

THE THERION

The battles in the name of Altland's monarchs were not fought by man and machine alone. A wide array of beasts were present on the battlefield: Powerful knight bond steeds, ferocious hounds, swift avian messengers. Many species of animals found in Altland today originated from these days. Shaped through generations of selective breeding, all in the name of the monarchs' struggle for power.

The fight for succession was fierce and as the wars among the monarchs intensified, so did their measures to seek victory. With the rise of biomancy, the manipulation and mutation of living creatures by magic, new venues of birthing impossible creatures were opened. Many of these creatures still taint Altland's wilderness as a dark testament of the monarch's megalomania.

Malegor, was a realm struggling for survival since its founding. Born out of the fragments of a fallen kingdom, a mere speck in the shadow of their neighboring rivals. With scraps of territory deemed unworthy of conquest, Malegor avoided the sight and ire of the great monarchs and most worldly affairs. Hiding in the deep wilderness in an attempt to build their own seat of power.

Ecydnia of Malegor, first of her name, found her young nation in a pathetic existence. Even though the wilderness cowed her people from the eyes of rivals, it was a hostile environment. Marauders, horrors of the murked woods, and feral beasts would never allow her Kingdom to flourish. Only with struggle and sacrifice, the queen was able to establish a fortified capitol.

Alas, Malegor's weakness could not go unnoticed forever. Before her realm reached stability, it was besieged once more by rivals. Yet again, Queen Malegor found herself at the brink of annihilation. However, the wilds that hindered Malegor's prosperity would prove just as deadly for their approaching enemies. Hindering the invasion into a foreboding crawl.

Queen Ecydnia looked upon the beasts that had plagued their lands with new eyes, unmatched horrors her people had learnt to defend themselves against would now become their shield. With little time to lose, she set breeders and mages to work. Desperate to utilize its borrowed time, the Kingdom of Malegor engaged in an act of reckless evolution and profane mutation.

When the queen's enemies closed in once more with intent of absolute conquest over the meek nation of Malegor, its capital opened its gates. As its mighty portals opened, Queen Ecydnia unleashed the fruit of her labor. Beasts unseen by this world flooded into the wilds. Creatures that would by sheer malice and lust for wanton destruction lay waste to her enemies. A scourge upon Altland whose name would be remembered in infamy and become synonymous with the very idea of monsters.

That day marked the day in which the therion were released upon the world.

UNNATURAL MUTANTS

Breeding a new species by conventional means required time, a luxury that Malegor did not have. The art of biomancy was required for their Kingdom's last hope of salvation. While Queen Ecydnia counted numerous capable transmuters within her court who were key to the capital's expedient construction, Malegor's knowledge of biomancy was basic at best. Regardless, by necessity, Ecydnia put them to the task.

To create protectors of her kingdom, Ecydnia had hunters prowl the surrounding wilds of Malegor in search of its abundant beasts. The creatures were trapped, their dens were raided for their young, and carcasses were collected. Anything to provide Ecydnia's transmuters with the necessary material.

The most vile beasts were forcefully merged again and again in hastened evolution. Beasts and monstrosities were combined for their most lethal traits with callous abandon, and the resulting chimeras observed and tested. In what could only be described as nature's mockery the therion emerged from a heap of wretched rejects.

The therion were presented to Ecydnia of Malegor, who recoiled from her own creation. True monsters, impossible to control or tame, but with an unmatched savagery and might. By any sane mind, the therions would have been considered a failure, a mistake to be undone - but the Queen was committed. The moment the therion were released unto the world, the Queen ordered the gates of Malegor to be shut and barricaded. She turned away from the world that sought her realm's demise and the therion were her parting gift.

A SCOURGE MADE FLESH

The Kingdom of Malegor succeeded: the therion now infesting their wilds drove out their attackers, but in return made them prisoners. Surrounded by monsters of its own design, Malegor faded away, but their creation endured.

The therions became the undisputed rulers of Malegor's surrounding wilds, slaughtering any native beast that did not escape. With alarming speed, the therions proliferated and soon began to spread beyond their original territory becoming a reviled bane of Altland.

Therion are akin to an infestation. They are not creatures meant to be and are impossible to exist in harmony with any of nature's creations. Wherever they appear, the land suffers, as they disturb the delicate balance of nature with their voracious hunger and ill disposition. It is their flawed creation though, which deters them from overrunning the world at large. As an incidental counterbalance to their spread, therions are short lived mutants and just as hostile to their own kin as to common animals.

As detested monsters, therions are eradicated by man with impunity wherever they are found. Alas, the wilds of altland harbor many dark corners for them to breed and spread anew. Thus therions have become a harsh fact of life for those that wander far off the shelter of civilization.

GALBEASTS

The cluxorian, or galbeast as they are known today by the frontier settlers and farmers, is a stout therion, built not unlike a hog, that features a large head with fangs to match its size. Back when the mages of Malegor were under the hopeful idea of domesticating the therions, they chose the strain which spawned the galbeasts as watchers.

Its bulky frame and huge maw allow the galbeast to expel deafening howls and screams, used to intimidate enemies and startle prey. The galbeast is a watchful creature and considered timid among the therion - though calling it anxious would be more appropriate. As such they are quick to react with ear-piercing screeching at the slightest sign of danger, or to simply mark their territory.

Fortunately, their raucous nature allows one to detect their habitats with ease. Unfortunately it makes little difference for local farmers who are pestered by the incessant howling of these vexing fiends.

Galbeast Screecher. Spawning from the galbeast's strain are particularly cacophonous deviants known as screechers. These deviants possess a larger frame to host its abounding lungs and their throats are rubbery akin to frogs. A screecher bloats to a bizarre size before unleashing a shattering yowl, powerful enough to kill a man exposed to it.

GALBEAST (CLUXORIAN)

Medium Monstrosity

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Proficiency +2

Skills Perception +3

Condition Immunities deafened

Senses darkvision 60 ft. passive Perception 13

Challenge 1/2 (100 XP)

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

ACTIONS

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

Bay. The galbeast releases a piercing bay that is audible within 400 feet. All creatures within 10 ft. of the galbeast that can hear it must succeed a DC 12 Constitution saving throw or be deafened until the end of the galbeast's next turn. A deafened creature has disadvantage on the first ability check or attack roll it makes during its turn.



CRYPTBEASTS

Eurynian, or more commonly called Cryptbeast, is a creeping breed of therions that are notorious scavengers and a bane to frontier gravekeepers. With its sturdy claws, a cryptbeast can dig open a grave in seconds and easily break open even sturdy oak caskets to feast upon the exhumed corpse. The cryptbeast cares little over how rotten a morsel is. Bones still make for a welcome feast, the cryptbeast's crushing bite allows it to effortlessly snap and grind bones.

Untypical for therions, cryptbeasts tolerate the presence of their kin and descend in flocks upon unguarded graves. Though, in cases where the carrion is in short supply, cryptbeasts will quickly turn towards the living and each other alike.

Despite their scavenger nature, cryptbeasts are still capable hunters. With ease a cryptbeast can move close to its target undetected and quickly overwhelm it with the ferocity so innate to the therion. A cryptbeast is also not deterred by attacking larger prey alone. Its jaws are host to an infectious rot due to its unsavory diet. One targeted bite is all the cryptbeast needs to turn even the largest prey into just another carcass to feast upon in due time.

Necrovore. A rare deviant spawning from the cryptbeast is the necrovore. This deviant prefers carrions over all else, particularly the kind animated by necrotic energies. The undead are an unlikely prey for any creature and their consumption leaves the necrovore changed. Ever so close the necrovore wanders the line between life or death, able to momentarily wander into spectral spheres and prey upon even bodiless undead.

CRYPTBEAST (EURYNIAN)

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	2 (-4)	11 (0)	5 (-3)

Proficiency +2

Skills Perception +2, Stealth +6

Senses darkvision 60 ft. passive Perception 12

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The cryptbeast makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage plus 3 (1d6) poison damage and the creature must succeed a DC 12 Constitution saving throw. On a failed save the creature takes the poison damage and any form of healing restores half as much hit points to the creature until the end of the cryptbeast's next turn

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage.





LEUCORIANS

Incidents in which communities at the frontiers report about man eating beasts can be regularly traced back upon the deeds of this strain of therion. Entire settlements have been abandoned out of fear of these predators who even seasoned hunters do not dare to pursue.

The Leucorian, while an uncommon type of therion, is a feared predator that spreads terror upon regions where it appears. Recognized by its unmistakable white mane, the leucorian possesses unrivaled skill of tracking and hunting its prey among its mutant breed. Once set on a target, it will relentlessly pursue and stalk it until its lethal fangs pierce its victim's neck.

Unlike common predators, this therion finds itself in a perpetual hunt. It is on a steady search for prey, feasting upon kills in a voracious manner and needing little rest. It will not remain at a kill for longer than needed and it will leave what it did not devour to scavengers. The mauled carcasses it often leaves behind suggests this beast hunts not just for necessity, but sadistic pleasure.

Apex. Leucorians are solitary beasts that only in exception choose to roam and hunt with a mate. But as beasts, twisted as they are, they are subject to the primal order. A leucorian that preserves at the top of a territory to a venerable age will become an apex. An apex leucorian is a masterful hunter putting the rest of its adept kin to shame. This difference is acknowledged and in a rare event for therions, lesser leucorian will submit to the apex and form a pack. The formation of such a pack spells doom for any living being within its sight.

LEUCORIAN

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	5 (-3)

Proficiency +2

Skills Perception +4, Stealth +4, Survival +4

Senses darkvision 60 ft. passive Perception 14

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The leucorian makes two attacks: one with its bite and one with its claws. If both attacks hit the same creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 15 (2d10 +4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (2d4 +4) slashing damage.

Maul. The leucorian makes two bite attacks against a prone target, if both bites hit, the creature's movement speed becomes 0 until the end of the leucorian's next turn.

GRIGORIAN

The grigorian is a therion of incarnate rage. This roaming monstrosity is in a constant state of agitation. Always on the move, the grigorian will see any other creature it finds as a rival that must be slaughtered. With mighty tusks it will rip and tear flesh and with its muscular legs it will crush bone and shell.

Only in mating season will grigorian gather. These gatherings will result in massacres as the grigorians will break out into lethal bouts. These fights result in the absolute devastation of the region. Left standing, towering over the mangled heaps of their kin, will be the strongest who earned their right to procreate. As such, the grigorian, while remaining low in number, will grow stronger with each generation, leaving farming communities smaller, and fewer in turn, and the cyptbeasts well fed.

Siege Beasts. In the face of such unbridled destructive power of the grigorian, some souls seek to make use of such might. Stolen from their dens at a young age, these beasts are contained for the entirety of their life while animalistic rage boils until finally, plated with crude armor hammered into their very flesh, these siege beasts are released to a path of indiscriminate destruction.



GRIGORIAN

Huge Monstrosity

Armor Class 14 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	2 (-4)	13 (+1)	5 (-3)

Proficiency +3

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 8 (3,900 XP)

Greater Dash. When the grigorian uses the dash action, it's speed increases by 20 ft. until the end of its turn.

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

ACTIONS

Multiattack. The grigorian makes two attacks: one gore attack and one trample attack.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 +6) piercing damage.

Trample. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage plus 18 (4d8) additional damage if the target is prone.

Overrun. As part of this action, the grigorian moves up to its speed in a straight line. It makes a trample attack against each creature the grigorian passes through. A creature that is hit must succeed a DC 17 Strength saving throw or be knocked prone.

GALBEAST SCREECHER

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

Proficiency +2

Skills Perception +3

Condition Immunities deafened

Senses darkvision 60 ft. passive Perception 13

Challenge 2 (450 XP)

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

ACTIONS

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

Screech. The screecher releases a terrifying screech that is audible within 600 feet. All creatures within 10 ft. of the screecher that can hear it must succeed a DC 13 Constitution saving throw take 7 (2d6) thunder damage and have disadvantage on ability checks and attack rolls until the end of the screecher's next turn.

REACTIONS

Warding Shriek. When a creature enters a space within 15 ft. of the screecher it shrieks. If the creature can hear the screecher it must succeed a DC 13 Wisdom saving throw or be frightened until the end of the turn. To use this action, the screecher must see the creature.

CRYPTBEAST NECROVORE

Medium Monstrosity

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft., burrowing 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	2 (-4)	15 (+2)	5 (-3)

Proficiency +2

Skills Perception +4, Stealth +7

Senses darkvision 60 ft. passive Perception 14

Challenge 3 (700 XP)

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

Magic Fangs. The necrovore's attacks are magical.

ACTIONS

Multiattack. The necrovore makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage plus 7 (2d6) necrotic damage and the creature can't regain hit points until the beginning of the necrovore's next turn.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

Ghost Walk. The necrovore disengages and until the end of the necrovore's turn, it is resistant to bludgeoning, piercing, and slashing damage made with non-magical weapons and can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 11 (2d10) force damage and is pushed 5 ft. into an unoccupied space. If the necrovore is still within an object after this movement, the necrovore dies.

Maul. The apex leucorian makes two bite attacks against a prone target, if both bites hit, the creature's movement speed becomes 0 until the end of the leucorian's next turn.

Apex Takedown (Recharge 4-6). The apex leucorian moves up to its speed and then makes a bite attack against a creature in reach. Up to two other leucorians can use a reaction to move up to their speed towards the creature and make one bite attack against it. A creature knocked prone by this attack has a movement speed of 0 until the end of the apex leucorian's next turn.

LEGENDARY ACTIONS

The apex leucorian can take 2 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 apex leucorian regains spent legendary actions at the start of its turn.

Claws. The apex leucorian attacks with its claws.

Detect. The apex leucorian makes a Wisdom (Perception) check.

Maul. The apex leucorian makes a bite attack against a prone creature in reach.

Move. The apex leucorian moves up to half of its speed without provoking opportunity attacks.

Rallying Howl (2 actions). Each leucorian (including the apex) within 60 ft. of the apex that can hear it gains 10 temporary hit points and move up to half of its speed towards the apex without provoking opportunity attacks. If a leucorian in the area that can hear the apex is charmed or frightened, it repeats the saving throw against the condition using the same original DC. On a save the leucorian is no longer charmed or frightened.

APEX LEUCORIAN

Large Monstrosity

Armor Class 16 (natural armor)

Hit Points 146 (16d10 + 48)

Speed 40 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	3 (-4)	16 (+3)	6 (-2)

Proficiency +4

Saving Throws Str +9, Wis +7

Skills Perception +7, Stealth +7, Survival +7

Senses darkvision 60 ft. passive Perception 17

Challenge 10 (5,900 XP)

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

Legendary Resistance (1/day). If the apex leucorian fails a saving throw, it can succeed it instead.

ACTIONS

Multiattack. The apex leucorian makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 +5) piercing damage and the creature must succeed a DC 17 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 +5) slashing damage.



GRIGORIAN SIEGE BEAST

Huge Monstrosity

Armor Class 17 (armor plating)

Hit Points 168 (16d12 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	2 (-4)	11 (0)	4 (-3)

Proficiency +4

Saving Throws Str +10, Con +8

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 11 (7,200 XP)

Death Throe (1/day). When the siege beast is reduced to 0 hit points, it uses recharges and uses its rampage before dying or falling unconscious.

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

Siege Monster. The siege beast deals double damage to Objects and structures.

ACTIONS

Multiattack. The siege beast makes two attacks: one gore attack and one trample attack.

Gore. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 +6) piercing damage.

Trample. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage plus 27 (6d8) additional damage if the target is prone.

Overrun. As part of this action, the siege beast moves up to its speed in a straight line. It makes a trample attack against each creature the siege beast passes through. On a hit a creature takes an additional 9 (2d8) bludgeoning damage and must succeed a DC 18 Strength saving throw or be knocked prone.

Rampage (Recharge 5-6). Each creature and structure within 5 ft. of the siege beast must make a DC 18 Dexterity saving throw. On a failed save a target takes 44 (8d10) bludgeoning damage and half as much on a successful one.

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