

REALM OF BEASTS

The kingdom of Malegore sired their horrid Therion into life, sealing themselves away from the world they had set them upon in hopes of outlasting the consequences. With the nightmarish sentinels free to rampage, no soul dared enter the realm. Malegore's mighty black gates remained closed, even as the words reclaimed them, and the kingdom's name was lost to the annals of history. But the fight for domination would continue, and though forgotten, some whispered in corners of the world that Malegore continued to survive in secret, a hidden utopia away from the hell of war, a kingdom of hidden treasures. No-one knew of the true terror behind the black gates.

In truth, as Malegore's enemies drew closer, the transmuters grew desperate, crossing more lines, breaking more taboos. But nothing would create the expected result, only wretched beings of dull mind, nothing more of lumps of animated flesh that expired soon after birth. True Sapience was needed, and in their fear and arrogance, it dawned upon the transmuters that there was one dangerous beast at their disposal with such minds.

Humans.

After the Therion, crafted with the gift of humanity; were released, Queen Ecydnia ordered the gates to be sealed to protect her people from the coming storm. Though she looked upon her creations with awe, she understood the terror she was about to unleash. Bold and proud were the royal transmuters, pioneers in their craft, yet for all their rituals and alchemy, if there had been one among their ranks who had understood biology, they might have stopped the contamination that was soon to follow.

The creation of the Therion had left an amalgamation of waste and flesh. 'Leftovers' left to be disposed of by lesser men who would soon fall ill, before their bodies began to twist and change. Soon the realm was in chaos as a horrific plague mutated all who came into contact with it into horrid monstrosities, beasts similar to the Therion, yet still awfully human. It seemed humanity had been far more moldable an ingredient than anyone had suspected.

Malegore was consumed by the beast blight, every last man, woman and child, until it reached the Queen. With the powers of a monarch she held back the mutation in her body long enough to keep the gates of Malegore sealed. And so, be it desperation or hubris, Malegore was turned into a realm of beasts.





BESTIAL SERF

Medium Monstrosity

Armor Class 13 (natural armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	6 (-3)	11 (0)	7 (-2)

Proficiency +2

Skills Deception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

Ambusher. The serf has advantage on attack rolls against surprised creatures.

Keen Senses. The serf has advantage on Wisdom (Perception) checks that rely on sight or smell.

Unassuming Form. As long as the bestial serf has not attacked with its claws within the past minute, it looks like a common human being.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6+2) slashing damage.

REACTIONS

Surprise Attack. When the serf fails a Deception check to hide its true bestial nature, it moves up to half of its speed and attacks with its claws.

BESTIAL SERF

An unassuming creature, one might think it a rare soul spared from the mutating sickness that claimed Malegor. But to take serfs for common humans is a fatal mistake. Meek and shy, they do their best to stay out of sight of other bestial inhabitants in fear of becoming prey. However, upon slight aggravation, they manifest large malformed limbs and other sudden bestial deformatives to attack. Some particularly cunning serfs might take advantage of their unassuming appearance to lure people into ambushes of their kin, after all fresh meat is so hard to come by for those lowest on the food chain. They will do what they must to survive, and are just as willing to submit and cower for mercy against overwhelming strength, as they are to tear your throat out to escape.

Most bestial serfs live pitiful existences within the ruins of malegor, a kingdom now reduced to an animalistic society of domination and survival. They tend to be found in groups of at least three, hidden away in dens in the more dilapidated parts of the kingdom. But some manage to gain the favor of greater beasts, serving within their bestial court in exchange for protection.

BEAST-AT-ARMS

BEAST-AT-ARMS

Medium Monstrosity

Armor Class 15 (armor scraps)

Hit Points 45 (7d8+14)

Speed 30 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	4 (-4)	12 (+1)	6 (-3)

Proficiency +2

Skills Athletics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Bestial Jump. The beast-at-arms' jumping distance is doubled (30 ft. vertically, 10 ft. horizontally).

Keen Senses. The beast-at-arms has advantage on Wisdom (Perception) checks that rely on sight or smell.

Leaping Assault. If the beast-at-arms jumps at least 20 ft. straight toward a creature and then hits it with a sword attack on the same turn, it deals an additional 7 (2d6) damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The beast-at-arms makes two attacks: one with its claws and one with its sword.

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

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

With Malegor finding itself always at the brink of conquest, the population were enlisted into armed service. Men, women and children of the kingdom were trained for combat, giving form to many martial traditions throughout the realm. Even as the bestial scourge took hold and ravaged the minds of the kingdom, the fighting instincts drilled into the people of malegor remained. Now passed down from young to old beast...the tradition lives on.

Though blighted with powerful claws and fangs, the beasts found in Malegor can be encountered wielding the weapons of old. Broken, rusted, barely holding together, these beasts fight with surprising grace and precision that could match any trained man.

The Beast-at-Arms are territorial, Malegor's ancient fear of invaders and the duty to protect their homes forming into a ravenous will to claim their territory. They navigate and climb the walls and towers of the kingdom, using their freakish proportions to leap from one vantage point to another, anyone venturing through the ruins of Malegor will surely encounter packs of their bestial militia. Unlike the lowly serfs, they will attack strangers on sight, often using high positions to leap down onto their prey. Perfect predators of this ruined landscape.



BESTIAL NOBLE

For all their wealth and glamour, Malegor's nobility were not spared from the bestial scourge, turning the once fair and tall grown nobles into twisted, lanky monstrosities. These beasts would remain within the opulent estates of their kingdom, now reduced to labyrinthine dens full of wealth that would never be used. Hoarded by monsters still adorned in the garbs and jewelry of their ancestors.

But even with the minds and souls of beasts, the Noble's hold onto their commanding nature. Through the power of reverence, the lesser beasts of malegor all heed the screams of their malformed aristocrats. The scream to be fed.

It is not uncommon to see lesser beasts in droves delivering fresh kills into the dens as tribute, where the heaps of flesh are greedily devoured by the Nobles in grotesque banquets. One would take care when entering these abominable banquet halls. Compared to the lesser beasts, the Nobles' bodies show more lean flexible anatomy, and they will make use of their long-reaching jaws to quickly snatch up any prey foolish enough to draw near while they feast. They have been known to swallow creatures whole, even their own servants.

It is best to wait until these beasts are full and lethargic, as they will then retreat deep into the grand dens to rest. Though be warned, awakening a noble from its rest will lead to it demonstrating why, despite its strange appearance, it has elevated status over the lesser beasts.



BESTIAL NOBLE

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	5 (-3)	11 (0)	7 (-2)

Proficiency +2

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Challenge 3 (700 XP)

Keen Senses. The bestial noble has advantage on Wisdom (Perception) checks that rely on sight or smell.

Supple Flesh. The bestial noble has advantage on checks to escape grapples and restrains.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage and the target is pulled 5 ft. towards the noble and is grappled, escape DC 14. Until the grapple ends, the noble can't use its bite against another target.

Dine. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature grappled by the noble. *Hit:* The creature is swallowed. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the noble, and takes 7 (2d6) acid damage at the start of the noble's turns. The noble can have only one creature in its belly at a time and as long as the noble has a Small or larger creature in its belly, its movement speed is halved. Whenever the noble takes damage when it has a creature swallowed, it must succeed a Constitution saving throw or regurgitate the creature, which falls prone in a space within 5 ft. of the noble. The Constitution saving throw is equal 10 or half of the damage taken, whichever is higher. If the noble dies, a swallowed creature is no longer restrained and can escape from the corpse using 5 ft. of movement, exiting prone.

REACTIONS

Clench. When a creature grappled by the bestial noble fails an attempt to escape the grapple, the bestial noble deals 7 (2d6) piercing damage to the grappled creature.



KNIGHT BEAST

Medium Monstrosity

Armor Class 17 (natural armor)

Hit Points 93 (11d8+44)

Speed 40 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	4 (-4)	14 (+2)	7 (-2)

Proficiency +3

Skills Perception +5

Languages Understands Common, Celestial, doesn't speak

Senses darkvision 60 ft., passive Perception 15

Challenge 6 (2,300 XP)

Bestial Might. The knight beast is treated as if it is one size larger when grappling and it deals an additional dice of its damage with melee weapon attacks (included in the attacks).

Keen Senses. The knight beast has advantage on Wisdom (Perception) checks that rely on sight or smell.

Rallying Presence. Any monstrosity within 30 ft. that can see the knight beast has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The knight beast makes three attacks: two with its halberd and one with its claw, or three attacks with its claw.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage and if the target is a medium or smaller creature, it is pushed up to 5 ft. away from the knight beast.

REACTIONS

Bestial Rage (1/day). When the knight beast takes damage while it is below half of its maximum hit points, the knight beast moves up to its speed towards a hostile creature it can see and makes two attacks with its claw with advantage.

KNIGHT BEAST

Let it be known that the knights of Malegor never abandoned their kingdom, even as they succumbed to the scourge. As such, knight beasts are creatures of dual nature. A twisted amalgam of armor and fur still governed by knightly virtues, yet possessing the unmistakable instincts of beasts.

Unlike Malegor's bestial soldiers and nobles, these creatures will protect all denizens of the realm, be them lesser or greater. They are never seen hunting other beasts, honor bound to ward off invaders as the queen's watchful sentinels, found at key positions of Malegor. On occasion they hesitate attacking invaders who appear meek and simply lost in the labyrinthine ruins. Preferring to take them to their Queen for judgment.

While they seldom roar or growl as beasts, holding the composure of knights, they wield their weapons with swift bestial savagery. When pushed to the brink of death, a knight has been known to revert to an animalistic fighting stance, using teeth and claws to rip their enemies to pieces. However, do not mistake these foes for animals playing pretend. Despite their bestial nature, the knight beasts are still imbued with their monarch's reverence. Other beasts of Malegor acknowledge them as their protectors, a symbol to rally around and set aside lesser squabbles to unite under the cause of Malegor.

Though they are just as dull in mind as any beast, the Knights understand their beloved Queen's will, and will carry it out without hesitation. Gaining favor with the Queen will in turn gain favor with her Knights.

QUEEN ECYDNIA

The savior and the jailor of this doomed kingdom. The Queen of Malegor fortified the black gates as a final solution, sealing the sickness within her fallen home in hopes of sparing the rest of the world. Ecydnia as Monarch, should have been spared from the scourge. Alas, as her subjects were turned into beasts, the love and worship that granted the Queen her otherworldly power became twisted in nature. And, like Malegor itself slowly succumbing to the beast scourge, so too did the Queen's body. Not through infection of the body, but an infection of title. For a Monarch does not make the Kingdom, the kingdom makes the Monarch. In the wake of her new bestial subjects, Ecydnia took on a monstrous form befitting a Queen of Beasts.

Though changed, the Queen retains her mind, bearing responsibility for what happened, even as the decades pass one by one. The love she holds for her people burns on, fueling her desire to undo

the bestial scourge for both their sake and the rest of the world's. Even if she can not save the generations that have already lived and died as beasts.

But her subject's worship has taken its toll, siring another side of Ecydnia's desires. Something more vengeful, that sees her kingdom as not defiled but strengthened. Malegor now has the power to cut down any foe, why should they willingly imprison themselves to protect those who had once threatened them? Such spiteful thoughts and the growing despair of failing her kingdom has made Ecydnia's mood unpredictable. Though in her golden days as Monarch she would welcome an olive branch of peace with relief, now her more bestial side may see it as a foolish show of weakness.

Ecydnia still refuses to open the gates, but her reasons for doing so have been growing weaker and weaker, day by day, and the Queen knows her time is short.



ECYDNIA, QUEEN OF BEASTS

Huge Monstrosity

Armor Class 17 (natural armor)

Hit Points 262 (21d12+126)

Speed 40 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	22 (+6)	17 (+3)	19 (+4)	20 (+5)

Proficiency +6

Saving Throws Dex +10, Wis +10, Cha +11

Skills Intimidation+11, Perception +10, Persuasion +11, Survival +10

Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 20

Languages Common, Celestial, Draconic, Infernal, Sylvan

Challenge 18 (20,000 XP)

Blade of Malegor. Ecydnia wields the Blade of Malegor, a magical Great Sword.

Keen Senses. Ecydnia has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Regeneration. When Ecydnia begins her turn with more than 0 hit points, she heals 10 hit points.

Sovereign of Beasts. Ecydnia can communicate with any beast or monstrosity as if they share a language.

ACTIONS

Multiattack. Ecydnia makes three attacks: two with her Blade of Malegor and one with her claws.

Blade of Malegor. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6+7) slashing damage.

LAIR: THE SEAT OF THE BEAST

With little resources the people of Malegor had to spare in the construction of their monarch's seat of power, they were unable to decorate it with precious metals or fabrics. Nonetheless, the queen's subjects made use of the readily available material found in the wilderness surrounding Malegor and what they were lacking in lavishness, the people compensated with passion for their queen.

Richly detailed woodcarvings, imposing tapestries, and utilization of bestial bones mark this throne room as Ecydnia's seat of power. It's primal appearance seems now all too fitting for the changed Queen of Beasts, which is sated with her bestial reverence. Here the Queen of Beasts reflects on her mistakes and fights her daily battle with her growing bestial impulses.

LAIR ACTIONS

When fighting Ecydnia, Queen of Beasts in her throne room, Ecydnia can take lair actions. Once Ecydnia uses a lair action, she must use another lair action before she can use it again. On initiative count 20 (losing initiative ties), Ecydnia takes a lair action to cause one of the following effects:

Bestial Impulse. A creature other than Ecydnia must succeed a DC 18 Wisdom saving throw. On a failed save the creature must use its reaction to make a melee weapon attack against another creature in its range.

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Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Beast Claw Barrage. Ecydnia sends forth a barrage of reverence imbued slashes in a 30 ft. long 5 ft. wide. Each creature in the area must succeed a DC 18 Dexterity saving throw. On a fail a creature takes 21 (6d6) magical slashing damage.

Beast Queen's Roar (Recharge 5-6). Ecydnia releases a piercing roar that is audible within 2 miles. Each creature within 20 ft. of Ecydnia that can hear her must make a DC 20 Constitution saving throw. On a failed save a creature takes 27 (6d8) thunder damage and is stunned until the end of Ecydnia's next turn. On a successful saving throw a creature takes half as much damage and is not stunned. Additionally, each monstrosity that hears this roar can use a reaction to move up to its speed towards Ecydnia.

REACTIONS

Bestial Rage (1/day). When Ecydnia is reduced to below half of her maximum hit points, she recharges her use of **Beast Queen's Roar** and uses it.

LEGENDARY ACTIONS

Ecydnia 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. Ecydnia regains spent legendary actions at the start of her turn.

Move. Ecydnia moves up to half of her speed without provoking opportunity attacks.

Pounce (2 Actions). Ecydnia moves or jumps up to her speed towards a hostile creature and attacks it with her claws. If Ecydnia is below half her maximum hit points she makes two attacks instead.

Crippling Strike (3 Actions). Ecydnia attacks with her Blade of Malegor against a creature. On a hit the creature must succeed a DC 20 Constitution saving throw or has disadvantage on attack rolls and its movement speed is halved until the end of Ecydnia's next turn. A creature that fails the save by 10 or more is stunned until the end of Ecydnia's next turn instead.

Monarch's Composure. Ecydnia quells her own bestial impulses. Until she uses another legendary action she has advantage on attacks on attack rolls using the Blade of Malegor and can't attack with her claws.

Summon Serfs. Ecydnia summons 1d4+1 Bestial Serfs (they arrive at the entrance of the area). They roll for initiative and use a reaction to move up to their speed.

Queen's Guard (1/hour). Ecydnia's wounded scream summons a Knight Beast (it arrives at the entrance of the area). The knight rolls for initiative and uses a reaction to move up to its speed. Ecydnia can only use this Lair Action if she is below half her maximum hit points and once she uses this Lair Action she can't use it again until 1 hour passes.

EFFECTS

Her bestial subject's reverence is channeled within Ecydnia's throne and herself. Humanoids feel the pull to their lesser impulses while beasts become invigorated. The following effects may manifest when approaching her throne:

- Humanoids that spend a short or long rest while within half a mile of the Seat of Beasts are troubled with violent intrusive thoughts and might show a lower threshold for violent acts.
- Beasts and Monstrosities that finish a short rest within half a mile of the Seat of Beasts regain all of their missing hit points.

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