

MINIONS OF VULKOOR



A GUIDE TO THE VULKOORI
FOR USE WITH EBERRON



STRAITS OF SHARGON

SHARGON'S
TEETH

SKYFALL
PENINSULA

BSIDIAN
CITY

MARSH OF
DESOLATION

TITAN'S
TEETH

PRA'XIREK

RING OF
STORMS

THUNDER
SEA



MINIONS OF VULKOOR

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Introduction: In the world of Eberron, a secretive faction of drow, known as the Vulkoori, hail from the jungles of Xen'drik and worship the scorpion god Vulkoor. Vulkoor claims supremacy among these dark elves of Eberron. This book provides tools for including the Vulkoori in your game and is designed for use with the **Wayfinder's Guide to Eberron**.

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MINIONS OF VULKOOR

“Remember that you are on holy ground here. Vulkoor is a jealous god. Be mindful of what you say.”

—Priestess Ionna, Dungeons & Dragons Online

Separated from his brothers and sisters in the Dark Seldarine, the scorpion god, Vulkoor, stands as the most powerful deity of the drow of Eberron. Vulkoor is also among the most powerful entities in Khyber, for in spite of his comparatively small following, the drow who follow him believe with a potent and fiery faith. Herein, you shall learn of the Minions of Vulkoor!

HOW TO USE THIS BOOK

This book draws heavily on **Mordenkainen’s Tome of Foes**, **Wayfinder’s Guide to Eberron**, **Xanathar’s Guide to Everything**, and the **Monster Manual**. Monster stat blocks from these sources are not repeated here, and **Wayfinder’s Guide to Eberron** is an indispensable resource for information regarding the Eberron setting. These resources are all available digitally via www.dndbeyond.com and **Wayfinder’s Guide to Eberron** is also available in .pdf at **DMsGuild**.

THE VULKOORI

The **Wayfinder’s Guide to Eberron** describes the Vulkoori as “tribal hunters who worship totem spirits, especially the scorpion Vulkoor.” Virtually unknown beyond the shores of Xen’drik, the Vulkoor are accustomed to hunting, surviving, and thriving in the harsh and dangerous jungles of the mysterious continent.

DROW OF THE VULKOORI

A typical drow of the Vulkoori tribes is mechanically no different than **drow** listed in the **Monster Manual**, with the exception that Vulkoori drow speak Giant in lieu of Undercommon.

Some Vulkoori carry a boomerang instead of a hand crossbow. To represent these Vulkoori, use the following actions instead of the hand crossbow action listed in the standard drow stat block:

ACTIONS

Boomerang. *Ranged Weapon Attack.* +4 to hit, range 60/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.





PLAYING VULKOORI CHARACTERS

Vulkoori can be members of any class. Below are a few suggestions for making Vulkoori characters of each class.

BARBARIAN

Many of the barbarians of the Vulkoori follow the **Path of the Totem Warrior**, selecting their totem from among the three aspects of Vulkoor. Barbarians who exalt Vulkoor in the aspect of the Hunter function as the **wolf** totem. Barbarians who exalt Vulkoor in the aspect of the Wrathful function as the **bear** totem. Barbarians who exalt Vulkoor in the aspect of the Cunning function as the **elk** totem.

The **Path of the Ancestral Guardian** and the **Path of the Berserker** are also both commonly followed among the Vulkoori.

BARD

The Vulkoori who dedicate their lives to singing the songs of their people's glory and cunning often hail from the **College of Valor**, though some focus their attentions on the combat prowess conferred by the **College of Swords**.

CLERIC

Clerics among the Vulkoori practice the domains of **Trickery** and **War**. Vulkoori commonly intimidate enemies by inflating their numbers through the use of **Channel Divinity: Invoke Duplicity** when revealing themselves to enemies.

DRUID

The totemic beliefs of the Vulkoori lend themselves well to the **Circle of the Shepherd**, which is most commonly practiced among Vulkoori druids. The **Circle of the Moon** is also common, with many Vulkoori embracing the ability to walk in the flesh of the **giant scorpions** they so revere.

FIGHTER

Vulkoori fighters tend to embrace the **Arcane Archer** archetype, with many practicing a variant of this subclass that allows them to treat the boomerang as a type of arrow for all Arcane Archer features.

There are also several among the Vulkoori who embrace the **Cavalier** archetype to aid them in riding giant scorpions into battle.

MONK

Although monks are very rare among the Vulkoori, and the society boasts no true monasteries to speak of, there are a few among the tribes who practice the **Way of Shadow**. These monks may add boomerangs to their list of monk weapons.

PALADIN

Nearly as rare as monks among the Vulkoori, the few paladins within the tribes follow the **Oath of Ancients**, drawing on the connection between their people and the jungles of Xen'drik. Their **Elder Champion** form tends to incorporate scorpion-like chitin covering their flesh.



RANGER

Given Vulkoor's aspects, the fact that the **Hunter** archetype is the most common among Vulkoori rangers comes as little surprise. Those few rangers who do not embrace that archetype focus on the **Beast Master** path, establishing companionships with the exotic beasts of Xen'drik.

ROGUE

The **Scout** archetype is perfect for rogues among the Vulkoori. Individuals who practice this archetype are often lauded as exemplars of Vulkoor in his Cunning aspect.

SORCERER

Raw sorcery is very rare among the Vulkoori. Virtually every sorcerer among the tribes gains their power from **Wild Magic** after being exposed to mysterious mystical energy which can occasionally be encountered in Xen'drik.

WARLOCK

The Vulkoori enjoy a totemic relationship with the spirits of beast and nature throughout Xen'drik. They tend to see all entities as having a place or purpose in the universe, even if that purpose is to serve as prey for something stronger. To the Vulkoori, the top of this order is Vulkoor, and no other being should be venerated above him. Warlocks of the Vulkoori therefore engage the **Fiend** as their Otherworldly Patron. Those who would dare enter a pact with another being must be very sneaky about their true allegiances, or wind up very dead at the hands of their tribe.

WIZARD

Xen'drik is a land of magical secrets. Many of these secrets are still studied by the more scholarly among the Vulkoori. Those who choose the life of a wizard typically focus on the schools of **Bladesinging**, **Illusion**, or **War Magic**.

GENDER AND THE VULKOORI

All genders among the Vulkoori share equal footing in the tribal structure. Gender plays no role in the positions a Vulkoori may achieve, nor in their choices for marriage, or their treatment in daily life. The only litmus test for worth among the Vulkoori is exemplification of one (or more) of the virtues or aspects of Vulkoor. If a Vulkoori is cunning, a good hunter, or capable of directing significant wrath at those who deserve such attention, they are accepted with open arms into any position they aspire to.

Some Vulkoori are among the **Blessed of Vulkoor**, and are able to change their sex whenever they finish a long rest. This ability is viewed among the Vulkoori as a sign of Vulkoor's favor. Many of the Vulkoori blessed in this way rise to prominent positions within the tribe and are encouraged to serve the tribe as clerics or druids.

NEW FEATS

The following feats are acceptable for drow.

CHOSEN OF VULKOOR

Prerequisite: Elf (drow)

You learn the magic typical of your deity, Vulkoor. You learn the *acid splash* spell and can cast it at will, without expending a spell slot. You also learn *detect poison and disease* and *pass without trace*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

If you have the ability to summon a familiar, you can choose to gain a scorpion in addition to the list of available options.

SCORPION WARRIOR

Prerequisite: Elf (drow)

You have studied the scorpion, gaining unique training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from the list below. If a maneuver you use requires

your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Maneuvers

Deadly Sting: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to stun the target. You add the superiority die to the attack's damage roll, and the target must make a Constitution saving throw. On a failed save, it is stunned until the end of your next turn.

Lunging Attack: As the Battle Master

Rending Sting: When you hit a creature with a weapon attack, you can expend one superiority die to attempt to wound the target. You add the superiority die to the attack's damage roll, and the target must make a Constitution saving throw. On a failed save, the target suffers necrotic damage equal to your superiority die from blood loss at the end of your next turn.



NEW CREATURES

The following creatures and NPCs represent followers of Vulkoor.

SCORROW

The scorrow are a species of creatures believed to be descended from the Vulkoori, who have been blessed by Vulkoor with a scorpion-like lower body and the upper body of a drow. Scorrow generally maintain separate settlements from the Vulkoori, but consider the drow tribes to be friendly allies. The two societies call on each other in times of need.

SCORROW

Large monstrosity, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 104 (10d10 + 40)

Speed 40 ft., climb 40 ft.

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

Skills Athletics +6, Perception +5, Stealth +6

Senses Darkvision 120 ft., Passive Perception 15

Languages Elvish, Giant

Challenge 6 (2,300 XP)

Fey Ancestry. The scorrow has advantage on saving throws against being charmed, and magic can't put the scorrow to sleep.

Innate Spellcasting. The scorrow's innate spellcasting ability is Wisdom (spell save DC 13). The scorrow can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

Sunlight Sensitivity. While in sunlight, the scorrow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Scorpion Speech. The scorrow has the ability to communicate in a limited manner with scorpions. They can understand the meaning of the scorrow's words, though the scorrow has no special ability to understand them in return. The scorrow has advantage on all Charisma checks made to influence scorpions.

ACTIONS

Multiattack. The scorrow makes three attacks, either with its longsword or its boomerangs. It can replace one of those attacks with a sting attack.



Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a **DC 12 Constitution saving throw**, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Boomerang. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

SCORROW CLERIC OF VULKOOR

Large monstrosity, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 104 (10d10 + 40)

Speed 40 ft., climb 40 ft.

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

Saving Throws WIS +6, CHA +4

Skills Athletics +6, Perception +6, Religion +4, Stealth +5

Senses Darkvision 120 ft., Passive Perception 15

Languages Elvish, Giant

Challenge 8 (3,900 XP)

Channel Divinity. The scorrow can use Channel Divinity twice, regaining all uses on completing a short or long rest. In addition to turning undead, the scorrow can use the following options with Channel Divinity

Guided Strike. When the scorrow makes an attack roll, they can use their Channel Divinity to gain a +10 bonus to the roll.

War God's Blessing. When a creature within 30 feet of the scorrow makes an attack roll, the scorrow can use their reaction to grant that creature a +10 bonus to the roll, using Channel Divinity.

Divine Strike. Once on each of the scorrow's turns when they hit a creature with a weapon attack, they can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target.

Fey Ancestry. The scorrow has advantage on saving throws against being charmed, and magic can't put the scorrow to sleep.

Innate Spellcasting. The scorrow's innate spellcasting ability is Wisdom (spell save DC 14). The scorrow can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spellcasting. The scorrow cleric of Vulkoor is a 10th-level spellcaster. Their spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The scorrow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *divine favor*, *ray of sickness*, *shield of faith*

2nd level (3 slots): *hold person*, *lesser restoration*, *magic weapon*, *protection from poison*, *spiritual weapon*

3rd level (3 slots): *conjure animals* (2 giant scorpions), *crusader's mantle*, *daylight*, *dispel magic*, *spirit guardians*

4th level (3 slots): *divination*, *freedom of movement*, *stoneskin*

5th level (2 slots): *flame strike*, *hold monster*, *insect plague*, *mass cure wounds*

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

Sunlight Sensitivity. While in sunlight, the scorrow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Scorpion Speech. The scorrow has the ability to communicate in a limited manner with scorpions. They can understand the meaning of the scorrow's words, though the scorrow has no special ability to understand them in return. The scorrow has advantage on all Charisma checks made to influence scorpions.

ACTIONS

Multiattack. The scorrow makes three attacks, either with its longsword or its boomerangs. It can replace one of those attacks with a sting attack.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a **DC 12 Constitution saving throw**, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Boomerang. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

VULKOOR, THE SCORPION GOD

Vulkoor is largely unknown outside of the continent of Xen'drik, where he is worshipped and revered by the Vulkoori tribes of the drow. Those few scholars and arcanists who are aware of the scorpion god believe him to be an expression of The Mockery.

Vulkoor is commonly worshipped in one of three aspects, though some tribes recognize all three equally.

VULKOOR THE CUNNING

In this aspect, Vulkoor is seen as a manipulative and possessive entity who claims dominion over all of Xen'drik. This is the least commonly venerated aspect of the Scorpion God, but also the one whose followers are most likely to clash with outsiders in the jungles of Xen'drik.

VULKOOR THE HUNTER

In this aspect, Vulkoor is the ultimate predator, wandering the jungles of Xen'drik in constant pursuit of new prey. This aspect of Vulkoor is most commonly worshipped by nomads. These Vulkoori also tend to be the most peaceful of the drow tribes, trading with outsiders who they meet in the jungles and villages of Xen'drik.

VULKOOR THE WRATHFUL

In this aspect, Vulkoor is seen as a vengeful god who wiped the giants from the face of Xen'drik to elevate his own people to supremacy. Drow who worship this aspect of Vulkoor tend to be extremely territorial, rarely venturing away from their ancestral villages and capturing all trespassers to use as ritual sacrifices to the scorpion god.

VULKOOR

Large fiend (demon), chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 216 (16d12 + 112)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	25 (+7)	21 (+5)	24 (+7)	24 (+7)

Saving Throws STR +16, CON +14, WIS +14, CHA +14

Skills Athletics +15, Nature +12, Perception +21, Stealth +12, Survival +14

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses Truesight 120, Passive Perception 31

Languages Abyssal, Elvish, Giant, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Innate Spellcasting. The scorrow's innate spellcasting ability is Wisdom (spell save DC 14). The scorrow can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spellcasting. Vulkoor's innate spellcasting ability is Charisma (spell save DC 22). He can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *dragon's breath*, *melf's acid arrow*, *teleport*

3/day each: *conjure animals* (2 giant scorpions), *vitriolic sphere*

1/day: *imprisonment*

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

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

Magic Weapons. Vulkoor's weapon attacks are magical.

Scorpion's Strike. If Vulkoor has one or more creatures grappled at the beginning of his turn, he may make a tail attack against each of the grappled creatures as a bonus action.

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

ACTIONS

Multiattack. Vulkoor makes three attacks: one with each claw, and one with his tail. If Vulkoor hits one target with both claw attacks, he may also make a bite attack.

Claws of Vulkoor. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) bludgeoning damage, and the target is grappled (escape DC 22). Vulkoor has two claws, each of which can grapple only one target.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) piercing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one creature. Hit: 12 (1d6 + 9) piercing damage, and the target must succeed on a DC 22 Constitution saving throw taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of Vulkoor's choice within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage if Vulkoor is within line of sight of the creature.

If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to Vulkoor's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Attack. Vulkoor makes one attack, either with his claw or with his tail.

Move. Vulkoor moves without provoking opportunity attacks.

Cast a Spell. Vulkoor casts one spell from his Innate Spellcasting trait.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Vulkoor can take a lair action to cause one of the following effects; Vulkoor can't use the same effect two rounds in a row:

Vulkoor casts the *dispel magic* spell four times at its lowest level, targeting different areas with the spell.

Vulkoor casts the *darkness* spell four times at its lowest level, targeting different areas with the spell. Vulkoor doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.

