbering bands of up to a dozen.

Holdhaunts most often eat the fungus and algae which grows on cavern walls, and drink from the rock pools and stalactites. Given the lack of food in their environment, holdhaunts gravitate towards underground settlements and camps where they can gather tasty food and torment unfortunate travelers at the same time.

The most notable concentration of holdhaunts, which gives the fey their name, is in the dungeons of Dreadhold. Much to House Kundarak's annoyance, the holdhaunts often drive the prisoners to insanity, making the captives more difficult to control and keep safe. Though holdhaunts love to taunt and harass prisoners, their size and frailty means that they will not engage in violence unless cornered. A holdhaunt will employ its enchantments to escape and live to torment another day.



MISTFOLK

When the Day of Mourning came, the curse of the nascent wastes warped the land and twisted the living and the dead. At the border of the Mournland, the dead-grey mists obscure the horrors within. However, the mists also host their own flavour of abomination.

The mistfolk are hapless humanoids caught in the borderlands when Cyre was destroyed. Their souls became bonded with the dead-grey mists, and as time wore on they began to lose their humanity to madness and hunger. Now, small family bands of mistfolk wander the borders between Cyre and the remaining Five Nations, searching for lost travelers to add to their number.

Despite their short time on Eberron, tales of the mistfolk have quickly spread throughout the nations surrounding the Mournland, largely due to their disturbing proximity to civilisation compared to other horrors of the wastes. Beware the black-eyed people that emerge from the mists to spirit away naughty children, drunks, and refugees... they might even wear the faces of family and friends once thought lost.



MISTFOLK

Medium aberration, neutral evil

Armor Class AC 13 (leather armour)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, and one other

Challenge 1/2 (450 XP)

Mist Sight. Mistfolk can see through mundane and magical mist, smoke, or any other obscuring gas or vapor without penalty.

Dead-grey Weapon. Mistfolk can instantly shape weapons from the mists and infuse them with the power of the Mournlands. Living creatures hit by a mistfolk's dead-grey weapon must make a DC 12 Charisma saving throw. On a failed save, the target gains one level of exhaustion. If a creature takes a sixth level of exhaustion from this ability, it dies and instantly transforms into a mistfolk. The levels of exhaustion caused by this ability can be removed completely with a *remove curse* spell, or one at a time when finishing a long rest as usual.

Actions

Dead-grey Sword. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 5 (1d8+1) slashing damage and the target is cursed by the dead-grey mists (see *dead-grey weapon*).

Dead-grey Javelin. *Ranged Weapon Attack:* +3 to hit, range 30ft./120ft., one target. *Hit:* 4 (1d6+1) piercing damage and the target is cursed by the dead-grey mists (see *dead-grey weapon*).

Bring the Mists. The mistfolk creates a 20-foot-radius sphere of mist centered on themselves. The sphere spreads around corners, and its area is heavily obscured. It lasts for one hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

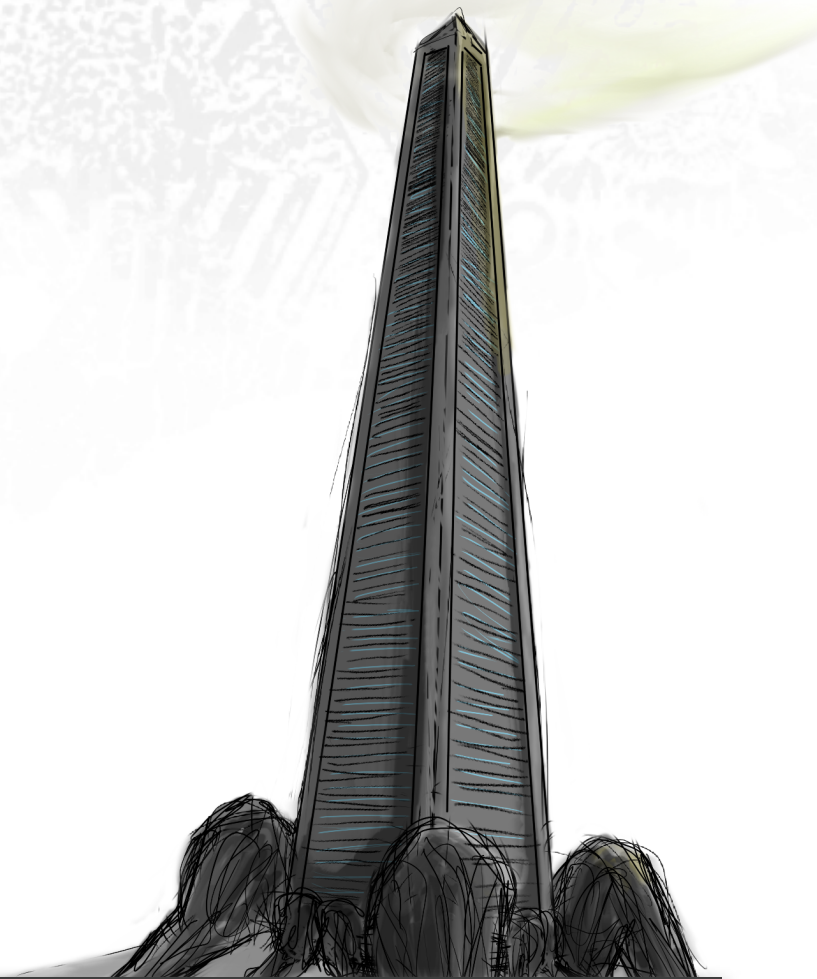
MROR STONELORD

The stonelords of the Mror Holds are ancient and powerful elementals believed to have watched over the dwarves since they first arrived in Khorvaire. With their vast knowledge of the world's secrets, the stonelords were honoured as oracles and sages. Some dwarves even idolised them as aspects of Eberron itself.

However, when Lord Mror banished the clans to the surface world and sealed the gates behind them, all contact between the stonelords of the mountains and the great kingdom below was lost. The stonelords continued to pass on their wisdom to the banished clans for a time, but soon the clans fell into war and the stonelords abandoned them. After only a few generations the legacy of the stonelords was forgotten, falling into mere myth and legend. Only now, when the Mror Holds are united once more, are the stonelords beginning to stir. Though the great obelisks had been discovered before, they were dismissed as ancient ruins rather than living creatures at rest.

It is unknown just how many stonelords exist, though carvings recently unearthed from the ruins of the ancient dwarven empire tell of pillars of Eberron representing the six virtues of the kingdom. Since stonelord lore was lost with the ancient dwarven kingdom, it is unknown if this if this truly refers to these elementals.

Stonelords resemble mighty obelisks cut from the rock of the mountains and carved with ancient Dwarven texts. Though contemporary knowledge of the stonelords is minimal, controversial scholars have suggested that the stonelords are the original source of the Dwarven language. Linguists and archaeologists would pay a handsome price to an explorer willing to track down a stonelord and speak with it.



MROR STONELORD

Huge elemental, neutral

Armor Class 19 (natural armor)
Hit Points 230 (20d10+140)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	25 (+7)	16 (+3)	20 (+5)	12 (+1)

Damage Resistances bludgeoning, slashing and piercing from nonmagical attacks
Condition Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned, petrified
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15
Languages Dwarven, Terran
Challenge 14 (11,500 XP)

Immovable. The stonelord cannot be moved from its space against its will.

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

At will: *augury*, *earth tremor*, *Maximillian's earthen grasp*, *move earth*
 1/day each: *divination*, *earthquake*

Sturzstrom. After the stonelord casts a spell using its innate spellcasting and any effects are resolved, each target of the spell must make a DC 18 Strength saving throw. On a failed save, the target is pushed up to 20 feet and falls prone.

Actions

Multiattack. The stonelord makes four *stone root* attacks.

Stone Root. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit* 22 (2d12 + 9) bludgeoning damage.

PERIPLANAR FEY

Periplanar fey are bound to manifest zones as dryads are bound to trees. Twelve vastly different variations of periplanar fey are known to exist, each displaying characteristics associated with their homes.

PERIRIAL

Medium fey, neutral good

Armor Class 14

Hit Points 104 (16d8+32)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	15 (+2)	19 (+4)

Senses darkvision 60ft., passive Perception 12

Languages Common, Irian, Celestial

Challenge 7 (2,900 XP)

Manifest Zone Dependency. Every periplanar of light is bound to an Irian manifest zone, and must never stray out of its boundaries. Any who do begin to weaken, gaining one level of exhaustion for each hour they remain outside the zone.

Vivid Light. Any creature that starts its turn within 10 feet of the peririal must succeed on a DC 15 Constitution saving throw or become blinded until the start of its next turn.

Innate Spellcasting. The peririal's spellcasting ability is Charisma (spell save DC 16). The peririal can innately cast the following spells, requiring no material components:

At-will: *cure wounds*, *daylight*, *moonbeam*

1/day: *mass cure wounds*

Actions

Positive Energy Rays. Ranged Attack: +6 to hit, range 60ft., three targets. Hit 11 (2d10) radiant damage.

Life and Light (Recharge 6). The peririal releases a burst of overwhelming positive energy, harming living creatures and filling the area with an overgrowth of tangled plants. Creatures within 30 feet of the peririal must succeed on a DC 15 Constitution saving throw or take 27 (6d8) radiant damage and become restrained. Creatures take half damage on a successful save. A creature restrained by the newly grown plants can use its action to make a DC 15 Strength check. On a success, it frees itself.

Bonus Actions

Rapid Channel. The peririal uses its innate spellcasting to cast *cure wounds* or *mass cure wounds*.

PERIPLANAR OF LIGHT ~ PERIRIAL

The beautiful elf before you shines with divine radiance. Her pale skin and pure white gown glow as if illuminated by a bright summer sun, and the area around her is awash with vivid colour. As she steps forward, small shoots spring up from the ground beneath her bare feet.

The periplanar of Light, also known as the peririal, is a gentle fey tied to a manifest zone of Irian, the Eternal Day. Like their connected plane, peririals seek to augment life using positive energy, and to light the shadows that surround Eberron. Due to their otherworldly beauty, their kindness, and their affinity for life, peririals are often mistaken for nymphs.

Peririals are most common in the forests of Aerenal, where Irian manifest zones are frequently found. These fey are considered a good omen in Elven culture, signaling a healthy, powerful manifest zone which in turn strengthens the council of deathless ancestors that guide them. Despite their proximity to the fey, the Aerenal elves rarely petition peririals for aid. The Aereni know all too well how dangerous it can be to owe a favour to the fey.



PERIPLANAR OF ORDER ~ PERIDAAN

The humanoid before you is artistically perfect. His features are symmetric, smooth and unblemished, and not a single crease marks the long drapes of his clothing. His eyes are pure gold, and two long, straight horns sprout from his head. Smooth metallic plates cover his chest and forearms like armour.

PERIDAAN

Medium fey, lawful neutral

Armor Class 17

Hit Points 133 (14d8+70)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	17 (+3)	13 (+1)	18 (+4)	12 (+1)

Senses darkvision 60ft., passive Perception 14

Languages Common, Daan

Challenge 7 (2,900 XP)

Manifest Zone Dependency. Every periplanar of order is bound to a Daanvi manifest zone, and must never stray out of its boundaries. Any who do begin to destabilize, gaining one level of exhaustion for each hour they remain outside the zone.

Gambler's Bane. Any creature that starts its turn within 10 feet of the peridaan must succeed on a DC 15 Wisdom saving throw or succumb to the peridaan's ability to suppress chaos. Affected creatures replace all dice rolls as the average result (rounded down) until the start of their next turn.

Innate Spellcasting. The peridaan's spellcasting ability is Wisdom (spell save DC 16). The peridaan can innately cast the following spells, requiring no material components:

1/day each: *calm emotions*, *hold monster*, *lightning bolt*

Actions

Multiattack. The peridaan makes two dictum strike attacks.

Dictum Strike. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage plus 11 (2d10) psychic damage.

Sculpt Regularity (Recharge 5-6). The peridaan channels the power of Daanvi to rearrange the world into a more acceptable shape. Creatures within 50 feet of the Peridaan must succeed on a DC 17 Wisdom saving throw or take 21 (6d6) psychic damage and teleport to another space of the peridaan's choosing within the affected area. The peridaan most often rearranges creatures into regular shapes, such as lines and circles. On a successful save, creatures instead take half damage.

The Periplanar of Order, also known as the peridaan, is a lawful fey tied to the manifest zones of Daanvi, the Perfect Order. These fey live to spread regular structure, law and schedule in their homes, and so are not violent unless their careful plans are disrupted. The actions of a peridaan are clearly noticeable, with crops rearranged to perfect rows, well defined paths running through otherwise unspoiled wilderness and even predictable behaviour from wild animals they shepherd.

Although it remains elusive, a peridaan is suspected to reside in the Grove of Circles in the Harrowcrowns forest in Thrane. The grove consists of one hundred concentric circles, each a ring of a particular species of plant or tree. At its centre, a stone monolith carved with rites in Daan script rises above the tree tops.



PERIPLANAR OF ICE ~ PERISIAN

This hunched and gangling humanoid appears to be sculpted from ice. Its crystalline skin and icicle beard shimmer in the light. Long, blade-like horns curve backwards from its head, and its electric yellow eyes betray its cruel curiosity.

The periplanar fey of ice are bound to manifest zones connected to Risia. These cruel fey, also known as perisians, are among the best known of the periplanar fey. Perisians have been most frequently recorded in the Endworld Mountains and the Mror Holds.

A perisian embodies the malevolence of the colds of Risia: it is slow but persistent, and works to steal the warmth of life and light from its prey. Many perisians like to make deals with their victims, taking advantage of the desperation of travellers lost in a blizzard or avalanche.

PERISIAN

Medium fey, neutral evil

Armor Class 15 (natural)
Hit Points 133 (14d8+70)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	20 (+5)	10 (+0)	12 (+1)	15 (+2)

Damage Immunities cold, poison
Damage Vulnerabilities bludgeoning, fire
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 11
Languages Common, Risian
Challenge 7 (2,900 XP)

Manifest Zone Dependency. Every perisian is bound to a Risian manifest zone, and must never stray out of its boundaries. Any who do begin to melt, regardless of climate, gaining one level of exhaustion for each hour they remain outside the zone.

Actions

Multitack. The periplanar makes two claw attacks.

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

Cold Breath (Recharge 5-6). The periplanar exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Summon Risian (1/day). The perisian conjures two ice mephits within 30 feet of itself. The ice mephits may act immediately and on each of the perisian's subsequent turns. The mephits disappear after 1 minute or when the perisian is killed.

Reactions

Freezing Blood. When the perisian is hit with a melee attack, the attacking creature must succeed on a DC 15 Constitution saving throw or transform into a statue of ice. A transformed creature is petrified and vulnerable to fire damage. It may attempt a new saving throw at the end of each of its turns, and returns to its normal form if it succeeds. A creature that succeeds on a saving throw against this ability becomes immune to the transformation for one day.



PERIPLANAR OF THE SKY ~ PERISYRIS

The androgynous, human-like creature before you has silvery skin and shining golden eyes. Its cascading hair takes the shape of a billowing cloud, and conceals much of the creature's form. It grasps a shimmering, blue longsword in one hand.

The periplanar of the sky, also known as the perisyris, is one of the few truly virtuous creatures native to the material plane. As creatures bound to Syrania, the Azure Sky, these periplanar fey share many of the traits of that plane's native angels. They seek to destroy evil in their domains, and though they are not generally violent, they will not shy from force if necessary.

The perisyris may be the most famous of the periplanar fey, thanks in no small part to the presence of a Syranian manifest zone in one of the world's most populous cities. When the glass tower fell in Sharn, some witnesses claimed to have seen the clouds themselves reach to down to try to support the structure, and others described a beautiful angel circling the structure before it fell. The so called Spirit of Sharn was a popular tale for many years, but since no more sightings have been recorded, the tales have slowly died.

The absence of the Spirit of Sharn has puzzled many, but popular theories suggest that it has been destroyed and forced into hiding by the Radiant Idols, or that it has become so ashamed of the evil that has consumed the city that it refuses to show its face again.



PERISYRIS

Medium fey, neutral good

Armor Class 13
Hit Points 91 (14d8+28)
Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	11 (+0)	14 (+2)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 12

Languages Common, Celestial

Challenge 7 (2,900 XP)

Manifest Zone Dependency. Every periplanar of the sky is bound to a Syranian manifest zone, and must never stray out of its boundaries. Any who do begin to dissipate, gaining one level of exhaustion for each hour they remain outside the zone.

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

At will: *fog cloud*, *gaseous form*, *telekinesis*

Actions

Multiattack. The perisyris makes two azure blade attacks.

Azure Blade. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) slashing damage plus 10 (3d6) radiant damage.

Prismatic Radiance (Recharge 5-6). A multicoloured burst of light erupts from the perisyris' cloudy veil. Each creature within 30 feet must make a DC 15 Constitution saving throw. For each target, roll 1d8 to determine the colour of the light that engulfs it and its associated affect:

1 (Red) - The target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

2 (Orange) - The target takes 6d6 acid damage on a failed save, or half as much on a successful one.

3 (Yellow) - The target takes 6d6 lightning damage on a failed save, or half as much on a successful one.

4 (Green) - The target takes 6d6 poison damage on a failed save, or half as much on a successful one.

5 (Blue) - The target takes 6d6 cold damage on a failed save, or half as much on a successful one.

6 (Indigo) - On a failed save, the target is restrained. It must then make a DC 15 Constitution saving throw at the end of each of its turns. If it successfully saves, the condition ends. If it fails its save three times, it permanently turns to stone and is subjected to the Petrified condition.

7 (Violet) - On a failed save, the target is blinded until the end of its next turn, and is teleported 30 feet to a space of the perisyris' choosing.

8 (Special) - The target is suffers two effects. Roll twice more, re-rolling any further 8 once.

PHIARLAN ECHO

A column of translucent, writhing shapes dances before you. Despite its dragonmark-like form, it casts a humanoid shadow.

The heirs of the Phiarlans of Aerenal possess a reverence for the performances of their ancient ancestors, but sometimes even epic works are lost. The loss of a masterpiece to death or time can create a Phiarlan echo - a tortured remnant of an ancestral soul which returns to spread its heirloom performance once again. The drive to be remembered once more is enough to draw the soul from Dolurrh, and it will remain trapped within the material world until its lost work is properly revered.

Upon formation, Phiarlan echoes naturally gravitate to the strongholds of the houses of Shadow, and despite their name they often choose heirs among the elves of House Thuranni. Of course, these soul remnants often aren't happy about their great works being lost, and try to force them on their heirs. The violation frequently sends afflicted heirs mad.

Since they represent an utter failure to uphold ancient traditions, the existence of Phiarlan echoes is taboo among the Aereni and Houses of Shadow. However, to submit to an echo in order to relearn a lost masterpiece so is to associate with parasitic undead, which are not to be tolerated by righteous Aereni. The Aereni are left with the choice of ignoring the past and destroying the undead, or revering the past and showing mercy to the undead, a choice no Aerenal elf can make lightly.



PHIARLAN ECHO

Medium undead, neutral evil

Armor Class 13

Hit Points 84 (13d8+26)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	18 (+4)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60ft., passive Perception 11

Languages Common, Elven

Challenge 5 (1,800 XP)

Diminuendo. Creatures that can hear the Phiarlan echo take 5 (1d10) psychic damage at the start of their turn, and must make a DC 15 Wisdom saving throw or suffer disadvantage on their next attack roll, saving throw, or ability check.

Requiem. When the Phiarlan echo is reduced to 0 hit points, it instantly uses the *possessive melody* action.

Actions

Multiattack. The phiarlan echo makes two *crescendo* attacks.

Crescendo. *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8+3) necrotic damage.

Cadenza (Recharge 5-6). The Phiarlan echo's song reaches its climax. Each creature within 30 feet of the echo must make a DC 15 Wisdom saving throw. Creatures that fail their saving throws take 18 (4d8) psychic damage, and are charmed and frightened by the Phiarlan echo until the end of their next turn. On a successful save, creatures take only half damage and are not charmed or frightened.

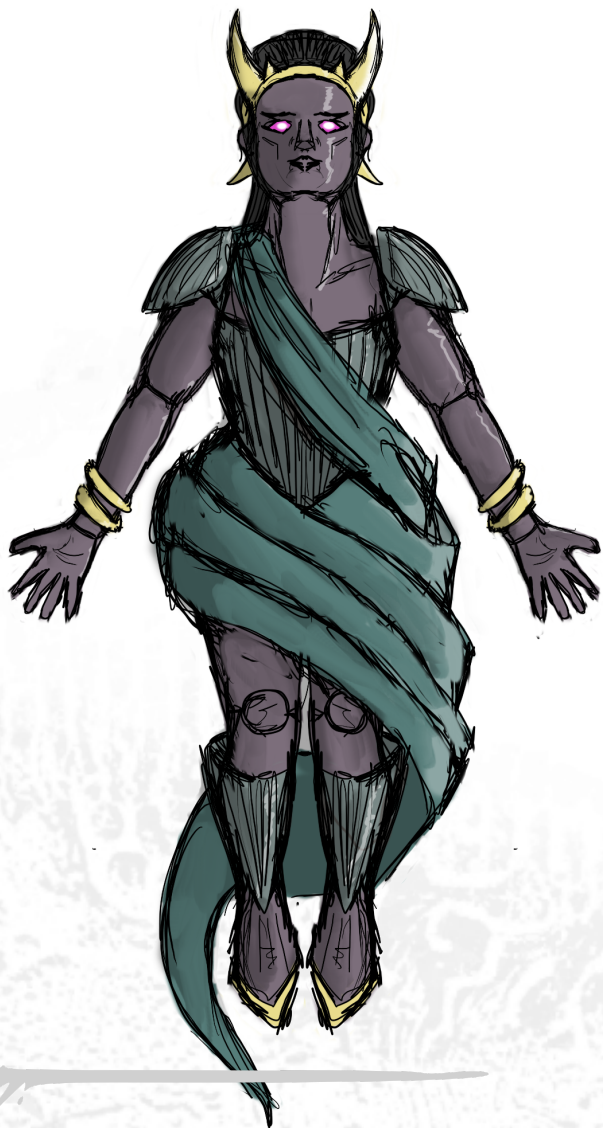
Possessive Melody. The Phiarlan echo forces its lost ancestral performance into the mind of one creature that can hear it. The target must succeed on a DC 15 Charisma saving throw. On a failure, the target takes 13 (3d8) psychic damage, and is consumed by the echo's heirloom song. While consumed by the song, the target can only speak in tune, and only use words contained within the song's lyrics. The effect lasts until it is removed using a *remove curse* spell.

RIEDRAN CRYSTEEL GOLEM

This towering metallic construct glints with a faint purple sheen. It is dressed in the manner of a Riedran noble, with a flowing cloak, ornate armour, and a crown of golden horns.

The construction of golems is an art well known to the Inspired of Riedra. The psionic arts lend themselves to the creation and entrapment of a subservient consciousness, and the greatest Empire of the known worlds is never one to neglect its resources. The crysteel golems are named for the alloy of iron and psionically-active crystal which makes up the bulk of their forms. A mote of consciousness imbued within the crysteel unlocks the construct's psionic potential, but may leave it more vulnerable to psychic energies than other iron golems.

These constructs typically stand 10 feet tall, and each is therefore a great show of wealth as well as a demonstration of power. However, their importance as a status symbol is not to detract from their use in the field. Crysteel golems are employed against some of the greatest threats to Riedra, whether they be the giants and monstrosities of Xen'drik, or renegade Chosen within Riedra itself. In Khorvaire, the Dreaming Dark typically avoid the use of crysteel golems in order to keep a low profile. A crysteel golem is decidedly non-subtle and unmistakably Riedran. For the same reasons, the Inspired ambassadors to the Five Nations have been known to include these constructs in their entourage if intimidation is the strategy of choice.



CRYSTEEL GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

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

STR	DEX	CON	INT	WIS	CHA
22 (+1)	9 (-1)	20 (+5)	6 (-2)	12 (+1)	15 (+2)

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

Condition Immunities charmed, exhausted, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Riedran and Quori

Challenge 16 (15,000 XP)

Enhance Psionics. Allies of the golem within 30 ft. have advantage on attack rolls with spells, abilities or weapons which deal psychic 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 slam attacks.

Psychoactive Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 9 (2d8) psychic damage and the target must succeed on a DC 19 Wisdom saving throw or become frightened until the end of its next turn.

Psionic Blast (Recharge 6). The golem shatters the minds of creatures in a 15-foot radius area within 100 ft. Each creature in that area must make a DC 19 Charisma saving throw, taking 45 (10d8) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Telekinetic Well. When a creature moves out of a 30-foot radius area centered on the golem, the golem may use its reaction to drag that creature back towards it. The creature must succeed on a DC 19 Strength saving throw or be pulled 30 feet towards the golem. If an affected creature is currently frightened by the golem, it also takes 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

SHATTERED KALASHTAR

Each kalashtar shares their mind with a sliver of one of the Quori who fled the Region of Dreams. Though a kalashtar's compound mind is a powerful one, their shared well of psionic potential can break in a most dramatic fashion. As understanding the dreamspace clouds their reality, a kalashtar psion who tiptoes too close to insanity may undergo a schism which separates their consciousness from the Quori entirely. These cursed kalashtar are known as *zavkalaq*, or "shattered minds" in the common tongue.

Shattered kalashtar are erratic, paranoid and prone to aimless babble. However, their uniquely structured psyche gives them exceptional protection against psionic interference. Though they are a source of fear, pity and grief among kalashtar, shattered minds are sometimes cared for in the hope their "gift" may be used in conflict against the Inspired.

Upon transformation, a shattered kalashtar's schism is displayed in their eyes - two pupils dance within each socket. Despite its alien quality, their gaze is almost impossible to resist. Otherwise, a shattered kalashtar may pass for human if its eyes remain covered.



SHATTERED KALASHTAR

Medium humanoid (kalashtar), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	15 (+2)	7 (-2)	17 (+3)

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 8

Languages Common, Quor, Riedran

Challenge 4 (1,100 XP)

Sheltered Psyche A shattered kalashtar has advantage on saving throws to resist illusions and cannot become possessed.

Captivating Eyes When a creature makes an attack roll against the shattered kalashtar, that creature must make a DC 15 Charisma saving throw. On a failed save, the creature is charmed by the shattered kalashtar until the start of its next turn. Blind creatures are immune to this effect.

Actions

Multiattack. The shattered kalashtar makes two *kukri* attacks and one *psionic blast* attack.

Kukri. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Psionic Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d10) psychic damage.

Dream Rend (Recharge 5-6). The kalashtar releases a psionic burst which tears a creature from its connection to the Region of Dreams, damaging its ability to imagine and coordinate its actions. All creatures within 30 ft. of the kalashtar must make a DC 15 Charisma saving throw. On a failed save, targets take 16 (3d10) psychic damage and suffer *schism*. When a creature suffering *schism* takes an action, it must be announced to the DM in secret. The DM must then ask one other player what action they think the creature would take. If the answers match, the action occurs as planned. Otherwise, the action is lost as the victim stutters ineffectually. An affected creature may attempt a new saving throw at the end of each of its turns. Creatures that do not sleep are immune to this ability.

SIBERY'S HIERARCH

Large humanoid (lizardfolk), neutral

Armor Class 16 (natural armor)

Hit Points 178 (21d10+63)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +5, Perception +5, Persuasion +5, Religion +5

Condition Immunities charmed, frightened

Senses darkvision 60ft., passive Perception 15

Languages Draconic

Challenge 8 (3,900 XP)

Hold Breath. The Siberys hierarchy can hold its breath for 15 minutes.

Gift of the Dragon Above. Whenever an allied lizardfolk, dragon or dragonborn hits a hostile creature with a weapon or spell attack within 30 feet of the Siberys Hierarchy, that ally gains 9 (2d8) temporary hit points.

Actions

Staff. *Melee Weapon Attack:* +6, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Starlight Barrage. *Ranged Spell Attack:* +7, reach 5 ft., one target. *Hit:* 13 (2d8+4) radiant damage.

Starfall (1/day). The Siberys hierarchy calls for a blessing from the Dragon Above. A Siberys dragonshard falls from the Ring, striking a chosen point on the ground within 120 feet of the hierarchy. Each creature within 20 feet of the chosen point must make a DC 15 Dexterity saving throw. An affected creature takes 21 (6d6) radiant damage and 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful save. After the impact, the ground within the affected area is difficult terrain.

Legendary Actions

The Siberys Hierarchy can take 3 legendary actions. It can take only one legendary action at a time and only at the end of another creature's turn. The Siberys Hierarchy regains spent legendary actions at the start of its turn.

Warmage. The azure collector makes one *staff* attack or one *starlight barrage* attack.

Leader's Command. One lizardfolk, dragon or dragonborn of the Hierarchy's choice may take one attack action. The creature must be within 60 feet of the Hierarchy.

SIBERY'S HIERARCH

A giant but wizened lizardfolk, draped in a mantle of woven leaves and scales, calls to the sky with a guttural roar. Her prostrate warriors rise and ready their weapons, eager to fight in service of the stars.

The Siberys Hierarchs are ancient and powerful lizardfolk who claim to be messengers of the Dragon Above himself. These secretive giants live a largely nomadic life, roaming the vast continent of Xen'drik in search of landing sites of Siberys dragonshards. The Hierarchs preach to lizardfolk colonies they meet on their journey, and call upon their kin to help in the battle to restore Siberys to his former glory. With each ritual and ceremony, the Siberys Hierarchs claim to bring the shards of the Ring together in harmony. One day, they preach, Siberys will return to finally destroy the corruption that has festered in Khyber's depths. It is rumored that the Siberys Hierarchs are congregating in the Ring of Storms to perform some great ritual.

A Hierarchy's cloak is its most prized possession. They are woven from tough leaves that have fallen from the jungle canopy, and are patterned with scales, feathers and gemstones taken from dead enemies. The cloak therefore represents each individual's accomplishments, and serves as a material reminder of the gifts of the Dragon Above.



SILVER CORONA

A stone ring floats in the air before you, gently rotating about its centre. Symbols and images are depicted in relief upon its surfaces, and a mote of silver fire flickers at its core.

Silver coronae are constructs beyond ancient. Dating back to the Age of Demons, these constructs were built by the couatl to help defend their strongholds on Khorvaire and beyond. When the couatl made the ultimate sacrifice and bound the rajahs deep in Khyber, the Silver Flame surged across the continent, ending the demonic occupation and dawning a new age. In the wake of their creators' destruction, the silver coronae became inactive.

Slowly, the coronae began to reawaken. Many remain buried in demonic ruins, others stood guard over what remains of the couatl outposts, but the greatest force of these mysterious constructs is in Krezent, home of the shulassakar. The feathered serpents revere these constructs as remnants of couatl power, and so prefer to keep them hidden deep in the ruins of the city. Like the shulassakar themselves, these coronae continue their ancient task: guarding couatl holy ground.

Beyond a few brief notes in Wayfinder Foundation archives, almost nothing is known about the silver coronae. However, recent rumours circulating in Thrane speak of a stone halo appearing above the cathedral in Flamekeep.



SILVER CORONA

Large construct, lawful good

Armor Class 17

Hit Points 190 (20d10+180)

Speed 5ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

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

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisons

Senses passive Perception 12

Languages understands Celestial

Challenge 12 (8400 XP)

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

Shield of Silver Flame. Whenever a creature hits the silver corona with a melee attack, the attacker takes 9 (2d8) radiant damage.

Actions

Multiattack. The silver corona makes three sacred flame attacks.

Sacred Flame. Ranged Attack: +7 to hit, range 60ft., one. Hit: 12 (2d8 + 3) radiant damage.

Full-body Crush. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit: 18 (2d12 + 5) bludgeoning damage.

Silver Burst (Recharge 5-6). The silver corona blasts silver fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

Silver Consecration (1/day). The silver corona invokes the power of the couatl, sanctifying a 60ft. radius area centered on the corona. Creatures that start their turn in the area take 9 (2d8) radiant damage and must succeed on a DC 17 Wisdom saving throw become frightened until the end of their turn. The sanctified area lasts for 1 hour, or until the silver corona dismisses it as a bonus action. Couatls and shulassakar are immune to all effects of this ability.

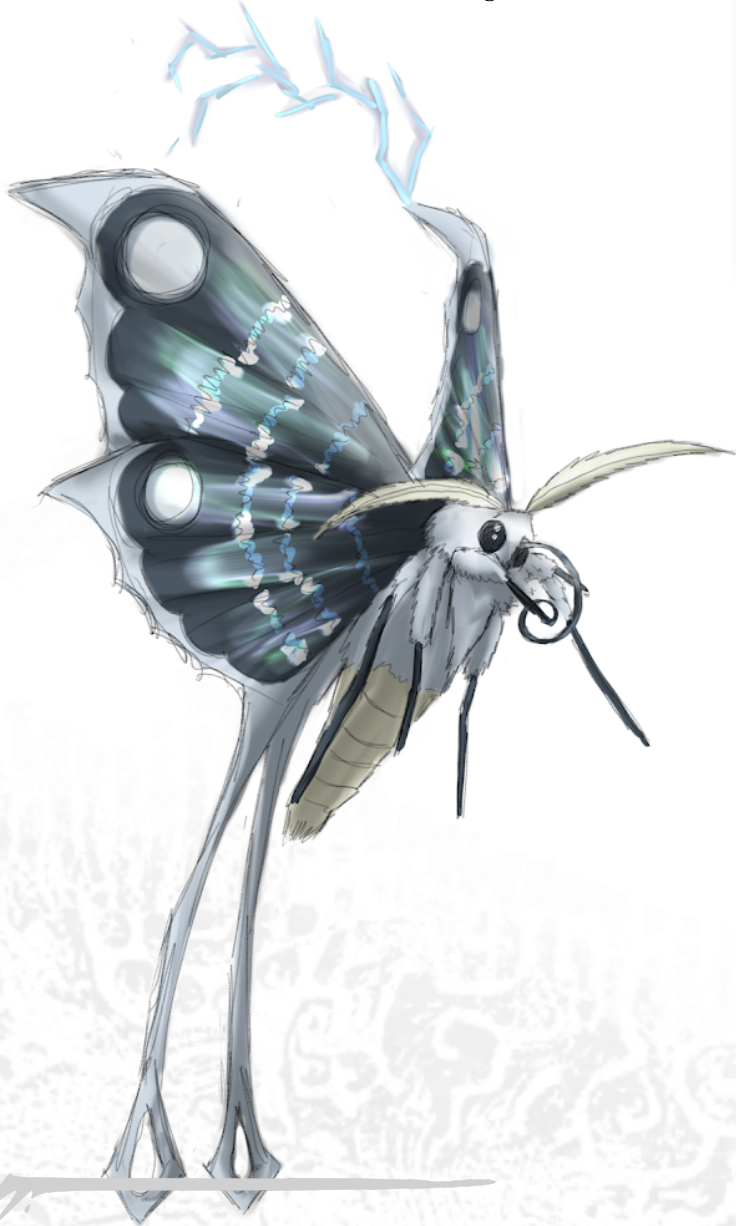
SPARK MOTH

A giant moth, at least the size of a cat, darts back and forth in haphazard arcs. A faint humming follows it, and small sparks of lightning discharge from its iridescent wings.

The spark moth is a giant insect attracted to areas of intense electric charge, and so are often found around storms after lightning strikes. However, much more recently spark moths have been sighted along the conductor stones marking the path of the Lightning Rail, making them a potential hazard to travelers and a thorn in House Orien's side.

When the Lightning Rail passes their nesting grounds, swarms of spark moths have been known to follow the vehicle for miles, gaining some measure of sustenance from the discharge beneath the coaches and the conductor stones, or even from the elemental locomotive itself. Owing to their frequent tropical storms and extensive Lightning Rail network, the nations of Breland and Zilargo most frequently attract spark moths.

Because spark moths have a natural affinity with electricity, they have long been used as a component in arcane spells and artifice. Though House Vadalis has as yet been unable to domesticate spark moths, they work closely with House Orien to track popular nesting sites, and even to collect spark moth remains from conductor stones to use in magical artifice.



SPARK MOTH

Tiny monstrosity, unaligned

Armor Class 14

Hit Points 31 (7d4+14)

Speed 5ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	14 (+2)	1 (-5)	11 (+0)	3 (-4)

Damage Immunities lightning

Senses stormsight, blindsight 60ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Stormsight. A spark moth can detect of any electrical discharge, whether natural or magical, within 1 mile.

Electrical Attraction. Whenever a spark moth would take lightning damage, it instead regains a number of hit points equal to the amount of damage it would have taken. If the source of the damage is a creature, the spark moth becomes charmed by that creature for 1 hour.

Actions

Spark. *Ranged Weapon Attack:* +6 to hit, range 10 ft., one target. *Hit:* 6 (1d6+3) lightning damage and the target must succeed on a DC 12 Constitution saving throw or become blinded until the end of its next turn.

SPARK MOTH DUST

Wondrous item, uncommon, 200gp

This small pouch contains 1d4 + 2 pinches of spark moth wing dust. When you cast a spell that deals lightning damage, you may consume one pinch of dust to either gain advantage on the spell attack roll, or impose disadvantage on one target's saving throw. You may consume only one pinch of dust with each spell you cast.

WARPLUME

A huge, feather-like palm rises over nine feet into the air, waving slowly in the wind. Blood drips from its needle-like leaves, and the remains of some unfortunate soldier are tangled within its slick roots.

At first glance, one might think that the warplume is a vile aberration of the Mournland. However, the warplumes have been wandering the remains of battlefields since at least the onset of the Last War. Warplumes are sanguivorous; they drink the blood of those that have fallen in battle and those that remain behind to save them. As such, warplumes thrive in frequently contested battlefields such as the Crying Fields between Aundair and Thrane. True to some of the more unlikely tales of their origin, Warplumes are also common in the Mournland. Whole forests of these migrating plants slowly drift from battlefield to battlefield, feasting on the blood of corpses that will never rot. When the bloodied groves are on the move, the wise villagers know to give them a wide berth.

Over many years, the waste products of the blood harvested by warplumes collect into deep red mineral deposits which become lodged deep within their roots. Blood pearls, as they are more fancifully known, fetch an exceptionally high price from collectors seeking to practice nefarious blood magic. The seekers of the Blood of Vol, however, more often seek blood pearls of fallen loved ones as a purely sentimental token.

WARPLUME

Large plant, unaligned

Armor Class 12 (natural armor)

Hit Points 95 (10d10+40)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	18 (+4)	2 (-4)	11 (+0)	4 (-3)

Condition Immunities blinded, deafened, exhaustion

Senses tremorsense 60ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Sanguine Blossom. When the warplume dies, it releases its poisonous seeds. Each creature within 15 feet of it must make a DC 14 Constitution saving throw or become infected with sanguine blossom. Infected creatures are poisoned and take 4 (1d8) necrotic damage at the start of each of their turns. Creatures can attempt a new saving throw at the end of each of their turns, ending all the effects of the infection on a successful save.

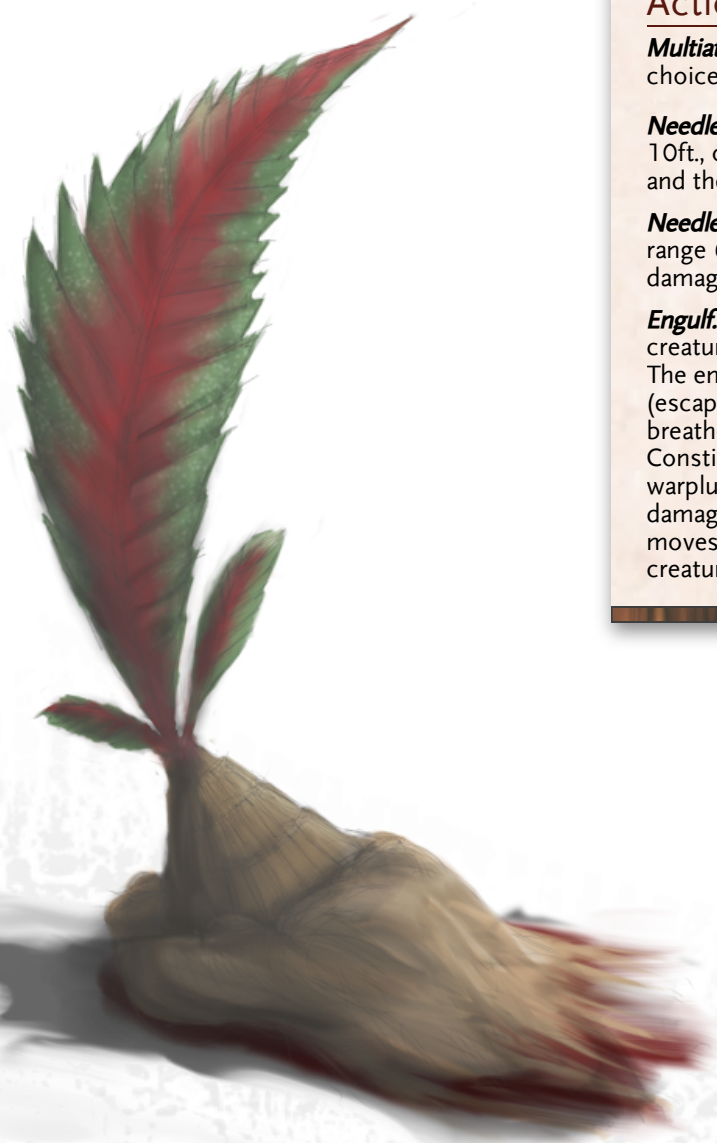
Actions

Multiattack. The warplume takes two actions of its choice from *needle palm*, *needle throw* and *engulf*.

Needle Palm. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 11 (2d8+2) piercing damage and the target is knocked prone.

Needle Throw. *Ranged Weapon Attack:* +5 to hit, range 60ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Engulf. The warplume engulfs a Medium or smaller creature within 5ft. of the warplume that is prone. The engulfed target is grappled by the warplume (escape DC 14), blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the warplume's turns or take 7 (1d6+4) necrotic damage. If the warplume moves, the engulfed target moves with it. The warplume can have only one creature engulfed at a time.



MONSTERS BY CHALLENGE RATING

Monster	Challenge Rating
Spark Moth	1/4
Eneko Dissident	1/2
Eneko Pathfinder	1/2
Etherclaw Drone	1/2
Holdhaunt	1/2
Mistfolk	1/2
Dragonleech	1
Warplume	2
Daggerhawk	3
Shattered Kalashtar	4
Starhawk	4
Eye of Shargon	5
Phiarlan Echo	5
Dragonhawk	6
Glass Horror Swarm	6
Peridaan	7
Peririal	7
Perisian	7
Perisyris	7
Treehawk	7
Siberys Hierarch	8
Glass Horror	10
Azure Collector	12
Etherclaw Warrior	12
Silver Corona	12
Mror Stonelord	14
Reality Horror	15
Riedran Crysteel Golem	16
Etherclaw Clairvoyant	16

DESIGN NOTES

As you may have noticed while reading this compilation, several of these monsters employ unusual abilities that stretch the expectations of the *Dungeons & Dragons* game. I would advise that DMs carefully consider whether their particular group will find the mechanics fun before you use them in your game. I address some specific examples below.

Azure Collector. When an Azure Collector uses *ring the market bell*, players may be asked to act against their own best interests. This monster works best with groups who enjoy roleplaying, and who don't mind in-character conflict between player characters.

Etherclaw Clairvoyant. The capstone *future crash* ability requires that many players take their turn twice. You should clearly communicate that to players as soon as they fail their saving throw, so they do not feel cheated by poor expectations. Otherwise, be aware that this ability can add significant time and bookkeeping to a battle with a Clairvoyant, so keep an eye on your schedule!

Eye of Shargon. The ability *lidless eye* requires that players attempt to probe this monster's weaknesses, or otherwise coordinate to do as much damage as possible in just one round. DMs should telegraph the Eye's weakness as much as possible. Describe it drawing life into its central eye, especially when you use the *Devourer's eye* ability. If your players are likely to become frustrated with the monster's recovery, or if they do not have access to the blinded condition, consider removing *lidless eye* and increasing the monster's hit point to 150.

Phiarlan Echo. The ability *possessive melody* implants a song into the mind of a creature, who can then only speak in tune, and only using words contained within the song's lyrics. You need not come up with a song yourself. Your players might enjoy it as much or more if you hand them a print of out lyrics for a song written by their favourite band. Be aware that some players might not be comfortable with speaking in tune, or otherwise performing in front of their peers. In these cases, avoid targeting those specific players, or just drop that part of the curse. It's more important that your players have fun.

Shattered Kalashtar. The *dream rend* ability requires some out-of-character communication between players and the DM. If you prefer to minimize mechanics that rely on out-of-character considerations, or if you think reliance of a character's success on an unrelated player is likely to cause tension in your group, consider replacing the *schism* effect from *dream rend* with disadvantage on attack rolls and ability checks. Ultimately, *dream rend* encourages players to take simple actions. However, if your group has been playing together for some time and know each others characters very well, they may find guessing at more complex actions very rewarding!

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