

GLISTENER'S GUIDE TO NEW PHYREXIA

PREVIEW EDITION

Venture into the depths of New Phyrexia in this first look at a
Magic: the Gathering homebrew sourcebook by Littjara

CONTENTS

The World of Mirrodin	3	Phyresis Effects	15
Thrice Transformed	3	Phyresis Saving Throws	16
Languages	5	Glistening Oil	17
Classes	6	A Sublime Transformation	17
People of Mirrodin	7	Compleation Saving Throws	16
Human	7	Character Alterations	18
Goblin	9	Phyrexian Modifications	18
Leonin	9	Treasure	21
Loxodon	9	Bestiary	25
Myr	9	New Creatures by Faction	25
Vampire	10	Credits	43
Vedalken	10	Sidebars	
Viridian Elf	10	The Layers of New Phyrexia	4
Core-Born Phyrexian	11	Learning Phyrexian	6
New Feats	12	Custom Ability Score Increases	7
New Spells	13	Reversing Yawgmoth's Will	17
Ichor Magic	14	Character Compleation Quick Sheet	18
Phyresis	15	Perilous Polymorphs	25

A WORK IN PROGRESS

Welcome! This preview edition is **playtest material** for Littjara's upcoming full-length homebrew setting guide, *Glistener's Guide to New Phyrexia*. As such, no text in this preview is confirmed to be final, and differences may appear between the rules as written in this document and the eventual full version. In other words, think of this as "Unearthed Arcana: Mirrodin and New Phyrexia." It's meant to allow DMs to run simple games as a sneak peek at the setting and try out its mechanics.

You can reach Littjara to give feedback, follow this project, and check out their other work at @littjara-mirrorlake on Tumblr and @littjara.bsky.social on Bluesky.

Happy adventuring!



THE WORLD OF MIRRODIN

OVER ITS FRAGMENTED HISTORY, THE WORLD known variably as Argentum, Mirrodin, and New Phyrexia has undergone war, carnage, and drastic transformation. This book can be used to run adventures in any stage of Mirrodin's history.

THRICE TRANSFORMED

ARGENTUM

Karn, a silver golem who could walk the many worlds of the Multiverse, sought to create his own mechanical world that moved in mathematical precision. Thus, the artificial plane that would one day become Mirrodin was born, first christened Argentum by its creator. Though largely forgotten, this early era of Mirrodin's history is chronicled by the Ur-Golems in their cryptic language on monoliths in the Glimmervoid.

Using a powerful artifact called the Mirari, Karn created the golem Memnarch to be Argentum's guardian. However, Karn had unwittingly tracked a mnemonic substance known as Phyrexian oil to his pristine new plane, which twisted Memnarch's mind after Karn departed. The oil had been drawn from a machine civilization ruled by the human-turned-god Yawgmoth. He sought dominion over all worlds by transforming all life into his biomechanical creations, the Phyrexians, through a surgical process known as completion. Though Yawgmoth himself had long been

defeated, his dark will lived on whispering through the oil, touching the minds of all exposed.

Now obsessed with obtaining a spark—a rare, inborn metaphysical imprint conferring the power of planar travel—like his creator's, Memnarch created soul traps to abduct creatures from other worlds of the Multiverse to Argentum. He named his new artificial ecosystem Mirrodin, after the magical artifact that had given him life.

MIRRODIN

As Mirrodin grew into a living plane, six major biomes developed on its surface. In all but the Glimmervoid, vast tunnels known as lacunae led directly down into the planet's core.

The Razor Fields, home to Auriok humans, leonin, and loxodon, were rolling plains of metallic grass that rang in the wind. Most civilizations here were nomadic, engaging in diplomacy and trade with their neighbors.

Vedalken and Neurok humans, who had been subjugated by the vedalken until they seized their own freedom, inhabited chrome-spire settlements that rose above the vast Quicksilver Sea. Beneath the waves swam sea monsters and leviathans.

The Mephidross was a toxic swamp that bubbled with necrogen gas, a substance that accelerated the creation of undead which assailed its populations of vampires and Moriok humans.

The high mountain range known as the Oxidda Chain housed goblins and Vulshok humans, adept blacksmiths who shared their biome with dragons, ogres, and other legendary, monstrous creatures.

The thick, coppery forest of the Tangle was shared between the Viridian elves of the canopy and the Sylvok humans of the undergrowth. While the Sylvok revered both artificers and druids as spiritual figures, the elves rejected technology, believing that a return to the “natural” world was the only path to renewal.

Each of these five biomes was connected to one of Mirrodin’s artificial satellites: the white, blue, black, red, and green suns, respectively. Each sun crested over its associated biome at its zenith, and fed it with light and mana.

The Glimmervoid, comprising the majority of Mirrodin’s surface, was a vast, flat expanse of hexagonal metal plates that could reflect arcane energies. Here the remnants of Mirrodin’s time as Argentum could be found, including cryptic obelisks detailing the world’s creation in the language of the Ur-Golems. Construct creatures, including the myr, populated this biome which was largely left unsettled by humanoids.

Each century, Memnarch sent gargantuan war-machines called levelers roaring across the surface of Mirrodin to harvest potential sparks from its people as his sanity frayed. Eventually the elven warrior Glissa Sunseeker, herself in possession of a spark, defeated Memnarch. Thereafter, Glissa and her companions, the Moriok human Geth and the goblin Slobad, were named the new guardians of Mirrodin by Karn.

Using Glissa’s dormant spark, Karn reversed the action of the soul traps and returned all first-generation Mirrans to their homeworlds. This event was called the Vanishing, or the Sun’s Toll, by the Mirrans who remained.

Meanwhile, the droplet of oil that first drove Memnarch mad had gone on to divide and grow in the planar core. Nurtured by abundant metallic substrate and concentrated magic, a new Phyrexian civilization developed and largely prepared for the conquest of the surface. However, with Yawgmoth now dead and his direct control broken, Phyrexia lost the singular purpose of its previous incarnation. Five leaders emerged among their people as Phyrexia splintered along ideological lines: Elesh Norn, praetor of unity, Jin-Gitaxias, praetor of progress, Sheoldred, praetor of cunning, Urabrask, praetor of freedom, and Vorinclex, praetor of predation. All three of Mirrodin’s guardians would ultimately come to join the Phyrexians.

The era preceding Phyrexian emergence is known to Phyrexian people as the Deadlock. (Not all Phyrexians remained below the surface at this time—notably, the Mephidross has hosted compleated occupants for possibly its entire history.) The Phyrexian emergence sparked a bloody war as Mirrans banded together to defend their surface home from the invaders. This conflict would come to be known as the Mirran-

Phyrexian War. Ultimately, the Phyrexian forces triumphed, and the surviving Mirrans were forced to seek refuge with Urabrask’s Quiet Furnace.

NEW PHYREXIA

After their conquest of Mirrodin, the Phyrexians terraformed the planet into a nine-layered concentric sphere reminiscent of their ancestral home, the plane of Phyrexia. Each biome of the Mirran surface, along with certain prominent landmarks, was transported down wholesale to the layer corresponding to its associated faction. Elesh Norn, formally crowned Mother of Machines, wrested control of Sheoldred’s and Urabrask’s territories from them as the disempowered praetors went into hiding.

Now in control of their home plane, the New

THE LAYERS OF NEW PHYREXIA

The conquered Mirrodin was terraformed to best resemble the original plane of Phyrexia’s creation. Beginning from the outermost layer, the nine layers of New Phyrexia are:

The Glorious Facade. The surface of New Phyrexia is decorated with eldritch monuments to Phyrexian glory, which rise and crumble seemingly on their own.

Mirrex. What remains of Mirrodin’s surface has become a sparse wasteland, roamed by metallic creatures and occasional rugged survivors.

The Furnace Layer. This was the first Phyrexian layer to be constructed, having been completed long before the war. Due to the furnace-dwellers’ neutrality toward them, Mirran refugees congregate on this layer, as well as misfit Phyrexians who take issue with Norn’s rule. As Norn refines her invasion plans, the layer’s denizens rename it the Autonomous Furnace and break out into open revolt against her.

The Hunter’s Maze. Vorinclex and Glissa’s new Tangle is ruled by the strong. In a labyrinthine landscape of copper branches, Phyrexian creatures pursue and maul one another.

The Surgical Bays. Dominated by water features, chrome spires, and iridescent orbs, the polished Surgical Bays are New Phyrexia’s hub of scientific innovation. Implements of surveillance are ubiquitous, from eyestalk-tipped branches to the massive eyes that serve as skylights.

The Dross Pits. Divided between feuding Thanes, the new Mephidross is rife with political intrigue, back-alley deals, and gladiatorial combat. In this feudal society, peasant Phyrexians—often former Mirrans or their direct descendants—toil under brutal overlords.

The Fair Basilica. The innermost populated layer, from which Norn rules, is crafted to glorify her with elaborate porcelain architecture. The ossified bodies of Norn’s most faithful line the walls and columns.

The Mycosynth Gardens. Here grows the mycosynth, a fungus-metal hybrid which arose from Phyrexian oil and formerly dominated the planar core. Exposure to mycosynth spores is the cause of Mirrodin’s metallic life and its vulnerability to phytetic conversion.

The Seedcore. Home and prison of Realmbreaker, the Seedcore is guarded at all hours, and access is controlled exclusively by Elesh Norn herself.

Phyrexians set to unlocking interplanar travel. From the seed of a distant plane's World Tree, Elesh Norn began to grow Realmbreaker, a dimension-crossing entity who would become the centerpiece—and ultimate downfall—of her pan-planar invasion plans.

When the time came to initiate the invasion, Elesh Norn sent Realmbreaker's branches piercing through the planes of the Multiverse, bringing with them battalions of compleated centurions. Unbeknownst to her, however, Realmbreaker resisted her control and had begun calling for help across the space between worlds.

PHASED OUT

While Elesh Norn commanded her armies, Realmbreaker had secured a friend and ally in the dryad Wrenn. To halt Norn's invasion of the Multiverse and isolate the Phyrexians, Wrenn and Realmbreaker, whom the dryad renamed Eight, pulled New Phyrexia away through the space between worlds. There, New Phyrexia replaced the hidden plane Zhalfir in a distant, inaccessible corner of the Multiverse. Though New Phyrexia remains a fully functional world on its own, its five suns have now been replaced by the hazy impressions of day and night from Zhalfir, and it cannot interact with or be accessed from the greater Multiverse.

LANGUAGES

Though Golem and Myr may be considered the only language groups truly native to Mirrodin, the creatures imported by Memnarch brought a diversity of cultures and tongues to the plane. They evolved further on

Mirrodin, forming distinct Mirran dialects. The Phyrexian language has also expanded considerably, its speakers liberated from their singular purpose of serving Yawgmoth.

Common is shared by all the sapient civilizations of Mirrodin. It is the main tongue of humans, as well as the go-to language for affairs between groups.

Celestial is spoken by the angels of Mirrodin, who keep watch over the Mirran people.

Draconic is spoken by the sapient dragons of the Mephidross and the Oxidda Chain.

Elvish is spoken by the Viridian elves of the Tangle and occasionally the Sylvok who parlay with them.

Goblin is a rich language with extensive technical terms relating to religion and metalworking. Notably, there is no single word for the color blue, as it exists outside goblins' infrared vision spectrum.

Golem is the language of Mirrodin's oldest inhabitants, the Ur-Golems. Ancient inscriptions can sometimes be found in this language, detailing Mirrodin's long-forgotten origin as the creation of a silver golem with the power to traverse worlds.

Infernal is used by the demons of the Mephidross and those bound under their service, as well as Mirran vampires. Moriok occasionally learn Infernal in order to negotiate with their demonic neighbors or tap into dark Mephidross magic.

Leonin is used by the leonin tribes of the Razor Fields, as well as Auriok diplomats who communicate with them.

Loxodon is rarely taught to outsiders and is used to pass down cultural and religious texts via oral tradition among the loxodon people.



LEARNING PHYREXIAN

Unlike the other languages of Mirrodin, Phyrexian language proficiency cannot be gained through species, class, or background features (except by core-born Phyrexians). However, spells and class features such as *comprehend languages* or the monk's Tongue of the Sun and Moon function normally with Phyrexian.

Knowledge of the language is stored in glistening oil and acquired in the late stages of phyresis, opening the minds of the infected to a vast store of ancestral memory.

Phyrexian is the tongue of the compleat, passed down through glistening oil. It is heavy in grating, clicking, and metallic vocalizations. Young Phyrexians and other speakers lacking mechanical mouthparts use a simplified version of the language.

Sylvan is spoken by Sylvok, elves, elementals, and other denizens of the Tangle. Notably, it was also spoken by the trolls of the Tangle and used to inscribe Mirrodin's history upon Tel-Jilad, the Tree of Tales. Since the Vanishing, Mirrodin's trolls have all but disappeared.

Vedalken is the language of scientific communication among the Neurok and vedalken of the Quicksilver Sea. It is rich in technical terms—"casual" speech does not exist in Vedalken.

CLASSES

All classes can be found both on Mirrodin's surface and among the Phyrexians.

Artificers are the most numerous class on the plane. Masterful shapers of their metal world, artificers command a high level of respect in every civilization, with the significant exception of Viridian elves. Phyrexian surgeons can also be artificers, integrating metal with the flesh of their experimental subjects.

Barbarians are common in the cultures inhabiting the Oxidda Chain and the Tangle. Many Vulshok and Furnace warriors are barbarians, drawing on the rage and passion within themselves.

Bards make up a portion of the diplomatic specialists of the Razor Fields, as well as in every region as storytellers and recorders of history. Their expertise with fable, word, and culture allows them to pass tales down over generations.

Clerics of Mirrodin are representatives of their people and conduits to a deep spiritual world, especially for leonin, loxodon, goblins, and Sylvok. Phyrexian clerics are often steadfast disciples of the praetors they serve, preaching their faction's interpretation of the sacred Phyrexian Scriptures.

Druids hold sacred leadership responsibilities in the elf and Sylvok cultures of the Tangle. A minority of Phyrexians (especially those of the Vicious Swarm) also master nature magic, sculpting life in the image of Phyrexian ferocity.

Fighters are present in all cultures as warriors, leaders, and protectors of their people. A considerable portion of Phyrexian forces, both core-born and formerly Mirran, are optimized for physical combat.

Monks among the Auriok, leonin, and Sylvok practice martial arts disciplines that involve the channeling of magical energy.

Paladins have risen to prominence as zealous champions both above and below Mirrodin's surface. Their patrons may be gods, praetors, their people, or abstract concepts like endurance or conquest.

Rangers are most common in the Razor Fields and the Tangle, ever-vigilant to defend their ways of life. A skilled navigator of any of Mirrodin's biomes could also be a ranger, as could one of the Vicious Swarm's stewards.

Rogues become key informants of their factions as espionage grows more and more important. Neurok network agents, who once helped free their people from slavery, now put their roguish skills to use infiltrating Phyrexian strongholds. Meanwhile, the Progress Engine sends its blighted agents to spy on other factions and spread phyresis to the uninfected.

Sorcerers with inborn magical capabilities are found in low numbers in just about every culture, particularly the Vulshok. Phyrexian spellcasters who draw on the magic in their ichor can also be sorcerers.

Warlocks are often found in the Phyrexian ranks, drawing power from their praetors or even—some claim—Yawgmoth himself, a part of his essence kept alive in the glistening oil. Powerful beings such as angels and demons may serve as patrons for Mirran warlocks.

Wizards are most common among the Neurok and the vedalken, who have refined arcane study into a science. Biomancers, who are often wizards, serve as surgeons in all Phyrexian factions.



PEOPLE OF MIRRODIN

FVERY SAPIENT CULTURE OF MIRRODIN, SAVE FOR the golems and myr, was artificially transported from other worlds across the Multiverse via Memnarch's soul traps. This resulted in an enclosed ecosystem to which other species from the *Player's Handbook* and other sourcebooks are unknown. In addition, adaptation to Mirrodin's environment means that the Mirran variations of *Player's Handbook* species may diverge significantly from their counterparts elsewhere in the Multiverse.

This chapter provides information about each of the people of Mirrodin, as well as traits for all except goblins, leonin, loxodon, vampires, and vedalken, which can be found in other supplements.

HUMAN

Like their relatives on other planes, the humans of Mirrodin are ingenious, ambitious folk who strive to leave their mark on the world. They are divided into five broad groups: the Auriok of the Razor Fields, the Neurok of the Quicksilver Sea, the Moriok of the

CUSTOM ABILITY SCORE INCREASES

Though the species in *Glistener's Guide to New Phyrexia* name specific ability score increases, rearranging these bonuses—as in *Tasha's Cauldron of Everything* and beyond—provides players with greater agency.

The “typical” ability score increases in this book are flavor suggestions, identifying the archetypal strengths of each group. By no means must your character fit these archetypes! Therefore, you may optionally ignore the ability score increase listed for your species and instead add +2 to one ability score and +1 to another, or +1 to each of three ability scores. You can't increase a score above 20 this way.

Mephidross, the Vulshok of the Oxidda Mountains, and the Sylvok of the Tangle. Your Mirran human character has the following traits.

HUMAN TRAITS

Type. You are a Humanoid. You are also considered a human for any prerequisite or effect that requires you to be a human.

Age. Humans reach adulthood in their late teens and live about a century.

Size. Humans vary widely in height and build, from about 3 feet to well over 6 feet tall. Your size can be Small or Medium.

Speed. Your base walking speed is 30 feet.

Typical Ability Score Increase. One ability score of your choice increases by 2, and another increases by 1.

Languages. You can speak, read, and write Common and one other language of your choice (except Phyrexian).

Lineage. Choose one of the five Mirran human lineages for your character to belong to.

AURIOK

The Auriok are a nomadic people, specializing as warriors, spellcasters, and diplomats who form alliances between tribes and with the other peoples of the Razor Fields. Each Auriok tribe is led by a champion who is responsible for their people's well-being, and wandering warriors and mages known as Accorders enforce the Auriok statement of rights, the Accord of Equity. Auriok skin is commonly bronze-colored and embedded with gold, and their hair is bleached white by the constant light of the suns.

Accorders' Discipline. When you make a Strength or Charisma check (including skill checks), you can choose to treat a d20 roll of 9 or lower as a 10. Once you use this feature, you can't use it again until you finish a long rest.

Auriok Combat Training. You are proficient with the longsword and shortsword.

Diplomatic. You have proficiency in either Insight or Persuasion, and can speak, read, and write one extra language of your choice (except Phyrexian).

NEUROK

The Neurok, distinguished by the chrome or silver metal adorning their skin, are among Mirrodin's most prolific scientists and inventors. After throwing off the yoke of servitude under vedalken masters, they rose to a dominant position in the chrome-spire settlements on the Quicksilver Sea, based in their capital city of Lumengrid. Among their greatest assets are the mind-expanding serum extracted from Mirrodin's blinkmoths and their vast, covert rogue networks.

Breadth of Knowledge. You have proficiency in any combination of three skills or tools of your choice.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this lineage).

MORIOK

The many tribes of the Moriok carve out a living in the inhospitable swamp of the Mephidross and endure constant exposure to its necrogen gas, causing them to develop extraordinary resilience to environmental hazards. They are mystics and survivors who commune

with ancient Mephidross magic. Lead-like metal emerges from underneath their skin, and they decorate their bodies with dark leather and ornaments of tooth and bone.

Inured to Necrogen. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Moriok Magic. You can cast the *false life* and *hex* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this lineage).

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

VULSHOK

Renowned blacksmiths, warriors, and geomancers, the Vulshok people create armor and weapons of the best quality that can be found on Mirrodin. They are divided into six tribes based on their smithing specialization: Anvil, Blade, Hammer, Helm, Shield, and Spear. The iron spikes on their skin afford them a degree of natural armor, and the ember cores embedded in their chests glow red-hot in moments of strong emotion.

Expertise of the Forge. You have proficiency with smith's tools and another type of artisan's tools of your choice.

Fire Resistance. You have resistance to fire damage.

Iron Skin. You gain a +1 bonus to your AC when you aren't wearing heavy armor.

SYLVOK

The most insular of Mirrodin's humans, the Sylvok are druidic hunter-gatherers who value tradition, nature, and harmony. Unlike the canopy-dwelling elves, Sylvok inhabit the undergrowth of the Tangle, subsisting off gelfruit and the meat they hunt. They view artifice as a form of worship, venerating the natural world through imitation, and consider animal life sacred. Their skin is decorated with intricate patterns of copper that resemble plant growth.

Cantrip. You know one cantrip of your choice from the druid spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this lineage).

Expert Navigator. You ignore nonmagical difficult terrain, and your base walking speed increases to 35 feet.

Tangle's Lore. You have proficiency in Nature and Survival.

GOBLIN

Unified in religion and culture, goblins make up the dominant humanoid society in the Oxidda Mountains. Their religion revolves around the worship of two major deities: the Steel Mother, embodiment of Mirrodin and the creator of the goblin race, and the Sky Tyrant, the red sun and great hammer of creation. Goblins are fervent tinkerers and zealous acolytes in equal measure, reusing the metal of their dead to create “ancestor things” that hold deep spiritual significance.

Traits for goblins can be found in *Volo's Guide to Monsters*, *Guildmasters' Guide to Ravnica*, and *Monsters of the Multiverse*, with the following addition:

Gift of the Steel Mother. You have proficiency in Religion and with tinker's tools.

LEONIN

Formerly a unified pride, Mirrodin's leonin split into two groups in the wake of the Vanishing: the Kha-Tal, who remain reverent of the kha's authority, and the younger and more rebellious Obu-Tal, who aim to construct a new and better society for the leonin. Clerical abunas lead other leonin in the traditional Sunroar, spellcasting hunters known as shikari warp the razorgrass to trap their prey, oath-bound skyhunters soar through the skies on pterons' backs, and wizened arbiters search for omens in the motions of the suns.

Traits for leonin can be found in *Mythic Odysseys of Theros*.

LOXODON

Coexisting with Auriok and leonin in the Razor Fields, loxodon are devout adherents to religion with a strong oral tradition. They are known for being stalwart and stubborn, their minds nigh-impossible to change after they've formed an opinion. Their cultural view on morality allows little room for shades of gray. Loxodon codes of conduct—collectively known as the Modest Truth—are faithfully passed down from generation to generation in the language of their people.

Traits for loxodon can be found in *Guildmasters' Guide to Ravnica*.

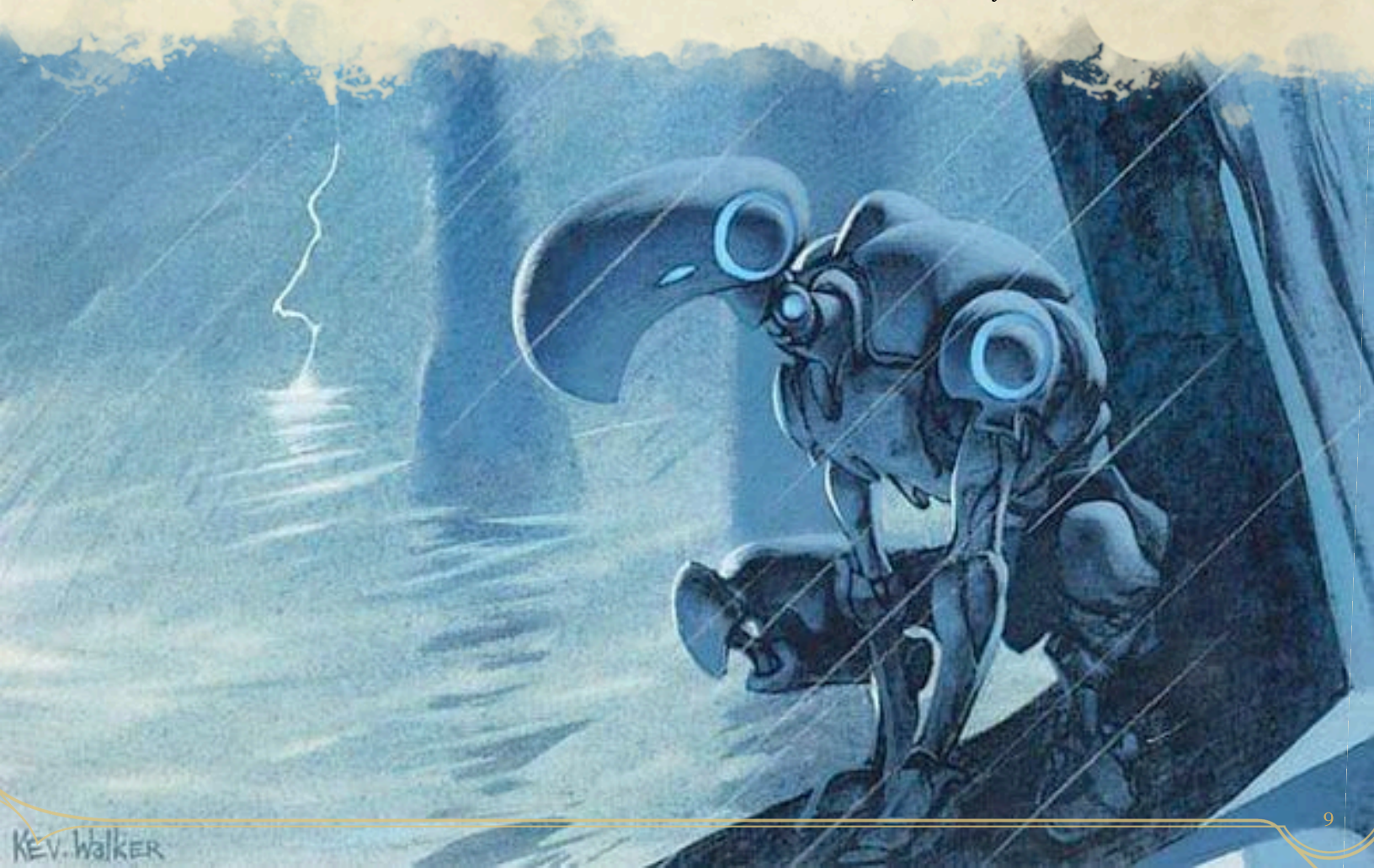
MYR

Metallic, beak-headed myr inhabit Mirrodin and draw widespread admiration for their seemingly tireless dedication to industry. Few know of their true origin as creations of the mad wizard Memnarch, designed to be mechanized servants and his eyes across the plane. Following Memnarch's fall, the myr found themselves with sapience and free will, though their core values of duty, community, and knowledge remain.

MYR TRAITS

Type. You are a Construct. You are also considered a myr for any prerequisite or effect that requires you to be a myr.

Age. As constructed creatures, myr don't grow old in the traditional sense, and they are able to live



indefinitely if well-maintained. You are immune to magical aging effects.

Size. Myr average about 3 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet.

Typical Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Darkvision. Your constructed senses grant you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bonus Proficiencies. You gain proficiency in one skill and one tool of your choice. The tool you chose is integrated into your body and cannot be removed while you live.

Constructed Resilience. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being poisoned.

You don't need to eat, drink, or breathe. You also don't need to sleep, and magic can't put you to sleep.

Networked Minds. You can communicate telepathically with other myr within 120 feet of you.

Regenerative Repair. If the *mending* spell is cast on you, you can expend a hit die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point). Spells such as *cure wounds* and *spare the dying* which restore hit points or preserve life, and normally don't affect constructs, function as if you were a humanoid.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Languages. You can speak, read, and write Common and one other language of your choice (except Phyrexian).

VAMPIRE

The vampires of Mirrodin inhabit the Mephidross in communities known as covens. Unlike their counterparts on other worlds, Mirran vampires puncture their victims with syringe-like middle and fourth fingers. Metallic ductwork distributes the siphoned blood through the rest of their bodies.

Many of Mirrodin's covens were once tribes of Moriok, who willingly accepted vampirism to defend themselves from the undead nim (zombies) that assailed them in the Mephidross.

Traits for vampires can be found in *Van Richten's Guide to Ravenloft* as dhampir.

VEDALKEN

The four-armed vedalken of Mirrodin are often characterized by a distant, analytical nature, seeing the world as a repository of endless knowledge. Formerly

ruling over the Neurok of the Quicksilver Sea, vedalken now live alongside them as research partners. The heart of vedalken arcana is a mysterious location known as the Knowledge Pool, hidden in the upper levels of Lumengrid.

Traits for vedalken can be found in *Guildmasters' Guide to Ravnica*, with the following addition:

Secondary Arms. You have two secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

VIRIDIAN ELF

The Viridian elf culture that rose in the wake of the Vanishing is preoccupied with restoring the world to its "purest form", seeing artifice and civilization as threats to the natural order. Uniquely amongst the Mirran cultures, Viridian elves view druidcraft and artifice as opposed disciplines. Tall, wiry, and green-skinned with copper melded into their flesh, Viridian elves often wear their hair in braids tied back from their faces.

VIRIDIAN ELF TRAITS

Type. You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

Age. An elf typically claims adulthood around the age of 100 and can live to be 750 years old.

Size. Viridian elves range from under 5 to over 6 feet tall and are often long-limbed and lanky. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Typical Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Darkvision. Accustomed to the shadowed Tangle, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Viridian Weapon Training. You have proficiency with the scimitar, whip, javelin, and longbow.

Keen Senses. You have proficiency in the Perception skill.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Bane of the Artificial. When you damage a Construct or Undead with an attack or a spell, you can cause the attack to deal additional force damage to the creature equal to your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.



Languages. You can speak, read, and write Common and Elvish.

CORE-BORN PHYREXIAN

Though Phyrexians' most well-known method of reproduction is compleation—a magical, infectious, and usually surgical alteration of other creatures—fully Phyrexian offspring can also be grown in glistening oil, tended by vat-priests. Germs are most often born from the oil of a single Phyrexian parent and take after that parent's morphological features, including the type and color of their metal plates. Such Phyrexians are known as “core-born”, even though the laboratories that create them have expanded all over the surface and interior of Mirrodin.

CORE-BORN PHYREXIAN TRAITS

Type. You are a Humanoid. You are also considered a Phyrexian for any prerequisite or effect that requires you to be a Phyrexian.

Age. Owing to their combined construction of flesh and metal, the Phyrexian definition of life is porous at best, and Phyrexian beings have the potential to live indefinitely. You are immune to magical aging effects.

Size. Phyrexians can be almost any size, from crawling skitterlings to living landscapes. They tend to

be heavier than organic creatures of equivalent size. As a player character, your size can be either Small or Medium.

Speed. Your base walking speed is 30 feet.

Typical Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Necrotic Resistance. The glistening oil flowing through your body protects you from the tainted attacks of your kind. You have resistance to necrotic damage.

Tainted Strike. You have sharp claws, spines, or other natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 + your Strength modifier of slashing damage plus 1 necrotic damage, instead of the bludgeoning damage normal for an unarmed strike.

Variable Trait. You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill or tool of your choice.

Phyrexian Modification. You begin with one modification for which you meet the prerequisites (presented later in this document) as a result of the Phyrexian work done on your body, and you gain an additional one at 5th level.

Languages. You can speak, read, and write Phyrexian and one other language of your choice.

NEW FEATS

The new feats listed below are especially fitting for members of the Mirran Resistance or Phyrexian factions, but can be adapted to other settings by removing the faction and species prerequisites (if any).

Faction prerequisites only must be fulfilled at the time of taking a feat; you do not lose faction-limited feats you already have when you change factions.

ADDITIONAL MODIFICATION

Prerequisite: Phyrexian

You take an additional Phyrexian modification for which you meet the prerequisites. You can take this feat multiple times, choosing a new modification each time.

ARTIFACT AFFINITY

Prerequisite: 8th level, Mirran Resistance

Training amongst the artificers of Mirran society has brought you a keen ability to resonate with magic items, even those which are not intended for your use.

- The number of magic items that you can attune to at once increases by 1.
- You may attempt to attune to magic items whose species, class, spell, or level requirements you do not meet. For each item, make an Intelligence (Arcana) check with a DC depending on its rarity: 10 for common, 14 for uncommon, 18 for rare, 20 for very rare, and 25 for legendary. On a success, you are able to attune to the item. On a failure, you cannot attempt to attune to the item again this way until you finish a long rest, unless you meet the item's prerequisites before then.

COMBAT LEADERSHIP

Prerequisite: Mirran Resistance

Skilled at bolstering your allies' resolve in the face of impossible odds, you gain the following benefits:

- Increase your Strength, Dexterity, or Charisma score by 1, to a maximum of 20.
- As an action, you can use your oratory skills to create an aura of inspiration. For 1 minute, whenever you and creatures of your choice within 30 feet of you make an attack roll, ability check, or saving throw, add 1d4 to that roll. A creature must be able to hear and understand you to gain this benefit. This effect ends early if you are incapacitated. Once you use this ability, you must finish a short or long rest before you can use it again.

ICHOR CHANNELER

Prerequisites: Phyrexian, Spellcasting or Pact Magic feature

You gain the ability to modify your spells with the Ichor Magic options detailed later in this document.

TRANSCENDENT EVOLUTION

Prerequisite: Core-born Phyrexian

Choose one ability score. Your maximum for that score increases to 22.

When you take this feat, you may add up to 2 to the chosen score by subtracting 2 from another ability score for each increase by 1 to the chosen score, as described in "A Sublime Transformation."

WHISPERS OF ICHOR

Prerequisite: Phyrexian

You are especially attuned to the ancestral memory that whispers within you, allowing you to briefly take on the skills of Phyrexians who have come before.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever you finish a long rest, you may choose one skill, tool, or weapon proficiency that you lack and gain it as you tap into the relevant memories in your ichor. You lose this proficiency when you use this feature to gain another proficiency that you lack.
- After you roll an ability check, but before the outcome is determined, you may choose to roll an additional d20. You choose which of the d20s is used for the check. You may use this ability a number of times equal to your proficiency bonus before you take a long rest.

NEW SPELLS

These spells are presented in alphabetical order.

CORROSIVE GALE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 1 minute

You conjure a whirling gale of acid in a 10-foot-radius, 60-foot-high cylinder centered on a point within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. It takes 4d8 acid damage on a failed save, or half as much on a successful one. Additionally, on a failed save, its flying speed (if any) is reduced to 0 feet until it makes its next saving throw against this spell or it leaves the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell level above 3rd.

Spell Lists: Artificer, druid

MAGMATIC SPRINT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You channel an engine of fiery, creative energy to power your movement. For the duration, you gain the following benefits:

- Your walking speed increases by 10 feet.
- You don't provoke opportunity attacks.
- Once per turn when you begin or end your movement, you may deal 1d6 fire damage to a creature within 5 feet of you.

Spell Lists: Artificer, bard, sorcerer, wizard

MENTAL MISSTEP

1st-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a cantrip or a level 1 spell

Range: 60 feet

Components: S

Duration: Instantaneous

You psychically rebuke a creature in the process of casting a spell. If it is a cantrip or 1st-level spell, the spell fails.

Spell Lists: Sorcerer, warlock, wizard

ROUT

4th-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Instantaneous

A flash of blinding radiance erupts from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 7d6 radiant or thunder damage (your choice) and be pushed up to 10 feet away from you. A creature that succeeds on its saving throw takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each spell level above 5th.

Spell Lists: Cleric, paladin

SPEAK WITH METAL

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

For the duration, you may communicate with constructs as if you shared a language, as long as they are mostly or completely made of metal. You may also grant a temporary semblance of intelligence to metal objects, allowing them to converse with you telepathically.

You can question targets about their history, past interactions, or purpose, though the information you receive—particularly from items—may be couched in vague or cryptic language, and they are under no obligation to offer you a truthful or complete answer.

The knowledge and awareness of many constructs is limited by their intelligence. They may agree to perform simple tasks on your behalf or provide you with information about the surrounding area and what they have perceived in the past day.

Spell Lists: Artificer, bard, cleric, wizard

ICHOR MAGIC

Prerequisite: Spellcasting or Pact Magic feature, Ichor Channeler feat

Ancient arcana slumbers in the oil that runs through every Phyrexian's veins. Although every compleated spellcaster is theoretically capable of channeling it, only a minority of Phyrexian mages truly dedicate themselves to unraveling the secrets of ichor magic. To do so is to foray into Phyrexia's distant past and plumb the memories of countless predecessors. Members of the Steel Thanes faction, who desire to emulate the Phyrexia of old, embrace it particularly readily. The enigmatic Deep Thane Kraynox is likely the most powerful of these mages on New Phyrexia.

Ichor magic is not only introspective; it is sacrificial, consuming a portion of the caster's ichor to enable a magical effect. When ichor is drawn from a Phyrexian's body to enhance spellcasting this way, it is sometimes known as Phyrexian mana. Ichor mages occupy crucial roles in every faction as physicians, diviners, and combatants, but even amongst their fellow Phyrexians they are often viewed with suspicion and fear. To dive so deep into the past often leaves a mage unmoored from the present, seemingly looking straight through their peers into their veins.

You can only use one Ichor Magic option on a spell when you cast it. Each option specifies a hit die cost. You pay hit die costs by rolling that many hit dice without adding your Constitution modifier and taking

necrotic damage equal to the roll, which cannot be reduced or prevented in any way. The hit dice you roll this way are expended.

You have advantage on Constitution saving throws made to concentrate on any spell you cast using ichor magic.

Arcane Amplification. You may heighten the effects of a spell by expending hit dice during its casting. The spell counts as one level higher for each hit die you expend. You can amplify a spell this way up to a maximum level equal to your highest spell slot plus one.

For example, if you are a 3rd-level cleric and cast *cure wounds* with a 1st-level spell slot, you can expend 2 hit dice to make the spell's effects count as if it was 3rd level.

Ichorous Bane. When you cast a spell that causes one or more creatures to make saving throws to resist its effects, you may expend one hit die to give Phyrexian creatures disadvantage on saving throws they make against the spell until the beginning of your next turn. You may prolong this effect on each of your turns by expending 1 additional hit die.

Visceral Focus. When you cast a spell requiring a costly material component, you may forgo the component by expending 1 hit die per 100 gp of the material cost. If the component would be consumed by the spell, the hit points you lose in the casting are subtracted from your hit point maximum until you finish a long rest.





PHYRESIS

CONTACT WITH PHYREXIAN CREATURES AND glistening oil can lead to phyresis, a special condition tracked in ten stages. Phyresis does not count as a disease, so immunity to disease cannot prevent a character from being afflicted. Phyrexian creatures cannot gain phyresis levels.

PHYRESIS EFFECTS

A creature infected with phyresis experiences the effects of its current level and all those below.

Every 24 hours, a character who has at least 1 phyresis level must roll a d20. On a roll equal to or less than their current phyresis level, they gain one level. In addition, the first time you roll a 1 or 2 this way, you also gain one Phyrexian modification of the DM's choice for which you meet the prerequisites (see "Phyrexian Modifications"). Before completion, you may have only one modification at a time.

Although not every level carries mechanical effects, the progression of phyresis always causes narrative and visual changes to an affected character. Organic creatures often develop prominent new metal growths on their bodies, protruding bones, and characteristic all-

Phyresis

Level	Effects
1	No effect
2	No effect
3	No effect
4	No effect
5	Disadvantage on saving throws against being charmed or frightened by Phyrexian creatures
6	No new effect
7	Phyrexian language proficiency
8	No new effect
9	Phyresis levels can no longer be removed by magic items
10	Begin completion saving throws (see "A Sublime Transformation")

black eyes that weep Phyrexian oil. Scraping, metallic tones modulate their voices. Synthetic beings instead find their metal partly transmuted into flesh and bone. All affected creatures may begin to glimpse visions of Phyrexian history in their dreams or hear the voice of Yawgmoth whispering within their minds, tempting them to surrender to his perfection.

PHYRESIS SAVING THROWS

Whenever a non-Phyrexian creature takes necrotic damage from a Phyrexian creature or source (excluding spells and magic items, unless specified), it must make a Constitution saving throw to resist contracting phyresis. The DC equals 10 or the necrotic damage taken, whichever is higher. A roll of 1 on the d20 automatically counts as a failure, and a 20 automatically counts as a success. If damage is taken from multiple sources, the creature makes a separate saving throw for each source of damage. On each failure, the creature gains one phyresis level. A creature can always choose to fail a phyresis saving throw.

If a non-Phyrexian creature is reduced to 0 hit points by necrotic damage this way, it must instead begin death saving throws upon a successful phyresis saving throw, or completion saving throws on a failure. (It is stable while it makes these completion saving throws.)

Non-Phyrexian creatures in bodily contact with glistening oil make a DC 14 Constitution saving throw at the beginning of their turn. On a failure, they gain one phyresis level. If they are submerged, they instead make a DC 18 Constitution saving throw, gaining two phyresis levels on a failure and one level on a success. Consuming glistening oil or Phyrexian creatures increases a creature's phyresis level by 2 without a saving throw.

A creature's phyresis levels remain consistent regardless of any changes to its form or statistics. While in a transformed state such as Wild Shape, phyresis saving throws are made using the new form's Constitution modifier and proficiency bonus (if applicable), and any levels gained carry over to the creature's true form. A creature that dies with one or

more phyresis levels also does not lose them if it is brought back to life.

GLISTENING OIL

The lifeblood of Phyrexia and its people, glistening oil—also called ichor or Phyrexian oil—contains the molecular and mnemonic blueprint for Phyrexian life, and it replaces the blood and bodily fluids of compleated organisms. Core-born germs are dependent on incubation vats to survive until their bodies can produce the oil themselves.

When a creature is infected with phyresis, it is inundated by a flood of ancestral memory. The mental strain of reliving centuries of memory, including the countless atrocities of invasion, is one reason why compleation is such a painful process.

Weapons can be coated in glistening oil, causing them to deal an extra 1 necrotic damage on a hit. This bonus damage triggers phyresis saving throws.

The infectious property of glistening oil is magical and deeply ingrained. A *dispel magic* spell cast at 9th level can render isolated oil samples inert within a cubic area of your choice up to 50 feet on a side. Alternatively, you may target Phyrexian creatures of total CR 15 or lower within range (any CR lower than 1 counts as 1 for the purposes of this calculation), which each must make a Constitution saving throw against your spell save DC. On a failed save, the target's ichor is rendered impotent for 24 hours. For the 24-hour duration, an affected creature cannot expend hit points as part of casting spells, create germs, or cause another creature to gain phyresis levels. An affected creature's attacks continue to deal any additional necrotic damage that may be included, but the target does not need to make saving throws against phyresis as a result.





A SUBLIME TRANSFORMATION

MOST COMPLETED ADULT PHYREXIANs, including player characters, are capable of compleating other creatures with sufficient ichor and time. (The ichor of a newt is not potent enough to transform a healthy humanoid.) A compleated creature retains its original type and species features, but gains the Phyrexian type. Spells cast using ichor magic that raise a target from the dead will return them compleated, if they were not already.

Phyrexians do not age after reaching adulthood, nor do they have limits on their natural lifespans. A creature ceases to age at the moment of completion.

COMPLETION SAVING THROWS

Glistening oil carries the voice of Yawgmooth, Phyrexia's tyrannical creator and original Father of Machines, who seeks to bend all life to his whims. When you reach 10 physisis levels, you must make a DC 16 Wisdom or Charisma saving throw (your choice), and repeat this saving throw at the start of each of your subsequent turns until they are resolved. The Phyrexian who most

recently provided you oil may grant you advantage on these saving throws. Successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. When you roll a 1 on the d20, it counts as two failures; likewise, a 20 on the d20 counts as two successes. On your third success, you are compleated while retaining most or all of your previous memories and convictions. On your third failure, your bonds are instead altered toward Phyrexian ends. You retain your base alignment and personality, but may suffer

REVERSING YAWGMOTH'S WILL

Though powerful, the alteration of loyalties during completion can be undone. *Dispel magic* or *remove curse* cast with a 7th-level slot or higher can restore one target creature's former bonds and memories if its mind had been altered in this way. (An unwilling creature makes a Wisdom saving throw against the caster's spell save DC.) You can target one additional creature for each slot level above 7th. There is, however, no known way to remove the physical alterations that accompany completion.

moderate to severe memory loss. Either way, you lose all phyresis levels, retain Phyrexian language proficiency and one modification, and gain the Phyrexian type. If you had 0 hit points, you regain 1 hit point upon compleation.

Failing compleation saving throws will not inherently change the ideals of a character; their existing bonds are merely altered, sometimes subtly. For example, if a character's bonds include "I value my family above all," they might be changed to "I value my family, *which is Phyrexia*, above all." Creatures compleated within Phyrexian factions are often vulnerable to further modification of their identities during the process, such as with the spells *feeblemind* or *modify memory*. Decide with the DM whether characters converted to Phyrexian loyalties will remain under the control of their players or become NPCs until their bonds can be restored.

The process of compleation is an exhausting ordeal that saps the energy of affected creatures. A newly compleated Phyrexian takes a -3 penalty to all attack rolls, saving throws, and ability checks. Each time the creature finishes a long rest, the penalty is reduced by 1 until it disappears.

CHARACTER ALTERATIONS

Compleation is often a process of optimization, reinforcing a creature's existing strengths. In that spirit, choose one ability score; your maximum for that score only is now 22. Upon compleation, you may increase this score by up to 2 by subtracting 2 from another ability score for each increase by 1 to the target score. For example, if you chose Dexterity, you may increase your Dexterity from 20 to 22 by subtracting 2 from Intelligence and 2 from Strength, or by subtracting 4 from Strength.

In addition, the compleated character gains one Phyrexian modification if they have none, or they may change a modification gained during phyresis to a different one.

CHARACTER COMPLEATION QUICK SHEET

Modification. You gain one modification for which you meet the prerequisites. If you already have one, you may either keep it or exchange it for a new one.

Optimization. Your maximum for one ability score of your choice becomes 22. During compleation, you may increase that score by up to +2 by subtracting 2 from another ability score for each +1 to the target score.

Proficiency. You gain one skill or tool proficiency from the Phyrexian who compleated you. If the identity of the oil donor is unknown, some common proficiencies are listed here by faction:

Machine Orthodoxy – Persuasion, Religion
Progress Engine – Investigation, Medicine
Steel Thanes – Deception, History
Quiet Furnace – Intimidation, any artisan's tools
Vicious Swarm – Animal Handling, Survival

Compleation is a unique opportunity for a player to rework their character, extending to even class and subclass changes if desired. Additionally, the mnemonic nature of glistening oil means that genetic material is not the only thing passed down from a Phyrexian to a creature they compleat. A newly compleated creature gains one skill or tool proficiency possessed by the Phyrexian who compleated them.

Transformation following phyresis is often considered unrefined compared to full, surgical compleation, at which point physical features can be entirely customized. At the DM's discretion, a character may not gain the full benefits of compleation until they finish a long rest and/or undergo a surgical procedure lasting 2d4 + 2 hours at a Phyrexian surgeon's hands. For the duration of the procedure, a creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

PHYREXIAN MODIFICATIONS

These modifications are presented in alphabetical order along with their prerequisites and associated factions. They are intended for use both as-written and as inspiration for more individually customized features. Modifications are gained at 1st and 5th level by the core-born Phyrexian species, and are also obtainable by any character who has Phyrexian work done on their body or gains them during phyresis. Unlike spells, modifications with associated factions are not removed from a character if that character changes factions.

Unless stated otherwise in its description, each modification can only be taken once and has no prerequisites.

CONSTRUCTED RESILIENCE

Faction: Machine Orthodoxy, Progress Engine, Steel Thanes, Quiet Furnace

Prerequisite: does not already have the Constructed Resilience feature

Even among Phyrexians, you are unusually mechanized, forfeiting the majority of your organic components for the resilience of a true machine. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being poisoned. You don't need to eat, drink, or breathe. You also don't need to sleep, and magic can't put you to sleep.

To gain the benefits of a long rest, you must spend all 8 hours staying still or doing light activity, such as keeping watch.

DARKVISION

Faction: Any

If you do not have darkvision, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range instead increases by 60 feet.

INCENDIARY BREATH

Faction: Quiet Furnace

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of fire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 fire damage. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

LEECHING BITE

Faction: Vicious Swarm

Your hunger can drain the vitality of other creatures to fuel your own. As a bonus action, you can make a melee weapon attack against a creature within 5 feet of you. You are considered proficient with this attack. It deals 1d4 piercing damage on a hit, and you gain a number of temporary hit points equal to the piercing damage dealt by this bite.

You can use your bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

METAMORPH

Faction: Progress Engine

Your body takes on the appearance of malleable quicksilver. You can fit through spaces large enough for a Tiny creature without squeezing. When you fall prone, your quicksilver body spreads out into a puddle in your space.

As a bonus action, you can change your appearance to that of a Small or Medium creature or object you have seen (your game statistics do not change) or back to your true form. No matter what form you take, you appear entirely silver. Your ability to move, speak, cast spells, or take any action that requires fine manipulation is limited to the capabilities of your new form. Transforming doesn't break your concentration on a spell you've already cast or prevent you from taking actions that are part of a spell that you've already cast.

This change in appearance lasts until you transform again, revert to your true form, or die.

MUTAGENIC GROWTH

Faction: Vicious Swarm

Prerequisite: 5th level

As a bonus action, you can unleash the explosive mutagenic power of your ichor, gaining the following benefits which last for one minute:

- If you're smaller than Large, you become Large. Everything you are wearing and carrying changes size with you, and anything you drop returns to normal size at once. If you lack the room for this increase, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- You gain a number of temporary hit points equal to five times your proficiency bonus.

This effect ends early if you are incapacitated or die.

Once you use this trait, you can't use it again until you finish a short or long rest.

When you reach 11th level, you may choose to increase your size to Huge instead when you use this trait.

NECROGEN VENTS

Faction: Steel Thanes

Prerequisite: 5th level

As an action, you can release a poisonous aura of necrogen in a 10-foot-radius sphere centered on yourself. It lasts for 1 minute, moves with you, and ends early if you are incapacitated or die. Each other creature of your choice that starts its turn in the necrogen or enters it for the first time on its turn must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the beginning of its next turn.

Once you use this trait, you can't use it again until you finish a short or long rest.

PSYCHIC NEXUS

Faction: Machine Orthodoxy, Progress Engine

Your ichor's specialized transmission capabilities allow you to join minds into a communication network. As an action, you can establish a telepathic bond with a willing creature you touch. You and all bonded creatures can speak to one another telepathically. (To understand each other, each must speak mentally in a language the others know.) The bond persists over any distance, though it can't extend to other planes of existence.

You can bond this way with up to two Phyrexian creatures, or up to one non-Phyrexian creature, at a time. If you exceed your capacity by forming a bond with a new creature, your oldest bonds are broken until your capacity is no longer exceeded. Each bond lasts one hour or until you dismiss it (no action required). All bonds end early if you are incapacitated or die.

When you reach 5th level, you can form bonds with two additional Phyrexian creatures, or one additional non-Phyrexian creature. Your capacity increases again this way at 11th and 17th level.

In addition, when you reach 11th level, your telepathic bonds persist across planes of existence.



REACTIVE SPINES

Faction: Any

As a reaction when a creature you can see within 5 feet of you hits you with a melee attack, you can cause metallic spines to erupt from your body in retaliation, causing the attacker to take 1d6 piercing damage. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

You can use this reaction a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

REINFORCED CARAPACE

Faction: Any

Prerequisite: does not already have a species bonus to AC, such as Iron Skin or Natural Armor

The metal of your body grows tougher, deflecting mortal blows. You gain a +1 bonus to your AC when you aren't wearing heavy armor.

RESISTANCE

Faction: Any

You gain resistance to one of the following damage types of your choice: acid, fire, poison, psychic, or radiant.

Though any Phyrexian may receive this modification, each damage resistance is most commonly associated with a specific faction.

SECONDARY ARMS

Faction: Any

Prerequisite: does not already have the Secondary Arms feature

You have two secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

SPIDER CLIMB

Faction: Any

Prerequisite: 3rd level, does not already have the Spider Climb feature

You gain a climbing speed equal to your walking speed, and you can climb walls and other difficult surfaces without needing to make an ability check. In addition, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

TREASURE

THE WORLD OF MIRRODIN IS KNOWN ACROSS THE Multiverse for its abundance of powerful magical artifacts. Over Mirrodin's tumultuous history, artificers have devised countless magic items for nearly every purpose imaginable. Phyrexians, too, craft magic items using a combination of metal and flesh, many of them straddling the line between mechanical and biological. They are also quick to adopt and alter Mirran items to serve their own purposes.

This section presents new magic items from Mirrodin and New Phyrexia in alphabetical order. See the *Dungeon Master's Guide* for rules on magic items.

BLINKMOTH SERUM

Potion, major tier, rare

This serum, extracted from the blinkmoths of Mirrodin's core, glows light blue in its bottle. When you drink it or inject it into your bloodstream, you have advantage on Intelligence and Wisdom checks for 4 hours, as well as Constitution saves made to concentrate on spells. In addition, you have advantage on phyresis saving throws for the duration. The

critically endangered status of blinkmoths makes serum highly valuable to vedalken and Neurok mages.

Blinkmoth serum can also be found in its Phyrexianized form, *inkmoth serum*, which becomes far more common than ordinary blinkmoth serum as New Phyrexia increases in power. They are nearly indistinguishable and function identically, except that inkmoth serum grants no bonus to phyresis saving throws, and consuming inkmoth serum also causes a character's phyresis level to increase by 1.

COLOSSAL DREADMASK

Wondrous item, very rare (requires attunement)

This Phyrexian headpiece, woven of copper branches, is shaped like the roaring head of a many-eyed dinosaur. While attuned, you can use a bonus action to speak its command word and transform into a *Tyrannosaurus rex* (statistics provided in the *Monster Manual*.) Once you use the dreadmask this way, you can't do so again until you finish a long rest.

The transformation lasts for 1 hour or until you dismiss it (no action required), your attunement to the dreadmask ends, you drop to 0 hit points, or you die.



Your game statistics are replaced by the statistics of the Tyrannosaurus, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores.

You assume the hit points of the Tyrannosaurus. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into your new form. You can't activate, use, wield, or otherwise benefit from any of your equipment, except for the dreadmask itself.

GITAXIAN PROBE

Wondrous item, uncommon (requires attunement)

In addition to being a magic item, the Gitaxian probe is also a skite (stat block provided later in this document). While you are attuned to the skite, it always obeys your mental commands (no action needed).

The skite has three charges. While attuned, you can expend one charge to have the skite cast *detect thoughts* with a spell save DC of 14. It telepathically transmits any thoughts it detects to you as long as it is within 120 feet of you. The skite regains all spent charges daily at dawn.

GLISTENING DAGGER

Weapon (dagger), uncommon

This magical weapon appears, at first glance, to be a stoppered bottle filled with glistening oil. You can uncork the bottle (no action required), from which the oil springs forth in the form of a dagger blade. Corking the bottle again causes the blade to retract back into it in liquid form.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, dealing necrotic instead of piercing damage on a hit. This necrotic damage triggers phyresis saving throws.

HELM OF KALDRA

Wondrous item, legendary (requires attunement)

While attuned, you have advantage on initiative rolls, your passive Perception increases by 5, and your base walking speed increases by 10 feet.

In addition, if you are also attuned to the Shield of Kaldra and the Sword of Kaldra, you may use a bonus action to channel the avatar of Kaldra itself through your body. You gain 50 temporary hit points. Until you lose these hit points, you gain the following benefits:

- If you are smaller than Large and you have space to transform, your size becomes Large.
- When you hit a target with a weapon attack, that target takes an extra 2d10 force damage.

- You have advantage on saving throws against spells and other magical effects.
- Once before the effect ends, if you would miss with a melee weapon attack, you may choose to hit instead.

Once you have activated this property, you can't do so again until you finish a long rest.

HEXGOLD ARMOR

Armor (light, medium, or heavy), rare (base) or very rare (+1)

This armor is inlaid with hexgold, a material created by treating Glimmervoid plates with blinkmoth serum. It also may provide a bonus to AC based on its rarity. While wearing this armor, you have advantage on phyresis and completion saving throws.

HEXGOLD DUST

Potion, major tier, rare

When you apply this fine golden powder to your wounds, you regain 6d4 + 6 hit points. You lose the poisoned condition, 1 phyresis level, and 1 level of exhaustion, if you have any.

HEXGOLD WEAPON

Weapon (any), rare (+2), or very rare (+3)

The hexgold that plates this weapon provides it with extra effectiveness against Phyrexians. This weapon scores a critical hit against a Phyrexian creature on a roll of 19 or 20, and provides a bonus to attack and damage rolls based on its rarity.

INFESTED FLESHCUTTER

Weapon (any sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned, you have the ability to comprehend and verbally communicate with Tiny creatures that have six or more legs as if you shared a language. You have advantage on all Charisma checks you make to influence them.

You can use an action to cast *insect plague* through this item at 5th level. Once you've cast *insect plague* this way, you can't do so again until you finish a long rest.

MOX OPAL

Wondrous item, very rare (requires attunement by a spellcaster)

While this opal pendant is on your person, you can use an action to magically regain one expended spell slot. If the expended slot was of 6th level or higher, the new slot is 5th level. You can use the opal this way a number of times equal to the number of magic items you are currently attuned to, and it regains all expended uses daily at dawn.

NEUROK STEALTHSUIT

Wondrous item, uncommon (requires attunement)

While attuned to this silvery, skintight garment, you

have advantage on Dexterity (Stealth) checks. Additionally, when you fail a Dexterity saving throw against an effect that you can see, you can use your reaction to reroll the saving throw. You must use the new roll. Once the stealthsuit is used this way, you can't do so again until the next dawn.

The properties of the stealthsuit don't function if you are wearing medium or heavy armor.

PENTAD PRISM

Wondrous item, uncommon (requires attunement by a spellcaster)

This multicolored glass prism glimmers faintly with the light of the five suns. While you are attuned, you can alter your spells as the prism redirects energy from Mirrodin's leylines. When you cast a spell or expend a spell slot to create a magical effect (such as the paladin's Divine Smite) that deals acid, cold, force, fire, lightning, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell or effect).

SHIELD OF KALDRA

Armor (shield), legendary (requires attunement)

While attuned, you have resistance to nonmagical bludgeoning, piercing, and slashing damage. In addition, if you would die while attuned to the shield,

you instead come back to life with 1 hit point. Once this property of the shield has taken effect, it cannot do so again for the next five days.

SURESTRIKE WEAPON

Weapon (any ranged weapon), uncommon (base), rare (+1) or very rare (+2)

When you make an attack roll and miss with this weapon, you may expend a charge to reroll it. You must use the new roll. The weapon has 3 charges and regains all spent charges daily at dawn.

SWORD OF BODY AND MIND

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to force and psychic damage.

While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

Body (Force). The next attack roll that you or your allies make against the target before the end of your next turn has advantage.

Mind (Psychic). The target must make a DC 15



Intelligence saving throw. On a failure, it subtracts 1d4 from the next saving throw it makes before the start of your next turn.

SWORD OF FEAST AND FAMINE

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to acid and poison damage.

While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

Feast (Acid). If you are below half of your hit point maximum, you gain a number of hit points equal to the acid damage dealt this way.

Famine (Poison). The target must make a DC 15 Constitution saving throw. On a failure, it has disadvantage on the next attack roll or ability check it makes before the start of your next turn.

SWORD OF FIRE AND ICE

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to fire and cold damage. While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

Fire (Fire). A bolt of flame leaps to a different creature of your choice within 5 feet of the target. The second creature takes 1d6 fire damage.

Ice (Cold). The target's speed is reduced by 10 feet until the start of your next turn.

SWORD OF FORGE AND FRONTIER

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to fire and force damage.

While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

Forge (Fire). You deal an additional 2d6 fire damage to the target. All fire damage dealt by this attack ignores resistances.

Frontier (Force). If the target is Huge or smaller, it must make a DC 15 Strength saving throw. On a failure, it is pushed up to 10 feet away from you in a straight line.

SWORD OF KALDRA (VORPAL SCIMITAR)

Weapon (scimitar), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic scimitar. In addition, the scimitar ignores resistance to slashing damage.

When you attack a creature that has at least one head with this scimitar and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

SWORD OF LIGHT AND SHADOW

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to cold and radiant damage.

While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

Light (Radiant). You gain a number of temporary hit points equal to the radiant damage dealt by this attack.

Shadow (Cold). The target must make a DC 15 Constitution saving throw. On a failure, it can't regain hit points until the start of your next turn.

SWORD OF WAR AND PEACE

Weapon (any sword), very rare (optional attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned, you have resistance to fire and radiant damage.

While this weapon is unsheathed, it sheds bright light in a 10-foot radius and dim light for another 10 feet.

Whenever you hit with this weapon, choose one of its two modes. It deals 1d6 extra damage of that mode's type (indicated in brackets). If you are attuned and you have not already activated an effect of the sword this turn, you can also activate the chosen mode's effect:

War (Fire). Each creature of your choice besides yourself within 5 feet of the target must make a DC 15 Dexterity saving throw or take 1d6 fire damage.

Peace (Radiant). The target must make a DC 15 Charisma saving throw. On a failure, it has disadvantage on the next attack roll it makes before the start of your next turn.

BESTIARY

NEW CREATURES BY FACTION

The following tables list new creatures found in this preview, sorted by the faction in which they are most likely to be encountered. Some creatures, such as germs and mites, are nearly ubiquitous in all Phyrexian factions.

NPCs unrepresented by the stat blocks in this preview, such as Mirran Resistance members and Phyrexian newts, can be represented using NPCs from the *Monster Manual* and other sourcebooks, adding or changing creature types as necessary.

MIRRAN RESISTANCE CREATURES

Challenge	Creature
0	Hovermyr
1/8	Myr
1/8	Myr mindservant
1/4	Aerophin
1/2	Chimney imp
2	Myr galvanizer
4	Myr superion
16	Jor Kadeen

MACHINE ORTHODOXY CREATURES

Challenge	Creature
0	Germ
1/4	Incisor glider
1/4	Mite
1/2	Crawling chorus
1	Glistener
1	Machine Orthodoxy aspirant
5	Porcelain legionnaire
6	Annex sentry
12	Null seraph
13	Ixhel

PROGRESS ENGINE CREATURES

Challenge	Creature
0	Germ
0	Skite
1/4	Mite
1	Glistener
1	Progress Engine aspirant
4	Viral drake
8	Blisterzoa

STEEL THANES CREATURES

Challenge	Creature
0	Germ
1/8	Plague stinger
1/4	Mite
1	Glistener
1	Steel Thanes aspirant
15	Massacre wurm

QUIET FURNACE CREATURES

Challenge	Creature
0	Germ
1/4	Cacophony scamp
1/4	Mite
1	Glistener
1	Quiet Furnace aspirant
2	Furnace dreg
3	Ogre menial

VICIOUS SWARM CREATURES

Challenge	Creature
0	Germ
1/8	Cankerbloom
1/4	Cystbearer
1	Glistener
1	Vicious Swarm aspirant
3	Ichorspit basilisk
5	Oil-gorger troll
16	Glissa

PERILOUS POLYMORPHS

Effects that transform individuals into other creatures, such as the spell *polymorph* or the druid's Wild Shape, can allow non-Phyrexian creatures to take on the forms and statistics of Phyrexians. For example, a Sylvok druid can use Wild Shape to transform into a mite. Doing so, however, comes with a risk of permanent corruption. A non-Phyrexian creature that changes into a Phyrexian this way must succeed on a phyresis saving throw with a DC of 10 + the new form's CR (minimum of 1), using the statistics of its normal form, or gain a level of phyresis.

This saving throw must only be made if a creature's game statistics are replaced with those of a new form. Modifications that are purely aesthetic, such as the Change Appearance option in *alter self*, do not force a saving throw.

AEROPHIN

Tiny construct

Armor Class 13 (natural armor)

Hit Points 2 (1d4 + 0)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +4

Damage Immunities psychic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Familiar. The aerophin can serve another creature as a familiar, forming a magical, telepathic bond with its willing master. While the two are bonded, the master can sense what the aerophin senses, as long as they are within 1 mile of each other.

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

ACTIONS

Beam. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage.

Tail. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ANNEX SENTRY

Huge construct (Phyrexian)

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	20 (+5)	10 (+0)	18 (+4)	12 (+1)

Skills Athletics +9, Insight +7, Perception +10

Damage Resistances necrotic, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 20

Languages Common, Phyrexian

Challenge 6 (2300 XP)

Proficiency Bonus +3

Bulwark. The annex sentry is immune to forced movement.

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

Unusual Nature. The sentry doesn't require air, food, drink, or sleep, and magic can't put it to sleep.

ACTIONS

Multiattack. The sentry makes two ribbon attacks.

Ribbon. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 20 (3d8 + 6) bludgeoning damage, and the sentry can grapple the target (escape DC 17) if it has not already grappled a target this turn. While grappled this way, the target is restrained. The sentry can have up to four creatures grappled this way at a time.



BLISTERZOA

Medium aberration (Phyrexian)

Armor Class 17 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 5 ft., fly 30 ft. (hover)

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

Skills Perception +11

Damage Resistances necrotic, psychic

Condition Immunities blinded, prone

Senses darkvision 120 ft., truesight 30 ft., passive Perception 21

Languages –

Challenge 8 (3900 XP)

Proficiency Bonus +3

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

Reactive. The blisterzoa has two reactions per round of combat.

Toxic 13. The minimum phyresis saving throw DC the blisterzoa can cause is 13.

Vigilance. The blisterzoa can't be surprised if it isn't incapacitated, and other creatures can't gain advantage on attack rolls against it as a result of being unseen by it.

ACTIONS

Multiattack. The blisterzoa makes three tentacle attacks. It can substitute up to two of these with phyretic sting attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (2d4) necrotic damage, and the blisterzoa can grapple the target (escape DC 16). While grappled this way, the target is restrained. The blisterzoa can have up to three targets grappled this way at a time.

Phyretic Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or gain one phyresis level. If the target fails the saving throw by 5 or more, it gains two levels instead.

CACOPHONY SCAMP

Small humanoid (goblinoid, Phyrexian)

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	12 (+1)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Phyrexian, Goblin

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Heated Body. A creature that touches the cacophony scamp or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

Nimble Escape. The scamp can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Ember. *Ranged Weapon Attack:* +4 to hit, range 20/60, one target. *Hit:* 2 bludgeoning damage plus 2 (1d4) fire damage.

CANKERBLOOM

Small plant (Phyrexian)

Armor Class 6

Hit Points 2 (1d6 - 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	9 (-1)	1 (-5)	3 (-4)	1 (-5)

Senses passive Perception 6

Languages –

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Death Burst. When the cankerbloom dies, it releases a burst of phyretic spores. Each creature within 20 feet of the cankerbloom must succeed on a DC 13 Constitution saving throw or gain a phyresis level. If a creature fails this saving throw by 5 or more, it gains two levels instead.

False Appearance. While the cankerbloom remains motionless, it resembles an inanimate Phyrexianized fungus. A creature that can see the cankerbloom can discern its true nature with a successful DC 14 Intelligence (Nature) check.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage.

CHIMNEY IMP

Small fiend (devil)

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	7 (-2)	13 (+1)	9 (-1)

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal

Challenge 1/2 (50 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Necrogen Cloud. At the end of its turn, the imp releases a cloud of necrogen in a 10-foot-radius sphere centered on itself. Each creature within the cloud must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) slashing damage.

CRAWLING CHORUS

Small monstrosity (Phyrexian)

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	14 (+2)	7 (-2)	13 (+1)	16 (+3)

Skills Performance +5

Condition Immunities charmed, exhaustion, frightened, petrified, prone

Senses darkvision 60 ft., passive Perception 11

Languages Phyrexian

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

Unnerving Song. One creature of the crawling chorus's choice within 60 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage and subtract 1d4 from the next ability check, attack roll, or saving throw it makes before the end of the crawling chorus's next turn.

Song of Stillness (Recharge 5-6). Each creature of the crawling chorus's choice within 30 feet of it that can hear it must make a DC 13 Wisdom saving throw or be charmed by it for 1 minute. While charmed this way, the creature has a speed of 0 and cannot take reactions. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

CYSTBEARER

Small monstrosity (Phyrexian)

Armor Class 13 (natural armor)

Hit Points 14 (4d6 + 0)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

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

FURNACE DREG

Medium elemental (Phyrexian)

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Phyrexian

Challenge 2 (450 XP)

Proficiency Bonus +2

Heated Body. A creature that touches the furnace dreg or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the furnace dreg wields deals an extra 3 (1d6) fire damage on a hit.

Illumination. The furnace dreg sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Detonate. As a last resort, the furnace dreg can sacrifice itself in a fiery explosion. Each other creature in a 20-foot radius sphere centered on the furnace dreg must make a DC 14 Dexterity saving throw. A target takes 18 (5d6) fire damage on a failed save, or half as much on a successful one. This action destroys the furnace dreg.

GERM

Tiny humanoid (Phyrexian)

Armor Class 8

Hit Points 2 (1d4 + 0)

Speed 0 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	10 (+0)	3 (-4)	7 (-2)	2 (-4)

Damage Resistances necrotic

Senses passive Perception 8

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Living Weapon. The germ can attune to up to three magic items at the same time during a short rest. While attuned, the magic items are incorporated into the germ's body and can't be forcefully removed as long as the germ isn't incapacitated. The germ gains the following benefits as long as it is attuned to at least one magic item:

- It gains a walking speed of 25 feet.
- It is proficient with any magic weapons or armor that it is attuned to.
- Its Strength and Dexterity scores increase to 12 if attuned to one item, 16 if attuned to two, and 20 if attuned to three.
- Its hit point maximum increases by 20 for each magic item it is currently attuned to, and it gains that many hit points upon attunement.
- Its size increases appropriately to the items it is attuned to.

GLISTENERS AND ASPIRANTS

Though compleation is viewed by most Mirrans as a fate worse than death, it holds an unmistakable allure to the ambitious, curious, and desperate. Glisteners are Mirran-born beings who turn to Phyrexia and seek transformation voluntarily. Once compleated, glisteners can and do ascend the ranks of their factions, but some groups—notably the Steel Thanes—favor the core-born, who have a substantial advantage climbing their ranks as a result.

Glisteners desire compleation, but they will not necessarily accept it from the first Phyrexian or faction they encounter. They are often shrewd, cunning, and selective, rejecting all but the best source of their new perfection.

After New Phyrexia's ascendancy to rulership over Mirrodin, non-Phyrexians who formally join Phyrexian factions to pursue perfection become known as aspirants. Each faction has its own protocol for integrating aspirants, often involving intricate initiation rituals and bitter competition over the gift of a favorable compleation.

GLISTENER

Medium or Small humanoid (any non-Phyrexian species)

Armor Class 15 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Deception +2, Perception +4, Stealth +5, Survival +5

Senses passive Perception 14

Languages Common plus any one language

Challenge 1 (200 XP) **Proficiency Bonus** +2

Glistening Oil. The glistener's weapons are coated with glistening oil. They deal an extra 1 necrotic damage on a hit, which can trigger phyresis saving throws.

Phyresis. The glistener has 1d8 phyresis levels.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 1 necrotic damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 1 necrotic damage.

BONUS ACTIONS

Hide. The glistener makes a Dexterity (Stealth) check to hide.

MACHINE ORTHODOXY ASPIRANT

Medium or Small humanoid (any non-Phyrexian species, cleric)

Armor Class 17 (splint)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Intimidation +3, Religion +2, Persuasion +3

Senses passive Perception 13

Languages Common plus any one language

Challenge 1 (200 XP) **Proficiency Bonus** +2

Glistening Oil. The aspirant's weapons are coated with glistening oil. They deal an extra 1 necrotic damage on a hit, which can trigger phyresis saving throws.

Spellcasting. The aspirant is a 4th-level Machine Orthodoxy spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, guidance, sacred flame, thaumaturgy*
1st level (4 slots): *bless, command, guiding bolt, healing word*
2nd level (3 slots): *hold person, silence, zone of truth*

Phyresis. The aspirant has 1d8 phyresis levels.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage in melee, or 7 (1d6 + 3) piercing damage at range, or 8 (1d8 + 3) piercing damage if wielded with two hands to make a melee attack, plus 1 necrotic damage.

REACTIONS

Zealot's Conviction (3/day). When a creature the aspirant can see within 30 feet of it misses a target with an attack roll (this can include itself), the aspirant allows the attacker to reroll the attack roll and use the higher result.

PROGRESS ENGINE ASPIRANT

Medium or Small humanoid (any non-Phyrexian species, wizard)

Armor Class 15 (mage armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	17 (+3)	15 (+2)	10 (+0)

Skills Arcana +5, Investigation +5, Medicine +4, Perception +4

Senses passive Perception 14

Languages Common plus any one language, telepathy 60 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Glistening Oil. The aspirant's weapons are coated with glistening oil. They deal an extra 1 necrotic damage on a hit, which can trigger phyresis saving throws.

Serum Sharpening. The aspirant has advantage on Intelligence and Wisdom checks, as well as Constitution saving throws made to maintain its concentration on a spell.

Spellcasting. The aspirant is a 4th-level Progress Engine spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mind sliver*, *minor illusion*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *grease*, *hideous laughter*, *mental misstep*

2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*

Phyresis. The aspirant has 1d8 phyresis levels.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range, plus 1 necrotic damage.

Psionic Spellcasting (3/day). The aspirant uses Spellcasting, requiring no somatic or verbal components.

STEEL THANES ASPIRANT

Medium or Small humanoid (any non-Phyrexian species, bard)

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Intimidation +5

Senses passive Perception 12

Languages Common plus any one language

Challenge 1 (200 XP)

Proficiency Bonus +2

Glistening Oil. The aspirant's weapons are coated with glistening oil. They deal an extra 1 necrotic damage on a hit, which can trigger phyresis saving throws.

Spellcasting. The aspirant is a 4th-level Steel Thanes spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion*, *poison spray*, *vicious mockery*

1st level (4 slots): *bane*, *charm person*, *dissonant whispers*, *ray of sickness*

2nd level (3 slots): *enthral*, *ray of enfeeblement*, *suggestion*

Phyresis. The aspirant has 1d8 phyresis levels.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 1 necrotic damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 1 necrotic damage.

REACTIONS

Demoralize (3/day). When a creature the aspirant can see within 60 feet of it that can hear it makes an ability check or attack roll, the aspirant can force that creature to make a DC 13 Charisma saving throw. On a failure, it must subtract 1d6 from the triggering roll.

QUIET FURNACE ASPIRANT

Medium or Small humanoid (any non-Phyrexian species)

Armor Class 16 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Acrobatics +4, Athletics +5, Performance +4

Senses passive Perception 10

Languages Common plus any one language

Challenge 1 (200 XP) **Proficiency Bonus** +2

Haste. The aspirant has advantage on initiative rolls.

Phyresis. The aspirant has 1d8 phyresis levels.

ACTIONS

Grafted Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage, plus 2 (1d4) fire damage.

BONUS ACTIONS

Magmatic Sprint (3/day). The aspirant casts *magmatic sprint*, using Charisma as its spellcasting ability.

VICIOUS SWARM ASPIRANT

Medium or Small humanoid (any non-Phyrexian species)

Armor Class 14 (hide)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	9 (-1)	13 (+1)	8 (-1)

Skills Athletics +6, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common plus any one language

Challenge 2 (450 XP) **Proficiency Bonus** +2

Glistening Oil. The aspirant's weapons are coated with glistening oil. They deal an extra 1 necrotic damage on a hit, which can trigger phyresis saving throws.

Regeneration. The aspirant regains 5 hit points at the start of its turn as long as it has at least 1 hit point.

Phyresis. The aspirant has 1d8 phyresis levels.

ACTIONS

Multiattack. The aspirant makes two battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage, or 10 (1d10 + 4) slashing damage if wielded with two hands to make a melee attack, plus 1 necrotic damage.

ICHORSPIT BASILISK

Medium monstrosity (Phyrexian)

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	1 (-5)

Skills Perception +3, Stealth +2

Senses blindsight 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP)

Proficiency Bonus +2

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 11 (3d6) acid or necrotic damage (the basilisk's choice).

Spit (Recharge 5-6). The basilisk spits caustic fluid at one creature it can see within 30 feet of it, or two creatures it can see within that range that are within 5 feet of each other. Each target must make a DC 12 Dexterity saving throw, taking 13 (5d4) acid or necrotic damage on a failed save (the basilisk's choice), or half as much damage on a successful one.

INCISOR GLIDER

Tiny construct (Phyrexian)

Armor Class 14 (natural armor)

Hit Points 4 (2d4 + 0)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Flyby. The incisor glider doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 1 necrotic damage.



MASSACRE WORM

Gargantuan undead (Phyrexian)

Armor Class 18 (natural armor)

Hit Points 245 (14d20 + 98)

Speed 45 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 15 (13000 XP)

Proficiency Bonus +5

Aura of Death. Whenever another creature that isn't a construct or undead begins its turn within 30 feet of the massacre worm, it must succeed on a DC 20 Constitution saving throw or take 6 (2d6) necrotic damage. This damage does not trigger phyresis saving throws. A creature dies if this damage reduces it to 0 hit points. Whenever a Small or larger creature dies within 30 feet of the worm, this damage increases by 1d6 until the start of the

worm's next turn. Creatures inside the worm are not affected by its aura.

Toxic 18. The minimum phyresis saving throw DC the worm can cause is 18.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Turn Immunity. The worm is immune to effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 25 (5d6 + 7) piercing damage plus 9 (2d8) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 17 (5d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

MYR

“MYR WILL GO WHERE THE WORK IS. WE ALWAYS HAVE.
We always will.”

— Urtet, remnant of Memnarch

MYR

Small construct (myr)

Armor Class 12 (natural armor)

Hit Points 7 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Investigation +3, Perception +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common plus any one language, telepathy 120 ft.
(myr only)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

HOVERMYR

Small construct (myr)

Armor Class 12 (natural armor)

Hit Points 7 (2d6 + 2)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	14 (+2)	16 (+3)	10 (+0)

Skills Investigation +3, Perception +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Common plus any one language, telepathy 120 ft.
(myr only)

Challenge 0 (10 XP)

Proficiency Bonus +2

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

ICHORCLAW MYR

Small construct (myr, Phyrexian)

Armor Class 13 (natural armor)

Hit Points 7 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Phyrexian, telepathy 120 ft. (myr only)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) slashing damage plus 1 necrotic damage.

MYR GALVANIZER

Small construct (myr)

Armor Class 14 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

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

Skills Arcana +3, Perception +2

Damage Resistances lightning, poison

Senses darkvision 60 ft., passive Perception 12

Languages Common plus any one language, telepathy 120 ft. (myr only)

Challenge 2 (450 XP)

Proficiency Bonus +2

Galvanic Discharge. Any creature that hits the myr galvanizer with a melee attack within 5 feet of it takes 3 (1d6) lightning damage.

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The myr galvanizer makes two shock attacks.

Shock. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (3d4) lightning damage.

Galvanize (Recharge 5-6). Each myr within 30 feet of the myr galvanizer, including itself, gains 8 (2d4 + 3) temporary hit points. Then, up to one of these myr of the galvanizer's choice can immediately use its reaction to move up to its speed and make one melee attack.

MYR MINDSERVANT

Small construct (myr)

Armor Class 13 (natural armor)

Hit Points 17 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	15 (+2)	16 (+3)	10 (+0)

Skills Insight +5, Perception +5, Stealth +3

Damage Resistances poison, psychic

Senses darkvision 60 ft., passive Perception 15

Languages Common plus any one language, telepathy 120 ft.

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Innate Spellcasting. The myr mindservant's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mind sliver*

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

MYR SUPERION

Medium construct (myr)

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, telepathy 120 ft. (myr only)

Challenge 4 (1100 XP)

Proficiency Bonus +2

Unusual Nature. The myr doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The myr superion makes two slam attacks.

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



NULL SERAPH

Medium celestial (Phyrexian, angel)

Armor Class 18 (natural armor)

Hit Points 157 (21d8 + 63)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Str +9, Con +7, Wis +8

Skills Intimidation +9, Perception +8, Religion +5

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Phyrexian, Celestial

Challenge 12 (8400 XP)

Proficiency Bonus +4

Innate Spellcasting. The null seraph's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *command*, *guiding bolt* (as a 2nd-level spell)

3/day: *hold person*, *suggestion*, *zone of truth*

1/day: *dawn*, *rout*, *sickening radiance*

Magic Resistance. The null seraph has advantage on saving throws against spells and other magical effects.

Magic Weapons. The null seraph's weapon attacks are magical.

Spell Suppression. When a hostile creature attempts to cast a spell within 30 feet of the null seraph, the spell is lost and any slot used to cast it is wasted. The caster may choose to counter this effect by expending an additional spell slot of any level during the casting. This trait doesn't function if the null seraph is incapacitated or dies.

If a creature is affected by multiple instances of this trait, it need only expend the additional spell slot once.

Vigilance. The null seraph can't be surprised as long as it isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage in melee, or 8 (1d6 + 5) piercing damage at range, or 10 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 27 (6d8) necrotic or radiant damage (the seraph's choice).

OGRE MENIAL

Large giant (Phyrexian)

Armor Class 14 (ring mail)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	6 (-2)	8 (-1)	8 (-1)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages Common, Phyrexian

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fire Breath (Recharge 5-6). The ogre menial exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a success.

OIL-GORGER TROLL

Large giant (Phyrexian)

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	7 (-2)	12 (+1)	5 (-3)

Skills Athletics +7, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Phyrexian, Sylvan

Challenge 5 (1800 XP)

Proficiency Bonus +3

Ichor Thirst. The troll has advantage on attack rolls it makes against Phyrexian creatures if it is missing half or more of its hit points.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is a Phyrexian, the troll regains half that many hit points.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 1 necrotic damage.

PLAGUE STINGER

Tiny monstrosity (Phyrexian)

Armor Class 14 (natural armor)

Hit Points 2 (1d4 + 0)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Senses passive Perception 10

Languages –

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or gain a phytosis level. If the target fails the saving throw by 5 or more, it gains two levels instead.

PORCELAIN LEGIONNAIRE

Medium construct (Phyrexian)

Armor Class 18 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	3 (-4)	14 (+2)	2 (-4)

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Phyrexian but can't speak

Challenge 5 (1800 XP)

Proficiency Bonus +3

Toxic 13. The minimum phytosis saving throw DC that the porcelain legionnaire can cause is 13.

Unusual Nature. The porcelain legionnaire doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The porcelain legionnaire makes three melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack, plus 7 (2d6) necrotic damage.

REACTIONS

Parry. The porcelain legionnaire adds 2 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

SKITE

Tiny construct (Phyrexian)

Armor Class 14 (natural armor)

Hit Points 2 (1d4 + 0)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	2 (-4)	6 (-2)	1 (-5)

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 8

Languages –

Challenge 0 (25 XP)

Proficiency Bonus +2

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 2.5 ft., one target.

Hit: 1 piercing damage.

VIRAL DRAKE

Large dragon (Phyrexian)

Armor Class 16 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	3 (-4)	13 (+1)	2 (-4)

Skills Perception +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 14

Languages –

Challenge 4 (1100 XP)

Proficiency Bonus +2

Toxic 15. The minimum phytosis saving throw DC that the drake can cause is 15.

ACTIONS

Multiattack. The drake makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 1 necrotic damage.

Infectious Smog (Recharge 5-6). The drake releases phytetic fumes in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.



GLISSA

Medium humanoid (Phyrexian, elf)

Armor Class 17 (natural armor)

Hit Points 152 (16d8 + 90)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	20 (+5)	17 (+3)	18 (+4)	15 (+2)

Saving Throws Str +11, Dex +11, Con +10, Wis +9

Skills Athletics +11, Nature +8, Perception +9, Survival +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; acid, necrotic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Phyrexian, Elvish

Challenge 16 (15000 XP)

Proficiency Bonus +5

First Strike. Glissa has advantage on initiative rolls.

Innate Spellcasting. Glissa's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Glissa can innately cast the following spells, requiring no material components:

At will: *beast sense*, *druidcraft*, *thorn whip*

3/day: *corrosive gale*, *dispel magic*, *earthbind*, *entangle*

2/day: *charm monster*, *dominate beast*, *freedom of movement*

1/day: *dominate monster*, *transport via plants*, *tree stride*

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

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

Magic Weapons. Glissa's weapon attacks are magical.

Regeneration. Glissa regains 15 hit points at the start of her turn. If she takes fire damage, this trait doesn't function at the start of her next turn. Glissa dies only if she starts her turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Glissa makes two attacks.

Scythe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 12 (1d10 + 6) slashing damage plus 14 (4d6) acid or necrotic damage (Glissa's choice).

Noxious Arrow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 11 (1d8 + 6) piercing damage plus 7 (2d6) acid or necrotic damage (Glissa's choice).

LEGENDARY ACTIONS

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

Attack. Glissa makes a scythe or noxious arrow attack.

Move. Glissa moves up to her speed. This movement does not provoke opportunity attacks.

Call to the Hunt (Costs 2 Actions). Glissa chooses an ally within 120 feet of her that can see or hear her. It can immediately use its reaction to move up to its speed and make one melee attack.



IXHEL

Medium celestial (Phyrexian, angel)

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 35 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	17 (+3)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +9, Wis +7, Cha +7

Skills Acrobatics +9, Athletics +10, Intimidation +7, Perception +7, Religion +5

Damage Resistances necrotic, radiant

Senses darkvision 60 ft., passive Perception 17

Languages Common, Phyrexian, Celestial

Challenge 13 (10000 XP)

Proficiency Bonus +5

Flyby. Ixhel doesn't provoke opportunity attacks when she flies out of an enemy's reach.

Legendary Resistance (2/day). If Ixhel fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Ixhel's weapon attacks are magical.

Regeneration. Ixhel regains 10 hit points at the start of her turn. If she takes fire damage, this trait doesn't function at the start

of her next turn. Ixhel dies only if she starts her turn with 0 hit points and doesn't regenerate.

Toxic 14. The minimum phyresis saving throw DC that Ixhel can cause is 14.

ACTIONS

Multiattack. Ixhel makes two pike attacks.

Pike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 8 (2d8) necrotic or radiant damage (Ixhel's choice).

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage in melee, or 8 (1d6 + 5) piercing damage at range, plus 8 (2d8) necrotic or radiant damage (Ixhel's choice).

BONUS ACTIONS

Pike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 4 (1d8) necrotic or radiant damage (Ixhel's choice). Ixhel can only take this bonus action if she attacked with her pike this turn.

LEGENDARY ACTIONS

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

Attack. Ixhel makes an attack.

Move. Ixhel moves up to half her speed.



JOR KADEEN

Medium humanoid (human, paladin)

Armor Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Con +9, Wis +8, Cha +10

Skills Athletics +10, History +6, Insight +8, Intimidation +10, Perception +8, Persuasion +10

Damage Resistances fire, radiant

Senses passive Perception 17

Languages Common, Goblin, Leonin, Vedalken

Challenge 16 (15000 XP)

Proficiency Bonus +5

Aura of Conviction. Jor Kadeen and allies within 10 feet of him have advantage on Wisdom and Charisma saving throws. This trait is suppressed if Jor is incapacitated or dies.

Hexgold Armor. Jor Kadeen has advantage on physisis saving throws.

Legendary Resistance (3/day). If Jor Kadeen fails a saving throw, he can choose to succeed instead.

Special Equipment. Jor Kadeen wields a hexgold trident and a sword of war and peace.

ACTIONS

Multiattack. Jor makes three melee attacks.

Hexgold Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage in melee, or 8 (1d6 + 5) piercing damage at range, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack. This attack scores a critical hit against Phyrexian creatures on a roll of 19 or 20.

Sword of War and Peace (War). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands to make a melee attack, plus 4 (1d6) fire damage. Once per turn, if he has not activated an ability of the sword this turn, Jor can force each creature besides himself within 5 feet of the target to make a DC 15 Dexterity saving throw or take 4 (1d6) fire damage.

Sword of War and Peace (Peace). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands to make a melee attack, plus 4 (1d6) radiant damage. Once per turn, if he has not activated an ability of the sword this turn, Jor can force the target to make a DC 15 Charisma saving throw. On a failure, it has disadvantage on the next attack roll it makes before Jor's next turn.

LEGENDARY ACTIONS

Jor Kadeen 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. Jor regains spent legendary actions at the start of his turn.

Attack. Jor makes one melee attack.

Bolster. Jor chooses one ally within 60 feet of him who can see or hear him. The target gains 7 (1d4 + 5) temporary hit points and can immediately use its reaction to move up to its speed and make one melee attack.

Move. Jor moves up to his speed.

CREDITS

Author: Littjara (@littjara-mirrorlake on Tumblr,
@littjara.bsky.social on Bluesky)

Liked this preview? Follow Littjara for updates on their work (including this project) and check out <https://linktr.ee/littjara> for all their links!

Playtesters: cavalierfantome, Chromatic Fish, Galactic System, Koobs “qb”, MacabreAurora, Memento Moray, Tea Morgan, Yargo, yellingaboutmasseffect

(Not an exhaustive list of all the wonderful playtesters who made this preview, not to mention the rest of the book, possible!)

Cover Illustrator: Alayna Danner

Interior Illustrators: Brian Valeza, Campbell White, Chris Rahn, David Astruga, Eric Deschamps, Illustranesia, Izzy, James Ryman, Jason Chan, Jeremy Wilson, Kev Walker, Krharts, L. A. Draws, Lars Grant-West, Min Yum, Simon Dominic, Steve Argyle, Steven Belledin

The worldbuilding, characters, and lore in this book, and the preview thereof, are based on the *Magic: the Gathering* sets of *Mirrodin* block (2003), *Scars of Mirrodin* block (2010), *Phyrexia: All Will Be One* (2023), and *March of the Machine* (2023).

This book references content from *Xanathar’s Guide to Everything* (2017), and *Tasha’s Cauldron of Everything* (2020).

Special thanks to the team at mtglore.com for hosting this preview.

Produced using The Homebrewery:
<https://homebrewery.naturalcrit.com/>.

Glistener’s Guide to New Phyrexia and its Preview Edition are unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. © Wizards of the Coast LLC