

BIRTHRIGHT: BESTIARY OF CERILIA

A MENAGERIE OF CREATURES AND PERSONALITIES FROM A REALM OF ROMANTIC MEDIEVAL FANTASY.

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INTRODUCTION

The world of the Birthright setting is rife with dangers once one meanders beyond the borders of settled kingdoms. While the world has its examples of mundane dangers such as brigands, goblins, and the occasional giant, the magical nature of Cerilia and the frightening Shadow World that exists along side of it gives rise to fearsome abominations unknown elsewhere.

From the terrestrial to the magical, the dangers of Cerilia are legion.

SHADOW CREATURES

Some of the monsters presented here possess the *shadow* designation after their creature type. These monsters have ties or are native to the Shadow World, a realm of darkness and sorcery that reaches out to touch Cerilia and corrupts whatever it can. Most of the entities of the Shadow World are fiends or spectral undead, but a number of fey and other supernatural creatures call the place home.

The shadow designation may inform the relevance of certain spells or abilities (such as the halfling's ability to detect creatures of shadow), in addition to marking the creature as an extraplanar entity. This may allow certain creatures to be permanently *banished*, per the spell, where they might not be susceptible in other settings.

OTHER SHADOW CREATURES

Some other monsters that you might consider adding the shadow designation to include the following:

- Any creature of the *fey* type.
- Cloaker
- Demon (Any)
- Devil (Any)
- Ghost
- Hag, Night
- Invisible Stalker
- Nightmare
- Shadow
- Specter
- Wraith

A WORLD OF ILLUSIONS

The Shadow World is not just a world of darkness and fear, it is one of illusions made real. Nightmares of common folk often take physical form there, and if the collective fears of a populace are allowed to fester, it can have terrible repercussions in the Shadow World just beyond the veil. This

Creatures from the Shadow World never possess a Bloodline score. They are not of Cerilia and cannot benefit from any of the powers of the divine (though, according to some myths, the terrible Azrai tapped this realm for power in his days of godhood). They can, however, manifest change in the Shadow World in the same way that a regent with a powerful bloodline can make the land bow to their will. This has two primary effects.

Firstly and most simply, any spell from the school of Illusion cast within the Shadow World (or in Cerilian locations steeped in such power) by a creature with the shadow designator is much more powerful. Saving throws against such spells are at disadvantage, and if the effect of the spell is to cause damage (such as with *phantasmal killer*) such damage is always the maximum possible result. Intelligence (Investigation) checks made to determine whether an illusion is present are likewise at disadvantage; every shadow seems real in the Shadow World.

BECOMING ONE WITH THE SHADOW

It is possible to survive in the Shadow World in the long term. Though it is dangerous, a canny adventurer can eke out a living on the unnatural vegetation or bizarre wildlife that exists there.

Should a creature manage to survive for a period of one month in the Shadow World, it becomes a part of them – they gain the shadow designation and all powers as described above. Should they return to dwell in the material world once more, this power fades after a period of one month.

If a creature dies in the Shadow World (or a place in Cerilia that is near to it), they will return within one day's time as an undead spirit.

KINGDOMS OF MORTALS, REALMS OF MONSTERS

There are five great nations of humanity within the boundaries of Cerilia and these lands are, by and large, settled and mapped. However, there exist stretches of wilderness, particularly within provinces that possess a high Source rating, where simple cartography fails. The land is ancient and ever-changing, railing against the imposed stagnancy of the human kingdoms, seeking to return to its primeval state.

In these places, monsters roam and the Sidhelien hunt them. At times, hosts of dangerous creatures come together into a force large enough to pose a sizeable threat to settled lands, forcing regents to intervene with armies of equal might.

Typically, however, these uncharted regions act as lairs for these monsters, where treasures from forgotten ages of Cerilia lay at eternal rest within darkened ruins. Sometimes these places also hold gates to the Shadow World, allowing passage to and from that haunted realm during the darkest nights of the year.

Stretches of vast forests, mountain ranges, or steaming swamps make up portions of the continent's interior. Travel through these places is often foolish, though this does not stop the occasional would-be regent from marching into the dark wilderness with a band of prospectors and mercenaries to stake their claim. Few of these poor fools are seen again, no doubt falling victim to the monsters that dwell there.

BLOOD HUNTER

Though creatures such as vampires are not unknown in Cerilia, they are certainly a rarity. When a vampire spawn acquires a taste for the blood of scions, they slowly degenerate into a creature known as a blood hunter. These beasts are of a fierce disposition and countenance, and were it not for its undead nature and thirst for the blood of the living, it might not be recognizable as a vampire at all.

A blood hunter has a loosely human-like frame, but its forelimbs are gangly and elongated. A thin patagia connects between its grotesquely-clawed fingers and down to its hip, allowing it to glide short distances. The head of the blood hunter is dog-like, with large black eyes and oversized ears. The mouth of the blood hunter is filled with needle-sharp teeth and a long hollow tongue that allows the creature to drink from pools of congealing blood.

Blood hunters are primarily found in Vosgaard and Rjurik, seemingly drawn to cold climates where the sun is often obscured by tall mountains or overcast skies. Naturally, they can also be found in Brechtur, near places where the Vampire dwells.

BLOOD HUNTER

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30ft., climb 30ft., fly 40 ft.

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

Saving Throws Dex +7, Int +5

Skills Investigation +5, Perception +5, Stealth +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons or silver, necrotic

Damage Vulnerabilities radiant

Senses blindsight 30ft., darkvision 120 ft., passive Perception 15

Languages any spoken in life

Challenge 8 (3900 XP)

Regeneration. The blood hunter regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the blood hunter takes radiant damage or damage from holy water, this trait doesn't function at the start of the Blood Hunter's next turn.

Blood Hunger. The blood hunter has advantage on saving throws against the effects of any blood ability used by a scion. It can sense the presence of any blooded individual within 60 feet with unerring precision.

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

Vampire Weaknesses. The blood hunter has the following flaws: *Forbiddance.* The blood hunter can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The blood hunter takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the blood hunter's heart while the blood hunter is incapacitated in its resting place, the blood hunter is paralyzed until the stake is removed.

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

Actions

Multitask. The blood hunter makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the blood hunter, incapacitated or restrained. Hit: 9 (1d8+4) piercing damage plus 7 (2d6) necrotic damage (or 4d6 necrotic damage against blooded scions). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the blood hunter regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6+4) slashing damage. Instead of dealing damage, the blood hunter can grapple the target (escape DC 16).

CWN ANNWN

The cwn annwn (coon-a-NOON) are hounds of the Shadow World bred to hunt the Sidhelien. Their forlorn baying strikes fear into the hearts of the elves, who have dreadful stories of the hounds descending upon lone Sidhelien and tearing them to pieces. It is believed the first cwn annwn were created by Azrai before the days of Deismaar, though these days they are exceedingly rare in Cerilia save in places where the Shadow World reaches out to caress the real world.

Cwn annwn possess sleek black fur and eyes like burning coals.

CWN ANNWN

Large beast (shadow), neutral evil

Armor Class 14 (natural armor)
Hit Points 97(15d8 + 30)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +4
Skills Perception +4, Stealth +4, Survival +4
Senses darkvision 120 ft., passive Perception 14
Languages None
Challenge Rating 5 (1800 XP)

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

Elf Tracker. The cwn annwn can innately detect the presence and precise location of Sidhelien, half-elves, or those who have associated with elves within the last 24 hours in a 120 foot radius.

Actions

Devour. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) piercing damage, plus 7 (2d6) necrotic damage if the target is Sidhelien or half-elf.

Knockdown. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) bludgeoning damage and the target must make a Strength saving throw (DC 14) or be knocked prone.

THE DAEGANDAL: SINGULAR OR MANY?

The original daegandal from the Birthright supplement, the Book of Magecraft, was a unique creature. I've taken the liberty of making it a species of garradalaigh that could be commonly encountered.

DAEGANDAL

Of the strange and eldritch creatures known as *garradalaighs*, the daegandal is among the friendliest and most approachable. Though it lacks the pure mystical might of many of its ilk, the daegandal is an accomplished spellcaster and historian.

The creature stands anywhere between four and six feet in height and may superficially be mistaken for a gnoll at distance. However, upon approaching the daegandal, it is revealed to have a healthy coat of fur with a long muscular tail and friendly eyes. It prefers to talk rather than fight, but will defend itself with a battery of prepared spells; all daegandals are talented wizards.

DAEGANDAL

Medium fey, chaotic good

Armor Class 14 (natural armor)
Hit Points 88(12d8 + 12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	14 (+2)

Skills Arcana +6, History +6
Senses truesight 30ft., passive Perception 12
Languages All human languages, Sidhelien, Umbric
Challenge 6 (2300 XP)

Regeneration. The daegandal regains 10 hit points at the start of its turn. If the daegandal takes damage from fire or a weapon made of pure iron, this trait doesn't function at the start of the daegandal's next turn. The daegandal dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The daegandal is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The daegandal has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *mage hand*, *shocking grasp*

1st level (4 slots): *comprehend languages*, *fog cloud*, *magic missile*, *sleep*

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

3rd level (3 slots): *counterspell*, *lightning bolt*, *stinking cloud*

4th level (2 slots): *polymorph*, *stoneskin*

Actions

Multiattack. The daegandal makes two kick attacks.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.

DRAGON, CERILIAN

Cerilia's dragons are eldritch and terrible monstrosities that lived on and beneath the continent before the coming of humankind. Legends of these ancient creatures stretch back into Sidhelien and Karamhul memory, and even they have few records of a time when young dragons filled the skies. A Cerilian dragon has short legs, engulfing wings, a thick and heavy tail, and scales like plate armor that range in color from a rust-red to burnished steel.

All dragons in Cerilia are unique and incredibly ancient, some with lifespans stretching several thousand years – there are no known young dragons. They brook no interruption of their enchanted sleep, through which they gain greater power and advanced knowledge by a process that draconic scholars call *dracomnesis*. It is surmised that dragons are integrally tied into the *mebhaighl* of Cerilia, and by sleeping in locations steeped in the ancient land-magic can they grow even stronger.

When a dragon stirs from its slumber, it is a sign of great calamity. Dragons are a force of nature, more akin to an earthquake or a hurricane than they are some overgrown wyvern, and they have the potential to bring great destruction wherever they go. It is not that Cerilia's dragons are unreasonable or inherently violent; they simply ignore that which is not a threat to them and do as they please, paying little heed to the fleeting kingdoms of humans and elves save to ransack them for gleaming treasures that are pleasing to the ancient wrym's eye.

Dragons do not possess Bloodline scores (and it is believed that they *cannot*), but are intimately familiar with and immediately identify those bearing one of the divine bloodlines. The dragon may consider these individuals an amusing diversion or a tasty snack in equal measure.

Should a Cerilian dragon ever be engaged in conversation, they prove to be masterful at the topics of history and debate. For a dragon to deign to speak to such a fleeting creature is highly unusual, though this is more due to the rarity of dragons and less to their proclivity for dialogue.

Dragons are given to curious personality quirks. Some speak in poetic stanzas, quote forgotten philosophers from impossibly ancient times, or address mere mortals as though they were close relatives (despite the potential to eat them later). Aforementioned draconic scholars can only guess at the reason for this, but some posit that exposure to *mebhaighl* for centuries at a time leads to the degradation of even the formidable draconic intellect.

The statistics presented below are of a typical Cerilian dragon, but each dragon also possesses one quality from the list below to differentiate it from its kin. These abilities are representative of the exposure a given dragon has to the *mebhaighl* near its lair.

ADVANCED SPELLCASTING

The dragon is an even more accomplished spellcaster, knowing up to six additional spells of 7th level or lower from the sorcerer, wizard, or warlock spell lists. It can cast each of these spells once per day.

DESTRUCTIVE FURY

The dragon inflicts double damage to objects and structures that it strikes with its bite, claw, or tail attacks. Such a dragon can quickly dismantle even the sturdiest castle walls and topple towers.

INSIDIOUS INTELLECT

Dragons with this quality have devious and overwhelming mental capabilities. They possess telepathy out to a range of 120 feet, and may use it to communicate with any creature that has a language.

As an action, the dragon can touch the mind of any creature it can sense with its telepathy and force it to make an Intelligence saving throw (DC 19). Failure allows the dragon to plant a seed within the creature's mind that allows the dragon to use the *detect thoughts* and *clairvoyance* spells at will, with the victim as a target, for a period of one month and with no limit to its range. During this time, the dragon can communicate telepathically with the victim regardless of distance. These effects can only be removed through the application of a *remove curse* spell if the dragon's meddling is discovered at all.

MINIONS

Despite the dragon's fearsome temperament – or perhaps because of it – it has collected a gaggle of sycophants and servants who kowtow to its every whim. The dragon commands a force of 30d10 goblins, 10d10 gnolls, 8d6 ogres, or 1d4 monstrous creatures (such as displacer beasts, manticores, or similar monsters).

These creatures bring the dragon treasures as gifts and will come to the dragon's aid against those that wish it harm – but may also be tracked back to the dragon's hidden lair as a result of this activity. As such, few dragons abide the presence of even the most devoted servants.

NAPHTHA BREATH

The breath weapon of the dragon is a caustic, sticky expulsion combining the boiling temperatures of the dragon's entrails with acidic bile. The lightning damage portion from the dragon's breath weapon becomes acid damage, and if a victim fails its saving throw it suffers 4d6 fire damage and 4d6 acid damage at the beginning of its next turn following the initial breath weapon damage. The dragon also replaces its lightning resistance with acid resistance.

OVERWHELMING PRESENCE

The mere presence of the dragon instills terror in the most stalwart of knights and the most experienced of Sidhelien wizards. All saving throws against the dragon's Frightful Presence are at disadvantage, and those who manage to pass their saving throws continue to be shaken for 1 minute, suffering disadvantage on attacks against the dragon.

DRAGON, CERILIAN

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	10 (+0)	30 (+10)	18 (+4)	10 (+0)	21 (+5)
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Saving Throws Dex +7, Con +17, Wis +7, Cha +12

Skills Arcana +18, History +18, Intimidation +19, Perception +14

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons, fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Draconic, Goblin, Karamhul, Sidhelien

Challenge Rating 24 (62000 XP)

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

Innate Spellcasting: The dragon's spellcasting ability is Intelligence (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

At will: *comprehend languages*, *detect magic*

3/day each: *charm person*, *detect thoughts*

1/day each: *polymorph*, *wall of fire*

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit* 17 (2d6 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit* 21 (2d10 + 10) piercing damage, plus 14 (4d6) fire damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20ft., one target. *Hit* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cataclysmic Breath. The dragon exhales a gout of crackling fire in a 90 foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 46 (13d6) fire damage and 46 (13d6) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

CERILIAN DRAGON LAIR ACTIONS

Dragons in the Birthright setting can manipulate the *mebhaighl* in their demesne to create spectacular effects. A typical dragon's territory extends up to 20 miles from the location where it sleeps, and it can use lair actions while within this territory.

Some examples of these effects are as follows, and use all of the same rules as the lair effects of other dragons; on initiative count 20 (losing initiative ties), the dragon may take a lair action for one of the following effects. It cannot use the same effect two rounds in a row.

LANDSHAPER

The dragon magically shapes the terrain to confound opposition. It can create up to ten 5 foot cubes worth of difficult terrain anywhere it pleases within 120 feet of itself that also function as forms of three-quarters cover.

LEY LINE STRIDE

By drawing latent *mebhaighl*, the dragon can cloak itself in fog, ash, or a burst of autumn leaves and teleport up to 100 feet to any place it can see. The area within its space at the point where it vanishes is filled with the effects of a *fog cloud* until the end of its next turn.

SOURCE ERUPTION

Raw magical force explodes upwards from the earth, sending showers of volatile energy raining across the battlefield. The dragon chooses up to three 20 foot cubes whose centers are within 120 feet of itself. Any creatures there must succeed on a DC 19 Dexterity saving throw or suffer 6d6 force damage.

OGRE, WARMAIN

Ogres do not often march to war in organized fashion. The brutes tend toward sloth and gluttony, as well as possessing a cowardly streak in the face of bristling pikes or charging cavalry. However, an ogre trained and equipped for battle by its tribe becomes a force of destruction, rampaging across battlefields and crushing common soldiers with swings of its gigantic iron mace.

OGRE, WARMAIN

Large giant, chaotic evil

Armor Class 17 (half-plate armor)

Hit Points 102 (12d10 + 36)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	6 (-2)	7 (-2)	7 (-2)

Skills Athletics +8

Senses passive Perception 8

Languages Giant

Challenge Rating 5 (1800 XP)

Actions

Multiattack. The ogre makes 2 giant mace attacks.

Giant Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

Javelin. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 12 (2d6+5) piercing damage.

Pummel. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) bludgeoning damage and target must succeed on a DC 13 Strength saving throw or be knocked prone.

OROG, CERILIAN

The brutal orogs are a subterranean race of violent humanoids with a history of warfare against the Karamhul and Sidhelien alike. Long before humans first arrived in Cerilia, orogs massed in the deeps and invaded surface settlements by night for food, slaves, and iron.

The typical orog is a hulking, misshapen brute standing between six and seven feet in height, with thick ropy muscles, a sloped forehead, and leathery gray or black skin. Stringy hair hangs from their heads, and some sprout short horns from their temples, but otherwise orogs are completely hairless. Despite their appearance, orogs are reasonably intelligent and understand tactics and warfare, which makes them especially dangerous to those that underestimate them.

Orog culture is rudimentary and their origins are largely unknown. They rarely bother to speak with most peoples they see as subjects of their conquest, but readily associate with goblins, gnolls, or ogres. Orog loathe sunlight and almost never establish settlements on the surface world. Their primary industry revolves around war; orogs produce vast quantities of armor and weapons for use by their warriors, who are quickly bred for battle to replenish the ranks of their warbands.

OROG, CERILIAN

Medium humanoid (orog), neutral evil

Armor Class 14 (chain shirt)

Hit Points 26 (4d8 + 8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Orog

Challenge Rating: 1 (200 XP)

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

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) slashing damage.

Throwing Axe. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6+3) slashing damage.

Shadow Haunt

When the spirits of mortal champions die alone with a purpose unfulfilled, they sometimes end up as haunts that return to the world of the living.

These spirits are drawn to those who have experienced loss and attempt to slay them in an effort to create other shadow haunts to satisfy their terrible loneliness. Such efforts are in vain; shadow haunts cannot abide one another's company for long, and drift off to perpetuate the cycle.

Shadow Haunt

Medium undead (shadow), neutral evil

Armor Class 16
Hit Points 120(16d8 + 48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	12 (+1)	10 (+0)	16 (+3)

Damage Immunities necrotic
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 10
Languages any spoken in life
Challenge Rating 7 (2900 XP)

Haunting Visage. Each shadow haunt wears the face of someone close to the viewer who has died. This unnerving countenance causes any attack roll against the shadow haunt to suffer disadvantage. A creature can take an action to wrestle against the shadow haunt's power and make a Charisma saving throw (DC 15). Success breaks the power of the shadow haunt's visage against that character.

Inhabit. As an action, the shadow haunt can enter or leave any object of Small size or bigger. While inside of the object, the shadow haunt is immune to damage and undetectable by mundane examination. Its presence can be felt as a strong necromantic magical aura by the *detect magic* spell or similar divinations. The shadow haunt can be forcibly expelled from the object by exposing it to bright light or radiant damage, at which point the haunt immediately appears and is stunned until the end of its next turn.

Actions

Multiattack. The shadow haunt makes 2 wrathblade attacks.

Wrathblade. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6+3) necrotic damage. Wrathbolt. Ranged Spell Attack: +6 to hit, reach 5 ft., or range 60/120 ft., one creature. Hit: 18 (4d8) necrotic damage.

Wrathbolt. Ranged Spell Attack: +6 to hit, reach 5 ft., or range 60/120 ft., one creature. Hit: 18 (4d8) necrotic damage.

Source Fiend

These strange creatures are the bane of wizards, for they subsist on a diet of *mebhaighl* and scour Cerilia seeking Sources of magic to consume. As most powerful Sources exist in remote areas, even commonfolk prone to believing in tall tales find the mere idea of Source fiends difficult to believe.

A Source fiend is a parasitic creature about the size of a halfling, roughly humanoid in shape and configuration of limbs, with scaly white flesh that glows a soft blue for several hours after the Source fiend feeds. The eyes are bulbous, wet green spheres with no discernable pupils or sclera.

When drawn to a Source holding, the fiend slowly consumes the ambient mystical energies each night for a period of one month. Once the creature has fully gorged itself in this way, it permanently decreases the level of the Source holding by 1. The fiend then lays a single spherical egg somewhere on the holding grounds, typically buried deep in the soil, before moving on to other hunting grounds.

SOURCE FIEND

Small fiend, neutral

Armor Class 14
Hit Points 57(8d6 + 8)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	8 (-1)	15 (+3)	8 (-1)

Condition Immunities petrified, poisoned
Senses passive Perception 13
Languages None
Challenge Rating 3 (1800 XP)

Flesh Glamour. While the source fiend remains motionless, it is invisible.

Source Field. The source fiend gains a bonus to saving throws and the damage of its Disgorge Magic attack equal to the Source rating of the province in which it is located.

Actions

Venomous Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) plus 7 (2d6) poison damage.

Disgorge Magic *Ranged Spell Attack* +5 to hit, range 60ft., one creature. *Hit* 11 (3d6) force damage plus the Source rating of the province in which it is located.

Varsk

The varsk is a shaggy, furred lizard indigenous to the heartless wastes of Vosgaard. When the Vos tribe of humanity settled in the region, they domesticated these creatures to carry their chiefs into battle. Most Cerilian horses experienced difficulty in traversing the uneven terrain and surviving the land's bitter winters, something to which the varsk were accustomed.

A domesticated varsk still possesses an ornery temperament and subsists on a diet of small animals such as snow hares and ground birds. They are poor combatants and mounts in warmer climates, and are only rarely found outside of Vosgaard.

VARSK

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 24 (3d10 + 6)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +2
Damage Resistances Cold
Senses passive Perception 12
Languages None
Challenge Rating 1 (200 XP)

Jaw Lock. A target bitten by a varsk is considered grappled by the beast. If a varsk is grappling a target, it cannot use its bite attack on another target, but has advantage to bite the grappled creature until the grapple is broken.

Heat Anxiety. Varsks suffer disadvantage on attack rolls, ability checks, and saving throws in warm temperatures (80F/26C).

Actions

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

WILL-O'-SHADOWS

Whereas the will-o'-wisp is a tiny undead spirit lurking in bogs and deep forests, the will-o'-shadows is a much more dangerous creature of the same stripe that haunts the Shadow World or places metaphysically near to it. Hungry for the life essence of the living, the will-o'-shadows eagerly crosses over to Cerilia whenever possible to feed.

A will-o'-shadows is a small sphere of purple light when caught in dim or bright conditions, but is completely invisible in darkness or when in the Shadow World regardless of illumination. It can be detected with a *see invisibility* spell in either case.

WILL-O'-SHADOWS

Tiny undead (shadow), chaotic evil

Armor Class 23

Hit Points 54(12d4 + 24)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Damage Immunities necrotic, poison

Damage Vulnerabilities radiant

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 13

Languages Umbric

Challenge Rating 4 (1100 XP)

Draining Aura. The constant feeding of the will-o'-shadows has an effect on all life near to it. Any creature that is not undead that enters or begins its turn within 20 feet of the will-o'-shadows must succeed on a DC 14 Constitution saving throw or suffer 7 (2d6) necrotic damage. The will-o'-shadows regains hit points equal to the amount of necrotic damage inflicted on each victim.

Ephemeral. The will-o'-shadows can't wear or carry anything.

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

Invisible In Darkness. The will-o'-shadows is always invisible in conditions of complete darkness or when in the Shadow World.

Light-Fearing. As a creature of pure shadow, the will-o'-shadows abhors daylight and must move at its maximum speed away from the source of light should it begin its turn within an area of daylight.

Actions

Drain. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage.

UNIQUE CREATURES



he monsters presented herein are individuals, one-of-a-kind opponents who range from the heroic to the villainous. Regardless of their differentiation in power, none should be taken lightly and their presence in a campaign may change its shape forever.

THE GORGON

Son of the Lord of the First House of Andu, young Raesene was always destined for greatness. As a bastard child, however, his opportunities within the rigid Andu society were limited. Though he was taught all of the skills he would otherwise need to know as heir, that honor was due to his brothers. That truth planted a dark seed within his heart. After years spent fighting in wars on behalf of his family, Raesene returned soaked in blood and bitterness. The title given unto him by his father – "Black Prince" – did little to assuage his seething hatred.

When the armies of Azrai came, Raesene saw his chance to ascend to true lordship. As the armies of the Andu made for Mount Deismaar for the final battle, Raesene betrayed his kin and joined the forces of the enemy, though it was for naught. When the battle was decided and the gods were destroyed, Raesene absorbed a great portion of Azrai's power – not enough to become god himself, as his half-brother Haelyn did, but enough to make him perhaps the first and mightiest of the *awnsheghlien*. The power of Azrai twisted the already black heart of the bastard prince and deformed his body. His flesh grew hard like stone and his once-handsome visage became terrifying and cruel. He became the Gorgon.

Now, from his fortress of Kai-Saitharak in the Gorgon's Crown, he is kept company only by his own seething hatred for his circumstances. A vast legion of goblins, gnolls, orogs, ogres, and even a single dragon is at his command, but it is him against all of Anuire and beyond. Where first shall he begin his conquest?

THE GORGON

Large monstrosity (awnsheghlien), lawful evil

Armor Class 26 (plate armor +3 and shield +3)

Hit Points 609(42d10 + 378)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA	BLD
24	12	28	16	13	18	25
(+7)	(+1)	(+9)	(+3)	(+1)	(+4)	(+7)

Skills Arcana +11, Athletics +15, History +11, Intimidation +12, Persuasion +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 18

Languages Andu, Anuirean, Draconic, Karamhul

Challenge 25 (75000 XP)

Legendary Resistance 3/Day. If the Gorgon fails a saving throw, he can choose to succeed instead.

Bloodline. The Gorgon has a bloodline derivation of Azrai. He possesses the following blood abilities: Alertness, Divine Aura, Long Life, Poison Sense, Regeneration

Magic Resistance. The Gorgon has advantage on saving throws against spells.

Spellcasting. The Gorgon is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The Gorgon has the following wizard spells prepared:

Cantrips (at will): fire bolt, friends, message, shocking grasp, true strike

1st level (4 slots): *feather fall*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *crown of madness*, *invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *banishment*, *black tentacles*, *confusion*, *fire shield*

5th level (2 slots): *dominate person*, *wall of force*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

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

8th level (1 slot): *dominate monster*

Actions

Multiattack. The Gorgon makes 4 attacks with his tighmaevril greatsword.

Kick. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 14 (2d6+7) bludgeoning damage and the target must succeed on a DC 22 Strength save or be knocked prone.

Tighmaevril Greatsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 14 (2d6+7) slashing damage plus 2d6 additional damage to blooded creatures.

Legendary Actions

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

Stone Gaze. The Gorgon glares at a creature within 60 feet that he can see. That victim must succeed on a DC 19 Constitution saving throw or be slowed. At the end of their next turn, the victim must make another saving throw. If this second saving throw succeeds, the slow effect ends. If the saving throw fails, the creature is petrified.

Kick. The Gorgon makes a single Kick attack with one of his cloven hooves against an adjacent target.

Reflexive Casting. The Gorgon casts a single prepared spell of 3rd level or lower.

ULOVAR THE SABLEMANE

When a creature as pure and beloved as the unicorn falls to evil, the world is made a darker place. In the days when the Sidhelien walked the forests of Cerilia alone, Ulovar the Sablemane walked with them. A beautiful creature with a pearlescent horn and a hair of deepest midnight, Ulovar had only one decree for the Sidhelien; his woods must remain peaceful and free of unneeded bloodshed.

Then the humans came, and with them came the resentment of the Sidhelien as they pushed ever-deeper into the primeval forests in search of lumber and sites for new villages.

When skirmishes broke out, Ulovar's decree was violated. Later, when the Battle of Deismaar shook the continent, Ulovar was further shaken by his unwilling infusion of divine power.

Maddened and despairing, he became a terrible force against both humans and Sidhelien. None were spared when hosts of beasts, with Ulovar at their command, overran villages and tore the throats from settlers regardless of their species. The forests of the Rjurik Highlands now have yet another terror in their shadowed boughs, one which brooks the presence of no being that walks on two legs.

ULOVAR THE SABLEMANE

Large celestial, neutral evil

Armor Class 19 (natural armor)

Hit Points 209(22d10 + 99)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA	BLD
18	14	18	13	18	16	20
(+4)	(+2)	(+4)	(+1)	(+4)	(+3)	(+5)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 14

Languages Celestial, Sidhelien, Sylvan

Challenge 11 (7200 XP)

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

Bloodline. Ulovar has a bloodline derivation of Reynir. He possesses the following blood abilities: Divine Aura, Enhanced Sense, Regeneration

Charge. If Ulovar moves at least 20 feet straight towards a target and then hits it with a horn attack on the same turn, the target takes an extra 30 (6d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Magic Weapons. Ulovar's weapon attacks are magical.

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

3/day each: *detect magic*, *faerie fire*, *thunderwave* 1/day each: *call lightning*, *conjure woodland beings*, *giant insect*, *hallucinatory terrain*, *insect plague*, *sleet storm*, *tree stride*

Actions

Multiattack. Ulovar makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 18 (4d6+4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 17 (3d8+4) piercing damage.

Teleport (1/Day). Ulovar magically teleports himself and up to three willing creatures he can see within 5 feet of him, along with any equipment they are wearing or carrying, to a location Ulovar is familiar with, up to 1 mile away.

Legendary Actions

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

Entrapping Roots. Ulovar forces one target he can see to make a Strength saving throw (DC 17) or be restrained. An affected creature can use a slashing weapon and their action to cut themselves free on their turn, or repeat the saving throw at the end of their turn. Success results in escape.

Burning Gaze Of The Unicorn. Ulovar affixes one target he can see within 100 feet with a smoldering gaze. The victim must make a Constitution saving throw (DC 17) or suffer 15 (4d6) fire damage. No damage is suffered on a successful saving throw.

Trample. Ulovar moves toward one creature he can see within 50 feet. This movement may pass through spaces occupied by enemies. He may perform a single hooves or horn attack against any creature whose space he enters throughout this move. Ulovar cannot use this ability if he is restrained or his speed is otherwise reduced to zero. Ulovar's Charge ability applies to this legendary action, but each struck target resets his minimum movement required.