

AVAILABLE ON



CLAY CYANIDE



ENCOUNTERS



WHO IS PRINCE SEERE

Prince Seere is the seventieth spirit of the Goetia — a Prince of the infernal court commanding twenty-six legions, who rides a winged steed of impossible swiftness and crosses the earth in the blink of an eye. His gifts are three: speed beyond any mortal thing, the power to find what is hidden, and the power to reveal what was stolen.

He keeps no grudges and takes no sides — and that indifference is the horror. He has already been everywhere you have been, already seen what you hid, and arrives before you decide to defend yourself.

THREE WAYS TO BEGIN

TIER 1 • LEVELS 1-4 — “THE STOLEN RELIQUARY”

A relic vanishes from a warded vault — no door opened, no lock broken. A cult has summoned a single herald to find it. Intercept the herald, or raid the cult before the rite completes.

Run: one weakened herald (halve its HP, CR -2) + 4-6 cultists.

TIER 2 • LEVELS 7-8 — “THE RACE OF REVELATION”

A dying lord summoned Seere’s Avatar to name his poisoner — but the rite slipped, and now the Avatar will reveal every hidden thing in the city. Reach the ritual site first, or disrupt it. Seere isn’t hostile. He simply will not stop.

Run: the Avatar, solo. Add one herald only at level 8+.

TIER 3 • LEVELS 15+ — “THE TWENTY-SIX LEGIONS RIDE”

Something was buried that should have stayed buried. The true Prince has crossed into the world to find it. Whatever the party’s stake, they are racing the fastest thing in creation to a place it already knows the way to.

Run: the True Form, solo at level 15; with Guardians and Custodians at 17+.

READ ALOUD — FIRST SIGHT OF SEERE

“You do not see him arrive. Between one heartbeat and the next, he is simply there — mounted, unhurried, already looking at the exact pocket where you keep the thing you most hoped no one knew about. He does not look angry. He does not look at anything at all.”

HOW TO

RUN PRINCE SEERE — IN SIXTY SECONDS

Read this one page and you can deploy the whole set without flipping back.
Everything after it is detail.

1 • PICK THE FIGHT

PARTY | PUT ON THE TABLE

Lv 1-4 | One herald, HP halved, +4-6 cultists

Lv 7 | The Avatar, solo (p. 14)

Lv 8 | Avatar + one herald

Lv 9-11 | Avatar + one or two court elites

Lv 15 | The True Form, solo (p. 15)

2 • THE THREE RULES THAT ARE SEERE

He is faster than you. Teleports 60 ft. as a bonus action, strikes back the instant a PC casts / hides / uses an item, and acts again between turns.

Nothing is hidden from him. Ignores cover, invisibility, stealth; truesight; can't be surprised.

Those tactics simply don't function.

He does not care. Immune to fear, charm, and every plea. No bargain or speech ends this fight.

3 • HIS TURN — READ TOP TO BOTTOM

1. Bonus action: blink (teleport 60 ft.) to the softest target in reach — usually the wizard.
2. Action: two scimitar swings on that target.
3. Reaction (1/rd): the moment a PC casts, hides, or uses an item — blink to them, one free swing.
4. Between turns (3 legendary pts): Reveal (1) to expose the rogue, then Swift Step (1) — or save for one Spectral Strike (2).
5. Never more than one legendary swing a round.

4 • ROUND ONE — MAKE THEM FEEL FOUND

Open by Revealing whoever is hidden or invisible, blink to the caster, take the full attack. In the first thirty seconds the table should grasp that running and hiding are off the menu.

5 • THE ROSTER — ONE LINE EACH

Haste — opens the fight; pounces, knocks prone, never stops.

Speed — hastes Seere. The party's correct first kill.
Flicker — parks by the runners; punishes any movement.

Glitch — reveals the hidden from range; switches the rogue off.

Gilded Sentinel — intercept wall; guards the objective, not the party.

Horned Marshal — 15-ft. reach flail; sweeps clusters prone.

Haloed Warden — shields & heals the court; kill it to stop the buffs.

Witness / Choir / Harpist — flying spotters; restrain a clump, feed the heralds.

FOUR WAYS TO RUN HIM WRONG

Don't trade blows toe-to-toe — he hits and vanishes.

Don't forget the reaction — casting must always cost.

Don't make Spectral Strike cheaper — it is the wipe button.

Don't let Speed live — haste on Seere ends parties.

HASTE

First out of the gate — the pounce you hear only after it lands



Haste

Medium fiend (herald of Seere), neutral evil

CR 4 • 1,100 XP

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

SKILLS ATHLETICS +5, PERCEPTION +3

SENSES DARKVISION 60 FT., PP 13

IMM CHARMED, FRIGHTEHND

Pounce. If Haste moves 20+ ft. straight toward a target and hits it with a talon, the hit deals an extra 7 (2d6) damage and the target makes a DC 13 Strength save or is knocked prone.

ACTIONS

Multiattack. Two talon attacks.

Talons. +5 to hit, reach 10 ft. Hit: 9 (1d12+3) slashing.

BONUS ACTIONS & REACTIONS

Surge (BA). Take the Dash action.

Slipstream (R). When Haste leaves a creature's reach, it provokes no opportunity attacks this turn.

It moves like a laugh cut short: a blur of pale limbs, a grin that arrives a half-second before the rest of it. The talons are longer than they should be. Everything about Haste is longer than it should be.

AT THE TABLE

Open every fight with Pounce from max distance — knock the frontline down, then Slipstream out. Never let it stand still.

SPEED

The Elder Velocity — it has never once hurried



Speed

Medium fiend (herald of Seere), neutral evil

CR 4 • 1,100 XP

AC 14 (VEIL OF MOMENTS) HP 104 (16D8+32) SPEED 30 FT.

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

SKILLS ARCANA +5, PERCEPTION +6

SENSES DARKVISION 60 FT., PP 14

IMM CHARMED, FRIGHTENED

It Never Hurries. Speed's pace never changes — the world around it does. (Flavor; never have Speed run.)

Spellcasting. DC 14, +6 to hit. At will: slow (1d6, 120 ft., 9 (2d8) cold and -10 ft. speed until end of target's next turn), light, mage hand. 3/day: misty step. 2/day: haste (on Seere or herald — its priority). 1/day: slow.

BONUS ACTIONS

Lend the Hour (1/turn). One ally within 30 ft. gains +10 ft. speed and one extra reaction until the start of Speed's next turn.

The robe does not stir. The hands fold like a patient grandfather's.

◆ *It walks toward you at the same pace however fast you run — because Speed does not move quickly. It makes everything else move at its pleasure.*

AT THE TABLE

◆ *The kill-first target. Its haste on Seere is the scariest line in this pack. A smart party murders Speed in round one — if yours ignores it, let them feel it.*

FLICKER

The Step Between — the dance has not stopped since the world began



Flicker

Medium fiend (herald of Seere), neutral evil

CR 4 • 1,100 XP

AC 18 (THE WEAVING DANCE) HP 126 (12D8+72) SPEED 40 FT.

STR	DEX	CON	INT	WIS	CHA
18	16	18	10	13	12
(+4)	(+3)	(+4)	(+0)	(+1)	(+1)

SKILLS ACROBATICS +5, PERCEPTION +3

SENSES DARKVISION 60 FT., PP 13

IMM CHARMED, FRIGHTENED

The Dance Does Not Stop. Flicker's AC comes from a perpetual weave; it drops to AC 14 while its speed is 0 or it is grappled.

ACTIONS

Multiattack. Two talon attacks.

Raking Talons. +6 to hit, reach 10 ft. Hit: 9 (1d10+4) slashing, and the target can't take reactions until the end of its next turn.

REACTIONS

Cut In. When a creature within 5 ft. moves, Flicker steps into its path and makes one talon attack; on a hit the target's speed becomes 0 until the end of its turn.

Always mid-step. Always one beat off from where your eye expects it. The ram horns sweep back like a held breath, and the fingers wait — relaxed, almost gentle — to cut in the instant you try to leave.

AT THE TABLE

Your lockdown piece: park it beside the party's runners. Cut In punishes movement; Raking Talons strips reactions so Seere can blink through gaps freely.

GLITCH

The Lantern of What Was Hidden — what it shines on, stays found



Glitch

Medium fiend (herald of Seere), neutral evil

CR 4 • 1,100 XP

AC 15 (NATURAL) HP 117 (18D8+36) SPEED 30 FT.

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

SKILLS PERCEPTION +6, STEALTH +6

SENSES DARKVISION 60 FT., PP 16

IMM CHARMED, FRIGHTENED

Unerring Sight. Ignores half and three-quarters cover, and attacks without disadvantage against creatures it can't see whose location it knows (any within 60 ft).

ACTIONS

Multiattack. Three Lantern Flare attacks.

Lantern Flare. Ranged spell attack +6, range 120 ft. Hit: 8 (1d8+4) radiant.

The Lantern's Truth (Recharge 5–6). One creature within 120 ft is revealed until the end of Glitch's next turn: no benefit from invisibility or hiding, and attacks against it have advantage.

A deer skull crowned in burning antlers, a lantern that does not light the room — it lights you. Whatever Glitch's lamp has touched can never again be lost, hidden, or denied.

AT THE TABLE

The anti-stealth battery. Open with The Lantern's Truth on the rogue or invisible caster, then focus fire. Keep Glitch at range, never within 60 ft of anyone.

THE GILDED SENTINEL

Guardian of the Eastern Throne — what it stands before does not fall



The Gilded Sentinel

Large fiend (guardian of Secre), neutral

CR 6 • 2,300 XP

AC 18 (GILDED PLATE) HP 142 (15D10+60) SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
20	10	18	10	14	14
(+5)	(+0)	(+4)	(+0)	(+2)	(+2)

SAVES STR +8, CON +7 SKILLS PERCEPTION +5

SENSES DARKVISION 120 FT., PP 15

IMM CHARMED, FRIGHTENED RESIST NONMAGICAL B/P/S

Bulwark of the Throne. Allied fiends within 10 ft. gain +1 AC.

Unmoved. Advantage on saves vs. prone or forced movement.

ACTIONS

Multiattack. Two Gilded Claw attacks.

Gilded Claw. +8 to hit, reach 10 ft. Hit: 14 (2d8+5) slashing.

Pinning Slam (Recharge 5–6). One creature within 10 ft. makes a DC 15 Strength save or takes 14 (2d8+5) bludgeoning, is knocked prone, and is grappled (escape DC 15).

REACTIONS

Intercept. When a creature it can see hits an ally within 5 ft. of it, the Sentinel becomes the target instead.

Gold from crown to heel, patient as architecture. The Sentinels do not chase. They are placed — at doors, at vaults, at the foot of the throne — and held ground stays held.

AT THE TABLE

A wall with claws: park it on the objective. Intercept makes focusing its allies miserable; Pinning Slam feeds downed targets to the heralds.

THE HORNÉD MARSHAL

Warden of Passages — its flail has closed more roads than any army



The Hornéd Marshal

Guardian of the Eastern Throne — what it stands before does not fall

CR 6 • 2,300 XP

AC 17 (WAR-PLATE) HP 138 (12D10+72) SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
20	12	18	10	12	13
(+5)	(+1)	(+4)	(+0)	(+1)	(+1)

SAVES STR +8, CON +7 **SKILLS** ATHLETICS +8, PERCEPTION +4 **SENSES** DARKVISION 120 FT., PP 14

IMM CHARMED, FRIGHTENED **RESIST** NONMAGICAL B/P/S

Reach of the Throne. The Marshal's sun-disc flail has reach 15 ft.

ACTIONS

Multiattack. Two Sun-Disc Flail attacks.

Sun-Disc Flail. +8 to hit, reach 15 ft. Hit: 14 (2d8+5) bludgeoning, and the target makes a DC 16 Strength save or is pushed 10 ft. and knocked prone.

Sweeping Arc (Recharge 5–6). Each creature within 15 ft. makes a DC 16 Dexterity save, taking 16 (3d8+3) bludgeoning and falling prone on a fail, half and standing on a success.

REACTIONS

Cull the Line. When a creature enters its reach, the Marshal makes one Sun-Disc Flail attack against it.

Where the Sentinel guards a thing, the Marshal guards the space around it. They say each ring on its flail's haft is a road that no longer exists.

AT THE TABLE

Deny ground. The 15-ft. reach plus Cull the Line makes a 30-ft. bubble nobody wants to cross; Sweeping Arc resets a clustered party flat on their backs.

THE HALOED WARDEN

The court's quiet voice — it shields, it heals, it forbids



The Haloed Warden

Large fiend (guardian of secrets), neutral

CR 7 • 2,900 XP

AC 18 (RADIANT WARD) HP 133 (14D10+56) SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
12	14	18	16	18	18
(+1)	(+2)	(+4)	(+3)	(+4)	(+4)

SAVES CON +7, WIS +7, CHA +7 **SKILLS** ARCANA +6, INSIGHT +7

SENSES DARKVISION 120 FT., PP 14

IMM CHARMED, FRIGHTENED **RESIST** RADIANT;

NONMAGICAL B/P/S

Aegis of the Throne. At the start of each of its turns, one ally within 30 ft. gains 10 temp HP and +2 AC until the Warden's next turn.

Spellcasting. DC 15, +7 to hit. At will: Searing Halo (+7, 120 ft., 13 (2d10+2) radiant), light, guidance. 3/day: deny the unworthy (as counterspell). 1/day: seal the way (15-ft. wall of light, total cover, 1 min.).

ACTIONS

Multiattack. Two Searing Halo attacks, or one and a spell of 3/day or less.

REACTIONS

Warding Hand. When an ally within 30 ft. takes damage, reduce it by 11 (2d10).

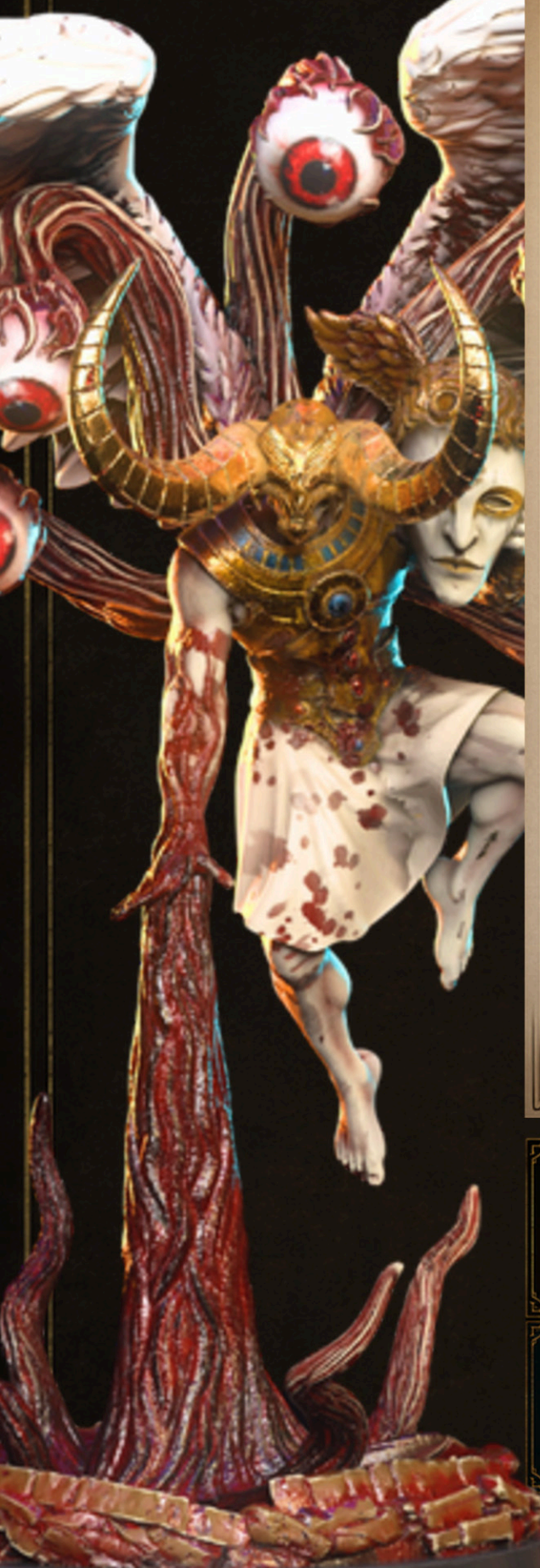
The golden array behind its head is not decoration — it is a key, and the Warden is what the key protects. Kill it, or watch the rest of the court refuse to die.

AT THE TABLE

A force multiplier, never a frontline — hide it behind the Sentinel. Players who don't break line of sight to it grind forever; reward the ones who hunt it.

THE WITNESS

Custodian of the Open Eye — it has seen you already



The Witness

Large fiend (custodian of Seere), neutral

CR 7 • 2,900 XP

AC 16(NATURAL) HP 152 (16D10 + 64) SPEED 20 FT., FLY 60 FT. (HOVER)

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

SAVES WIS +7, CHA +6 **SKILLS** PERCEPTION +10

SENSES TRUESIGHT 60 FT., DARKVISION 120 FT., PP 20

IMM CHARMED, FRIGHTENED, BLINDED

RESIST COLD; NONMAGICAL B/P/S

A Hundred Eyes. Can't be surprised; enemies within 60 ft. gain no benefit from invisibility against the Witness's allies.

Witness for the Prince. While Seere can see the Witness, Seere can't be surprised and knows everything the Witness sees.

ACTIONS

Multiattack. Two Rending Talon attacks.

Rending Talons. +7 to hit, reach 10 ft. Hit: 13 (2d8 + 4) slashing.

Dirge of the Found (Recharge 5–6). Each enemy within 30 ft. that can hear it makes a DC 15 Wisdom save or is restrained until the end of the Witness's next turn.

Wings of a cathedral, and hung among them: eyes. Dozens.

✦ *Unblinking. What the Witness sees, the Prince knows — instantly, and forever.*

AT THE TABLE

✦ *A flying spotter and controller. Hover it 30-50 ft. Lead with Dirge of the found to freeze the party's first turn, and let the heralds collect the held.*

THE HARPIST OF WITNESSED HOURS

It plays back what you hoped no one saw



The Witness

Large fiend (custodian of Scere), neutral

CR 7 • 2,900 XP

AC 16(NATURAL) HP 144 (16D10+56) SPEED 20 FT., FLY 50 FT.

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

SAVES WIS +7, CHA +8

SKILLS PERCEPTION +7, PERFORMANCE +8

SENSES TRUESIGHT 60 FT., PP 17

IMM CHARMED, FRIGHTENED

RESIST PSYCHIC; NONMAGICAL B/P/S

Strings of Witnessed Hours

When the Harpist deals psychic damage to a creature, it can't take reactions until the end of its next turn.

ACTIONS

Multiattack. Two Chord Lash attacks.

Chord Lash. Ranged spell attack +8, range 60 ft. Hit: 14 (2d10+3) psychic.

Performed Memory (Recharge 5–6). One creature within 60 ft. relives a moment it believed unwitnessed: DC 16 Wisdom save, taking 27 (6d8) psychic and disadvantage on attacks until the end of its next turn on a fail, half damage and no disadvantage on a success.

Dirge of the Found (Recharge 5–6). Each enemy within 30 ft. makes a DC 16 Wisdom save or is restrained until the end of the Harpist's next turn.

The harp is strung with witnessed hours — every string a moment someone believed unseen. When the Harpist plays, those moments are performed back, and the bearing of them wounds.

AT THE TABLE

A ranged psychic controller that punishes reactions. Keep it airborne and out of melee; lead with Performed Memory on the party's best attacker to blunt their turn.

A flying spotter and controller. Hover it 30–50 ft. Lead with Dirge of the found to freeze the party's first turn, and let the heralds collect the held.

THE BOUND CHOIR

Two voices, six wings, one unblinking watch



The Bound Choir

Large fiend (custodian of Seere), neutral

CR 7 • 2,900 XP

AC 16 (NATURAL) HP 161 (17D10+68) SPEED 20 FT., FLY 60 FT.

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

SAVES WIS +7, CHA +7, SKILLS PERCEPTION +10

SENSES TRUESIGHT 60 FT., DARKVISION 120 FT., PP 20

IMM CHARMED, FRIGHTENED, BLINDED, DEAFENED

RESIST COLD; NONMAGICAL B/P/S

Two Voices

The Bound Choir has two reactions each round, and once per round may use *Dirge of the Found* as a bonus action (its second voice sings).

A Hundred Eyes

Can't be surprised; enemies within 60 ft. gain no benefit from invisibility against its allies.

ACTIONS

Multiattack. Two Rending Talon attacks.

Rending Talons. +7 to hit, reach 10 ft. Hit: 13 (2d8+4) slashing.

Dirge of the Found (Recharge 4–6). Each enemy within 30 ft. makes a DC 15 Wisdom save or is restrained until the end of the Choir's next turn.

Harmonized Hold (1/Day). One creature restrained by the Choir must make a DC 15 Wisdom save or be paralyzed until the end of the Choir's next turn.

Two who watched so long they forgot to be two. Six wings, one chord.
 When the Bound Choir sings, it sings twice — and the room stops moving.

AT THE TABLE

Your hardest control piece: two reactions and a bonus-action *Dirge* lock down a clump every round. Open with it, then let the Marshal and heralds collect the held.



THE VAULT OF THE HOUR BETWEEN

A half-real palace where time stutters: clocks run backward, dropped objects fall slowly, footsteps echo before they're taken. Floating platforms, broken hourglass-pillars, silk banners that never settle.

Lair Actions

Stuttered Time. Up to three creatures each roll a d6; on 1-2 they lose their reaction until initiative 20 next round.

The Unwound Path. Difficult terrain vanishes for Seere's court; each enemy makes a DC 16 Dex save or has its speed halved.

Revealed. Every hidden or invisible creature is revealed and can't hide until initiative 20 next round.

ENCOUNTER BUDGET — PLAYTEST-CORRECTED

PARTY | COMPOSITION | DIFFICULTY

4 PCs: L7 | Avatar, solo (HP 110) | Deadly: party wins ~3 in 4 (playtested)

4 PCs: L8 | Avatar + one herald | Deadly

4 PCs: L9-10 | Avatar + one Guardian (or two heralds) | Deadly

4 PCs: L11 | Avatar + a Custodian + one herald | Deadly+

4 PCs: L15 | True Form, solo | Open playtest

4 PCs: L17+ | True Form + Call the Legions | Deadly+; expect casualties

Court allies: Guardian (Sentinel/Marshal CR 6), Warden CR 7, and Custodian (Warden/Choir/Harpist CR 7). Add roughly one elite per two characters above 7. All elite blocks are marked Open Playtest.

ACTION ECONOMY — WHY SOLO WORKS HERE

A lone boss usually underperforms its CR because four PCs out-act it. Seere closes that gap with legendary actions, a punishing reaction, and perfect target selection — which is exactly why his numbers stay modest. Run him solo with lair actions for the cleanest fight; add court pieces only to deliberately raise the stakes.



TREASURES OF THE SWIFT PRINCE

Spurs of the Swift Prince (wondrous, uncommon) — Your speed increases by 10 ft. Once per short rest, Dash as a bonus action.

The Finder's Lens (wondrous, rare, attunement) — See invisible creatures within 30 ft.; advantage to find hidden things; 1/day cast locate object.

Scimitar of the Sealed Hour (weapon +1, rare, attunement) — On a critical hit, the target can't take reactions until the end of its next turn. 1/long rest, a creature you hit must make a DC 15 Con save or lose its action on its next turn.

GM QUICK REFERENCE

Seere, Avatar — CR 10 • AC 17 • HP 110 • Fly 90 (playtested ~3-in-4 party win at L7)

- Truesight 120; ignores cover; can't be hidden from or surprised; 2× scimitar +9 (2d6+5 + 1d6 cold)
 - BA teleport 60; Reaction: free strike when a PC casts / hides / uses an item
 - Legendary (3): Swift Step (1); Reveal (1); Spectral Strike (2 — max one per round); LR 1/day
-

The Heralds — All CR 4

- Haste pouncer (prone); Speed hastes Seere — kill first; Flicker movement lockdown; Glitch ranged reveal
-

The Court — Elites, Open Playtest

- Gilded Sentinel CR 6 — intercept wall; Horned Marshal CR 6 — 15-ft. reach, prone; Haloed Warden CR 7 — buffs & heals
 - The Witness CR 7 — spotter, feeds Seere; Bound Choir CR 7 — double Dirge restrain; Harpist CR 7 — psychic, strips reactions
-

Lair (Initiative 20)

- Stuttered Time; The Unwound Path; Revealed — ambience: reversed bells, ticking out of sync



CREDITS & THE OPEN PLAYTEST

This is Clay Cyanide's first Encounter Pack — minis and the fight that comes with them. The Avatar encounter was stress-tested across 50+ playtest battles at the studio table during development; the first draft was a guaranteed party-wipe, and we rebuilt it until the fight landed where a boss should: winnable, never safe.

But a grimoire is only proven at a real table — and that table is yours. Run it. Break it. Find the stat that bends wrong, the ability that reads unclear, the fight that ends too fast. Tell us in the Patreon comments or the Discord, and the sharpest war stories get featured. Blocks marked Open Playtest are explicitly waiting for your verdict and will be revised in v1.1 with credit to their breakers.

VERSION

v1.0 • June 2026 • The Swift Prince

When reporting playtest results, include this version number, your party's level and size, and which composition from the encounter budget you ran.

CREDITS

Sculpts & creative direction — the Clay Cyanide team.

Encounter design, balance & layout — Clay Cyanide studio.

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