A Multitude of Monsters

Using Monster Manual® Monsters in the Iron Kingdoms™

The following article provides DMs with a list of monsters from the MM that easily fit the setting of the Iron Kingdoms in terms of style, feel, and appropriateness, a second list of monsters that shouldn't prove disruptive but might not fit the setting's feel, and a third list of those monsters that if introduced would change the feel or setting significantly.

The creators of the Iron Kingdoms strive to create an entirely new and fresh setting. This is not necessarily an extremely radical setting in all regards, as many of our creatures will be drawn closely from standard fantasy fare, but one will notice in cases where we have a similar appearing creature, we're usually reshaping it in some way and molding it to fit distinctly into the Iron Kingdoms; for example, we have goblins and ogrun instead of goblins and ogres, both of which are similar in many ways to the "standard" but also have distinct differences. Iron Kingdoms elves and dwarves are also not identical to the ones described in the PH. A very good example from "The Witchfire trilogy" adventures are the treatment of skeletons and zombies from which thralls were created—just one of our takes on the traditional D&D undead.

It should also be noted that Outsiders are incredibly rare. The Iron Kingdoms universe is significantly distinct from traditional fantasy campaign settings, rendering many such monsters inappropriate, from the viewpoint of the Iron Kingdoms' creators. Due to this approach, you should not expect to see any of the following monsters mentioned in future Iron Kingdoms publications, but can rest assured that they can be used with little impact on the official setting or feel of the game.

**APPROPRIATE MONSTERS**

- Allip
- Animated Object
- Ankheg (Ankhegs in the Iron Kingdoms would dwell in arid areas only, particularly the Bloodstone Marches)
- Assassin Vine (the Assassin Vine is related to the subterranean Cavewort)
- Bodak
- Chaos Beast (Chaos Beasts would only ever occur on Caen when a summoning spell goes horribly wrong)
- Choker
- Dwarf (the Iron Kingdoms has its own take on Dwarves, with the same ability scores but different culture)
- Elemental (Elementals rarely occur naturally in the Iron Kingdoms, and only appear from being summoned, and are not generally able to linger on Caen for long)
- Elf (the Iron Kingdoms has its own take on Elves)
- Frost Worm (Frost Worms would be some of the Nyss' most hated predators, and a possible favored prey)
- Gibbering Mouther (In the Iron Kingdoms there is rumored to be but a single Gibbering Mouther, a horrific magical mistake that is now said to exist within the bowels of Ceryl's undercity)
- Golem (These non-mechanical constructs are seldom found in the Iron Kingdoms anymore, having been superceded by the likes of Steamjacks. However, a few of these old-fashioned constructs can still be found)
- Hag
- Homunculus (Much like familiars, Homunculi would be regarded with suspicion as possible indicators of pacts with Infernal masters, or devotion to black arts and Thamar-worship)
- Kraken
- Mohrg
- Nightshade (Nightshades would be undead servitors of the Infernals)
- Shadow
- Skeleton (Skeletons are still encountered in the Iron Kingdoms created by the regular animate dead spell, but are shoddy and inferior to Thralls)
- Spectre
- Vargouille (Vargouilles could come from the deepest pits of the Infernal planes)
- Wight
- Wraith
- Zombie (Zombies are still encountered in the Iron Kingdoms created by the regular animate dead spell, but are shoddy and inferior to Thralls)
  *Animals (Most natural animals can be found somewhere on Caen)
  *Vermin (Only Monstrous Spiders of Small and Medium-size can be found in the deep wilds of Caen)
*Templates (Only the Ghost and Lich templates occur in the Iron Kingdoms, the latter considered inferior to the likes of the terrible Iron Lich)

**USABLE MONSTERS**
- Basilisk
- Bulette
- Carrion Crawler
- Chul
- Cloaker
- Cockatrice
- Darkmantle
- Destrachan
- Devourer
- Dire Animals
- Displacer Beast
- Doppleganger
- Ettercap
- Fungus
- Gargoyle
- Gray Render
- Grick
- Krenshar
- Manticore
- Mephits
- Naga
- Ooze
- Otyugh
- Purple Worm
- Remorhaz
- Roc (Although the Saqu of the Iron Kingdoms is largely a replacement for the Roc)
- Sea Lion
- Shadow Mastiff
- Shield Guardian
- Stirge
- Umber Hulk
- Will-o’-Wisp
- Worg
- Wyvern (Wyvern would be classified as a type of drake, and have no relation to dragons)
- Vermin

**DISRUPTIVE & INAPPROPRIATE MONSTERS**
- Aboleth
- Achaierai
- Aranea
- Arrowhawk
- Athach
- Azer
- Barghest
- Behir
- Beholder
- Belker
- Blink Dog
- Bugbear
- Celestial
- Centaur
- Chimera
- Couatl
- Demon
- Devil
- Delver
- Dinosaur
- Dragon (The treatment of dragons in the Iron Kingdoms is vastly different than in normal D&D, and is an intrinsic part of the setting)
- Dragon Turtle (the Dracodile fills the Dragon Turtle niche in the Iron Kingdoms)
- Dragonne
- Drider
- Dryad
- Ethereal Fichler
- Ethereal Marauder
- Ettin
- Formian
- Genie
- Giant (Giants exist in the Iron Kingdoms but are all unique)
- Giant Eagle
- Giant Owl
- Girallion
- Gnoll
- Gnome (Gobbers have taken the place of Gnomes in the Iron Kingdoms setting)
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Goblin (Gobbers are Iron Kingdoms goblins)
Gorgon
Griffon
Grimlock
Halfling (Gobbers have taken the place of Halflings in the Iron Kingdoms setting)
Harpy
Hellhound
Hippogriff
Hobgoblin
Howler
Hydra
Invisible Stalker
Kobold
Kuo-Toa (Kuo-Toa have been replaced with Bog Trog)
Lamia
Lammasu
Lillend
Lizardfolk (Lizardfolk have been replaced with Gatormen)
Locathah
Magmin
Medusa
Merfolk
Mimic
Mind Flayer
Minotaur
Mummy
Night Hag
Nightmare
Nymph
Ogre/Ogre Mage (Ogrun take the place of ogres in the Iron Kingdoms)
Orc (Orcs have been replaced by Trolls and the Farrow)
Owlbear
Pegasus
Phantom Fungus
Phase Spider
Phasm
Planetouched
Pseudodragon
Rakshasa
Rast
Ravid
Roc
Roper
Rust Monster
Sahuagin
Salamander
Satyr
Shambling Mound
Shocker Lizard
Skum
Slaad
Sphinx
Spider Eater
Sprite
Tarrasque
Tendriculos
Thoqua
Titan
Tojanida
Treant
Triton
Troglodyte
Troll (the Iron Kingdoms has its own take on Trolls and their kin)
Unicorn
Vampire Spawn
Winter Wolf
Xill
Xorn
Yeth Hound
Yrthak
Yuan-Ti
*Templates – Celestial Creature, Fiendish Creature, Half-Celestial, Half-Dragon, Half-Fiend, Lycanthrope, Vampire