

Adivion, the Usurper

Adivion was born into an unassuming family in the capital of Dornburg. It was clear from childhood that this young man was destined for greatness. Adivion showed early signs of being a prodigy, and his family spared no effort or expense to enable his education. The scholars of Dornburg took an interest in his future development, recognizing his intelligence. With this opportunity, Adivion turned his back on his family without so much as a second glance; instead, he looked forward to a bright future in higher education while leaving his shameful beginnings in the dark.

Adivion excelled in his academics, letting his hunger for knowledge drive him. It didn't take long for him to find himself bored, as his great mind hungered for more than the universities could offer. He came across the Order of the Esoteric Eye on one of his many searches for novel and unconventional knowledge. He eagerly agreed to join their ranks after hearing about their offer to impart more occult knowledge. It was during his studies of the arcane and the occult that Adivion discovered that he possessed the gift of magic after all, having never shown an aptitude for it earlier in life. For Adivion, it was just another confirmation of his greatness, and he began honing his arcane powers in secret, far from the watchful eyes of the Circle of Magi.

The second he felt he had gained all he could from the Order, he left them behind, just as the university that nurtured his education and the family that gave him his foundation to launch. After all, Adivion was not interested in mere titles or certificates anymore. Adivion was in search of power. In the archives of the Esoteric Eye, he learned of the Whispering Way and the ancient secrets of Kastivan that this cabal supposedly held, captivating his interest and starting his search for them.

After a lengthy journey through Ginstermark, Adivion was finally able to make contact with the necromantic cult, who, to no surprise to Adivion, were searching for him as well. When he was allowed an audience with their leader, the White Duchess, she joyfully exclaimed that Adivion held a special destiny and that through his lineage, he would pave the way for the fallen Kingdom of Kastivan to return to power. Finally, Adivion thought his worth was properly recognized, and a gateway to great power was opened for him. But alas, after his rise came his fall, when the White Duchess revealed to him the details of his grand destiny.

Indeed, Adivion was of royal blood; though his blood was greatly diluted, he was heir to the Kastivan monarchy. Through his birthright, Adivion was key to a ritual that would allow Queen Kastivan to return to the material world as her vessel. By ingesting an ancient concoction known as the Carrion Crown, he would become the host of her immortal spirit, her new proxy to command and rally the forces of Kastivan once more.

In an instant, the grand destiny that Adivion saw for himself, all of his ambitions, all his delusions of grandeur were dashed with the harrowing revelation that he was to be a sacrificial lamb. A mere stepping stone for someone else. He left, and in the following months he made futile attempts to avert his fate with desperate searches through all the forbidden knowledge that he had accumulated to that point, but in the end he surrendered to his fate. After all, with his elevated position as chosen, he enjoyed great privileges within the Whispering Way. He was allowed and encouraged to further his education and hone his powers, all in the name of shaping him into the perfect vessel. He deluded himself into believing that the part that he would play in the return of Queen Kastivan was of intrinsic value. Through his sacrifice, he would change the world forever, so he told himself. But deep down, Adivion knew that he deserved a better destiny, and his true desires would resurface the moment he was offered liberation from the shackles of fate.

During a research expedition to uncover forgotten Kastivan knowledge, years after Adivion joined the Whispering Way, he encountered a mysterious figure - less of a man but more of something pretending to be one - who declared itself to be a soothsayer. The soothsayer was aware of Adivion's conundrum and claimed to have sympathy for his position while handing him the tool for his liberation. A chipped piece of none other than the very soul of Ragnaxxa, the Eternal Night, the Draconic Deity of Death. Adivion was unable to fathom the full extent of the power that was handed to him, but what he understood was that this piece of pure draconic essence allowed him to bend the rules of the very world and, more importantly, of fate.

Adivion was uninterested in the motivation of the figure, and indeed, the figure disappeared as quickly as it appeared. His mind was now fixated on carving out the destiny he had long thought lost. This shard would allow him to pen his own fate, a fate that would grant him the greatness he so richly deserved. Thus, he immediately returned to the Whispering Way to concentrate his efforts on collecting the ingredients for the Carrion Crown that he dreaded so much. Not with the goal of playing a lesser part in someone else's grand design but instead to claim the power of a monarch for himself.

Lair: The Black Thorn

The Black Thorn marks the place of Queen Kastivan's defeat and the fall of her Kingdom. This jagged obsidian thorn protrudes from the center of Kastivan's once mighty citadel, which hosted her spectral court, far into the blighted skies of Spukfall. Due to the close proximity of this unholy artifact, which pierces both the physical world and the realm of the dead, necrotic energies are still coursing through reality.

Atop the Black Thorn where one is closest to the banished Queen Kastivan, Adivion seeks to consume the altered Carrion Crown, not to offer herself as a vessel to the fallen queen but to tap into her might.

LAIR ACTIONS

When fighting Adivion atop the Black Thorn, he can take lair actions. On initiative count 20 (losing initiative ties), Adivion takes a lair action to cause one of the listed effects. Adivion can't use the same effect twice in a row.

Death Proliferated. Until initiative count 20 of the following round, the first time in a turn a creature takes any amount of necrotic damage, it takes an additional 9 (2d8) necrotic damage.

Grasping Spirits. A creature atop the Black Thorn that Adivion can see must succeed a DC 15 Strength saving throw. On a failed save the creature is restrained by spectral figures until initiative count 20 on the following round. Additionally, 1d4+1 Hushed Spirits appear in unoccupied spaces within 10 ft. of the creature and roll for initiative. (Hushed Spirits can be found in Table Scraps - Graufeld).

Syphon Life. Each creature within 20 ft. of Adivion must make a DC 15 Constitution saving throw taking 18 (4d8) necrotic damage on a failed save and half as much on a successful one. Adivion gains temporary hit points equal to the necrotic damage dealt.

Terrifying Aura. Each creature atop the Black Thorn affected by Adivion's Aura of True Death, must make a DC 15 Wisdom saving throw or is frightened by Adivion until initiative count 20 of the following round.



ADIVION, THE USURPER

Medium undead, lawful evil

Armor Class 20 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	19 (+4)	20 (+5)	14 (+2)	18 (+4)

Proficiency +7

Saving Throws Dex +7, Wis +11, Cha +9

Skills Arcana +12, History +12, Insight +9, Perception +9

Damage Resistances cold; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Elven

Challenge 21 (33,000 XP)

Carriion King. Adivion is immune to effects that turn undead as long as he has more than half of his maximum hit points. Additionally, any allied undead creature within 60 ft. of Adivion has advantage on saving throws against effects that turn undead.

Kastivan Cowl. Adivion gains 40 temporary hit points at the beginning of his turn. As long Adivion has any amount of temporary hit points, he has advantage on saving throws against spells and other magical effects.

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

Magic Weapons. Adivion's attacks are magical. Additionally, Adivion wields the spectral blade Soul Render, Blade of Kastivan, a magical longsword.

ACTIONS

Multiattack. Adivion uses Spectral Chill and makes two Soul Render attacks. In place of Spectral Chill Adivion can use Aura of True Death.

Soul Render, Blade of Kastivan. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 32 (6d8+5) necrotic damage. *Miss:* 13 (3d8) necrotic damage.

Spectral Chill. *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 18 (4d8) cold damage and the target's speed is reduced by half until the start of Adivion's next turn. A

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creature that already has its speed reduced by half by this attack must succeed a DC 18 Constitution saving throw or is stunned until the beginning of Adivion's next turn.

Aura of True Death. Each creature within 10 ft. of Adivion must make a DC 18 Charisma saving throw, on a failed save a creature's immunity to necrotic damage is reduced by 1 stage (meaning a creature that is immune to necrotic damage is now only resistant, a creature that is resistant to necrotic damage is no longer resistant, a creature that is not resistant to necrotic damage becomes vulnerable to necrotic damage).

At the end of the creature's turn it repeats the saving throw, ending the effect on a success..

Spellcasting. Vano casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). They can cast the following spells without material components:

At Will: *Mage Hand, Message, Prestidigitation*

1/day (each): *Blight, Cloud Kill, Dimension Door, Disintegrate, Finger of Death, Globe of Invulnerability, Power Word Kill*

BONUS ACTIONS

Command Undead. Adivion telepathically commands an allied undead creature of Challenge 10 or lower within 60 ft. of himself. The undead creature uses its reaction to move up to its speed and makes a single melee weapon attack.

REACTIONS

Wrath of Kastivan. When Adivion has no temporary hit points and a creature within 60 ft. of him deals damage to him, the triggering creature takes necrotic damage equal to half of the damage dealt to Adivion (Clarification: Adivion must have no remaining temporary hit points when he takes the damage).

LEGENDARY ACTION

Adivion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Adivion regains spent legendary actions at the start of his turn.

Spectral Chill. Adivion uses Spectral Chill.

Soul Render (2 Actions). Adivion attacks with Soul Render.

Aura of True Death (2 Actions). Adivion uses Aura of True Death, unless he has used it since the beginning of his last turn.

Shard of Ragnaxxa (3 Actions). Adivion gains a bonus use of a spell that is not Power Word Kill from the list of spells provided by his Spellcasting action. At the end of his next turn, Adivion loses the bonus use of the spell.