

THUNDERHORN TRIBE

The Thunderhorn tribe are orcs native to the Spine of the World (Forgotten Realms Setting). I used them several times during my Storm King's Thunder campaigns, during chapter 4 when the players have to traverse the mountains to reach the Eye of the Allfather.

The Thunderhorns are a nomadic tribe of hardened orcs that have taken to domesticating woolly rhinos as their mounts. On the backs of their mounts of choice they ambush and lay waste to any careless adventuring party that dares to traverse the Spine of the World (assuming your party does not just use Zephyros' flying tower to reach the Eye of the Allfather).

During the shattering of the Ordening during the events of Storm King's Thunder they were usurped by a powerful Orc Warlord named "Cold-Eye Manslayer" who lead them further up north than their usual hunting grounds and had them patrol the mountains and attack anyone who trespassed. This was because "Cold-Eye" is actually a Frost Giant named Luttir the Meak, who knows of the location of the Eye of the Allfather and wants to keep anyone from accessing it.

Luttir never believed in the Ordening, as he was born frail and unfit for battle. He became an outcast in Frost Giant society, but in a twist of fate magic manifested in his icy veins. In contrast to his kin, Luttir uses deception and magic to get what he wants. Honor means little to him, as it often was used as justification for the abuse he suffered. When the Ordening was gone, he felt freed and unshackled. In his eyes it was a tool of oppression and he swore to do anything he can to keep the Ordening from being reinstated. He cares little for the suffering of the little folk caused by the giants in disarray. He is convinced that in time the giants will grow accustomed to their new found freedom and the world will heal.

I used Luttir in my game to bring up a counterpoint to the heroes quest. Maybe the Ordening would be better off gone. After all, it enforces many of the worst perceived habits of giantkind. It is unlikely that Luttir would convince any of the heroes of his point of view, since the little folk would suffer the most in the chaos, but maybe the encounter with Luttir could put some perspective into a black-and-white world view that the heroes might have.

Affiliated Creatures

As mentioned before, the thunderhorn tribe rides domesticated woolly-rhinos into battle. Use the basic rhinoceros to represent these rhinos. Deep within their caves that the Thunderhorn tribe calls home, they keep other beasts, either as resources, or as guardians. Cave bears and giant bats are to be expected to be encountered by anyone who dares to invade the tribe's base of operation.

DM Tuz Table Scraps: Thunderhorn Tribe

THUNDERHORN RAIDER

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	9 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Animal Handling +5, Athletics +5

Senses darkvision 60 ft. passive Perception 11

Languages Giant, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the thunderhorn raider can move up to its speed toward a hostile creature that it can see.

Battle Fury. When the thunderhorn raider hits a creature with a melee weapon attack, its melee weapon attacks targeting the same creature have advantage until the beginning of the raider's next turn.

ACTIONS

Multiattack. The thunderhorn raider makes 2 weapon attacks.

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

Handaxe (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage. The thunderhorn raider carries 4 handaxes.

THUNDERHORN HUNTER

Medium humanoid (orc), chaotic evil

Armor Class 15 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Proficiency +2

Skills Animal Handling +5, Perception +3, Survival +5, Stealth +4

Senses darkvision 60 ft. passive Perception 13

Languages Giant, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the thunderhorn hunter can move up to its speed toward a hostile creature that it can see.

Takedown Strike (1/turn). Once per turn, when the thunderhorn hunter deals damage to a creature that was hit by an attack of one of the hunter's allies since the hunter's last turn, it deals an additional 4 (1d8) damage.

ACTIONS

Multiattack. The thunderhorn hunter makes 2 weapon attacks.

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

Hornbow (Longbow). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

THUNDERHORN WILD SPEAKER

Medium humanoid (orc), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	12 (+1)

Proficiency +2

Skills Animal Handling +6, Intimidation +3, Nature +1

Senses darkvision 60 ft. passive Perception 12

Languages Giant, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the wild speaker can move up to its speed toward a hostile creature that it can see.

Bestial Might. The wild speaker deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The wild speaker is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The wild speaker has the following cleric spells prepared.

Cantrips (at-will): *Guidance*, *Resistance*, *Thaumaturgy*
1st level (4 slots): *Animal Friendship*, *Bless*, *Command*, *Speak with Animals*

2nd level (3 slots): *Barkskin*, *Spike Growth*, *Spiritual Weapon* (*Spear*)

3rd level (2 slots): *Spirit Guardians*, *Plant Growth*, *Wind Wall*

ACTIONS

Multiattack. The thunderhorn raider makes 2 weapon attacks.

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

Handaxe (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage. The thunderhorn raider carries 4 handaxes.

REACTIONS

Dampen Elements (Recharge 4-6). The wild speaker grants resistance against an incoming instance of acid, cold, fire, lightning or thunder damage dealt to an ally within 30 ft. of the wild speaker. To do so, the wild speaker must see the source of the incoming damage.

THUNDERHORN BEASTRIDER

Medium humanoid (orc), chaotic evil

Armor Class 16 (hide armor or shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Animal Handling +5, Athletics +5, Perception +3

Senses darkvision 60 ft. passive Perception 13

Languages Giant, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the thunderhorn beastrider can move up to its speed toward a hostile creature that it can see.

Bestial Carnage. While mounted, the thunderhorn beastrider deals an additional dice of damage with melee weapon attacks (included in the attack).

Confident Rider. While mounted, the thunderhorn beastrider has advantage on saving throws against being pushed, pulled and being knocked prone.

Thundering Charge (1/turn). If the thunderhorn beastrider's mount moves at least 20 ft. directly towards a creature and the beastrider hits it with a melee weapon attack on the same turn, it deals 11 (2d10) additional damage.

ACTIONS

Multiattack. The thunderhorn beastrider makes 2 weapon attacks.

Battleaxe (One-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 4 (1d8) damage when mounted.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage plus 5 (1d10) damage when mounted.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+4) piercing damage plus 3 (1d6) damage when mounted and attacking with a melee attack.

“COLD-EYE MANSLAYER”

Huge giant, chaotic neutral

Armor Class 15 (patchwork armor)

Hit Points 114 (12d12 + 36)

Speed 30 ft. (40 ft. when in giant form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	17 (+3)	14 (+2)	12 (+1)	18 (+4)

Proficiency +3

Skills Deception +7, Perception +4, Persuasion +7

Damage Immunities cold

Senses passive Perception 14

Languages Common, Bothii, Orc, Giant

Challenge 8 (3,900 XP)

True Nature. “Cold-Eye Manslayer” is a frost giant in disguise, a medium size humanoid (orc). The glamor that hides his true form is magical in nature and is treated as if it is a 5th level illusion spell. The glamor breaks when dispelled, or “Cold-Eye” is reduced to below 30 hit points or killed. A creature can make a DC 17 Perception or Insight check to see through “Cold-Eyes” disguise.

Subtle Spell (3/day). “Cold-Eye” casts a spell without any somatic or verbal components.

Spellcasting. The “Cold-Eye” is a 6th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). “Cold-Eye” can cast the following sorcerer spells:

Cantrips (at-will): *Ray of Frost*, *Friends*, *Mage Hand*
1st level (4 slots): *Armor of Agathys*, *Disguise Self*, *COMprehend Languages*, *Shield*
2nd level (3 slots): *Darkvision*, *Hold Person*, *Invisibility*, *Suggestion*
3rd level (2 slots): *Counter Spell*, *Greater Image*, *Sleet Storm*

ACTIONS

Multiattack. “Cold Eye Manslayer” makes 2 weapon attacks.

Battleaxe (One-Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage. This attack’s reach is 10 ft. when “Cold Eye” is in his true form.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) slashing damage. This attack’s reach is 10 ft. when “Cold Eye” is in his true form.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4+4) bludgeoning damage.

Rock (Giant Form Only). *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10+4) bludgeoning damage.

DM Tuz Table Scraps: Thunderhorn Tribe Thunderhorn Hammer

The Thunderhorn Hammer is a magic maul created from the ivory of an ancient mammoth. The head of the maul is hollow and has a mouth piece, allowing it to be used as a mighty horn. The Thunderhorn tribe reveres this weapon as a holy artifact and keep it in their shrine of Gruumsh. Its horn is always sound to call for Gruumsh’s attention, so that their god can witness their ceremonies and sacrifices performed in his honor.

THUNDERHORN HAMMER

Magic maul (uncommon), requires attunement

The thunderhorn hammer is a magic maul that has 1 charge. While holding it, you can use an action to expend 1 charge to blow into the mouth piece and cast thunderwave at 2nd level (spell save DC 12). The thunderhorn hammer regains 1 charge daily at dawn, or when you score a critical hit with an attack made with the hammer against a creature of challenge 1/4 or higher.

BEHEMOTH BLOOD

Behemoth Blood is a monster theme that I created for my homebrew game, named after the substance the villains of the current story path use to enhance their own battle prowess.

What is a monster theme?

A monster theme is, as the name implies, a recurring theme in monster design that unifies them under a common denominator. This concept was introduced in 4e D&D and can be considered a template which can be applied to monsters with a few easy steps. Though, under some circumstances (like applied on very low level monsters) it can significantly change the Challenge of the monster. So take the time recalculating the Challenge of the monster after you applied the monster theme. Each monster theme will feature an expected change of a monster's challenge rating when applied to.

PACKLEADER HUNTRESS

Medium humanoid (any), neutral evil

Armor Class 16 (beastplate)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	12 (+1)	15 (+2)	11 (0)

Proficiency +4

Skills Athletics +9, Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, and two other languages

Challenge 9 (5,000 XP)

Behemoth Blood. The huntress is infused with behemoth blood and gains the following traits:

- A melee weapon deals one extra die of its damage when she hits with it (included in the attack).
- She counts as a large creature when grappling or being grappled.
- Her hit dice is 1d10 (included in hit points).
- Her carrying capacity is doubled.
- She has advantage on saving throws against effects that target humanoids.

Legendary Resistance (1/Day). If the huntress fails a saving throw, she can choose to succeed instead.

Pack Leader. Up to six beasts, dragons, or monstrosities of a challenge rating 5 or lower can be designated as the huntress' pack beasts. The pack is formed at the beginning of each day and a beast must be friendly towards the huntress.

Poisoned Glaive. The huntress wields a poisoned glaive and deals an additional 4 (1d8) poison damage (included in the attack).

ACTIONS

Multiattack. The huntress makes 3 attacks; two attacks with her glaive and one pummel attack.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage.

A Behemoth Blood Monster gains the following changes:

- It deals an additional dice of damage with its melee weapon attacks (including natural weapons).
- A creature is treated one size larger than its original when grappling.
- Its hit dice becomes one size larger than its original, so a D8 becomes a D10 etc.
- Its carrying capacity is doubled.
- If the creature is a humanoid, it has advantage on all saving throws against effects that target humanoids (like hold person).
- The CR of the creature is expected to be increased by 1.

Effectively, a creature becomes a size larger without changing its actual size, which increases its offensive and defensive capabilities.

Pummel (Glaive). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage and if the target is a medium size creature or smaller, it must succeed on a DC 17 Strength saving throw. On a failed save, the creature is either knocked prone, or pushed up to 10 feet (huntress' choice).

Takedown Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage. The target is grappled (escape DC 17) as it is impaled by the huntress' glaive and until the grapple ends, the creature is restrained and the huntress can't make glaive attacks against another target. After the attack hits, up to two pack beasts within 20 ft. of the huntress, that can see her and the target, can use a reaction to move up to half of their speed without provoking opportunity attacks towards the target creature and make a melee weapon attack against it.

LEGENDARY ACTION

The packleader huntress 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. The packleader huntress regains spent legendary actions at the start of her turn.

Move. The huntress moves up to half of her speed without provoking opportunity attacks.

Bolster the Pack. A pack beast within 40 ft. of the huntress gains 20 (4d8+2) temporary hit points which lasts for 1 minute or until combat ends.

Coordinating Command. A pack beast within 40 ft. of the huntress moves up to its speed.

Attack Command (2 Actions). A pack beast moves up to 10 ft. and makes a melee weapon attack against a target the huntress can see. This movement does not provoke opportunity attacks. A pack beast must have at least a speed of 10 ft. to follow this command.

Strike (2 Actions). The huntress moves up to 10 ft. without provoking opportunity attacks and ignoring difficult terrain, and makes a weapon attack against a creature within 5 ft. of an ally of the huntress that is not incapacitated.

HUNTING DRAKE

Large dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	14 (+2)	6 (-2)

Proficiency +2

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 4 (1,100 XP)

Pack Beast. As long as the drake is within 40 ft. of the packleader huntress, it has advantage on saving throws against being charmed or frightened.

Pack Tactics. The hunting drake has advantage on attack rolls against a creature if at least one of the hunting drake's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hunting drake makes 3 attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8+4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) bludgeoning damage.

REACTIONS

Revenge. When a creature reduced the packleader huntress to 0 hit points or kills her outright, the hunting drake moves up to half of its movement speed towards the triggering creature without provoking opportunity attacks and makes a melee weapon attack against it. To do so, the drake must see the huntress and the triggering creature.

Wake the Beast

Transmutation

Level: 2

Casting time: 1 Action

Range: 20 ft.

Components: V, S, M (bones of an ancient beast)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

You awake and amplify the innate primal power that lingers within a beast in range of the spell. Until the spell ends, the beast gains the following benefits:

- The beast gains 10 temporary hit points, which last until the spell ends.
- The beast's natural weapon attacks count as magical to overcome resistance.
- When the beast hits a target with a weapon attack, it deals an extra 1d10 acid damage.
- The beast's carrying capacity is doubled.

A spellcaster is able to cast this spell when polymorphed or in wild shape.

DM Tuz Table Scraps: Behemoth Blood

Example: Behemoth Blood Owlbear

As an example to apply a template, used a cave bear. Its hit points increased by 1 per hit dice, which is not a significant difference, its damage per round was increased from 21 damage per round to 30, which is a significant increase.

Keep this in mind when applying the theme to other monsters. When in doubt, take the time to recalculate the challenge rating.

BEHEMOTH BLOOD BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 48 (5d12 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft. passive Perception 13

Challenge 3 (700 XP)

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

Behemoth Blood. The cave bear is infused with behemoth blood and gains the following traits:

- A melee weapon deals one extra die of its damage when it hits with it (included in the attack).
- The bear counts as a large creature when grappling or being grappled.
- The bear's hit dice is 1d10 (included in hit points).
- The bear's carrying capacity is doubled.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (3d6+5) slashing damage.

THOUGHTWEFT

Several Creatures are connected through a telepathic bond, may it be from an arcane or psionic source. Through that connection their combined battle prowess becomes enhanced, as they engage their foe in unmatched cooperation.

What is a monster theme?

A monster theme is a collection of features to establish a consistent feeling among several monsters. Themes can be implemented easily by adding a certain feature, or collective of features to existing monsters.

A Mind-Link Monster gains the following changes:

It gains the following traits:

- **Thoughtweft.** The creature is telepathically connected with each other creature with the Thoughtweft ability within 120 ft. of itself. It can communicate with connected creatures telepathically and can see and hear what the other creature does.
- **Thoughtweft Bullwark.** As long as the creature is connected with another creature with the Thoughtweft ability, it has advantage on Intelligence, Wisdom, and Charisma saving throws.
- **Thoughtweft Coordination.** The creature has advantage on attack rolls against a creature an allied creature connected through the thoughtweft has attacked since the end of its last turn.

- A Thoughtweft creature's effective AC increases by 2
- A Thoughtweft creature's effective Attack Bonus is increased by 1
- A Thoughtweft creature's expected CR stays the same (most of the time).

Consider taking the time to recalculate the CR of the creature to see if its Challenge Rating is impacted. As a rule of thumb, I suggest increasing the creature's CR by 1/2, meaning that if you for example use two creatures of CR 3 that have the thoughtweft theme, that you calculate the challenge of the encounter as if you use one CR 4 and one CR 3 creature.

THAT ARE ALOT OF ADDITIONAL ABILITIES TO KEEP TRACK OFF!
While yes, these are alot of extra abilities to keep track off, if you have alot of monsters to deal with, remember that in the optimal case, you would apply these same 3 abilities to every monster in combat. It becomes much more managable like that!

Flavoring Thoughtweft Theme

While the very theme of Thoughtweft might inform the idea of psionics, do not feel like you have to be limited to this flavor, as there are many ways to flavor the emergence of Thoughtweft creatures.

Swarm Consciousness.

The creatures are part of a greater system that makes them all connected to one another, like being a part of a swarm collective. Works well for insectoid or alien inspired creatures.

Improved Telepathic Bond.

A magic user worked on their own specific ritual to improve the power of Rary's Telepathic Bond, strengthening the telepathic link to such a degree that makes the connected creatures one coherent unit.

Several of One Soul.

All the souls of the linked creatures used to be one. This connection remains even now since they have split into smaller entities.

Connected in a Dream.

The creatures' minds once touched in the realm of dreams, this caused both of their minds to mix and match with one another. This left traces of their minds in the other, causing them to get glimpses of what the other sees and experiences.

Creepy Twin Connection.

The creatures are siblings with a unique bond, which goes beyond speaking in their weird made-up language. It almost seems as if they just know what the other knows. Creepy.

Weird Mindflayer Experiment.

The creatures were injected with an experimental brain leech. The leeches have nestled deep into their brains and are telepathically connected with one another. This extended to the minds of the affected creatures, giving them the ability to transfer thoughts to one another.

XANATHAR BUGBEAR VARIANT: POP GOES THE BRAIN

For an additional challenge consider spawning one Intellect Devourer when one of the Xanathar Bugbears is reduced to 0 hit points, as the aberration ejects from the skull of its slain vessel to join the battle, or to flee and report to its master.

XANATHAR'S BUGBEARS

I featured the first iteration of the thoughtweft theme in my Dungeon of the Mad Mage campaign, in the first level of the Undermountain. I modified the bugbears there to be a creation of Xanathar. In his breeding experiments with intellect devourers he used a special batch of aberrations to modify the bugbears of the goblin tribes under his command.

Bugbears are not known for their intellect, a weakness that Xanathar has effectively compensated. He created powerful enforcers that have the brawn of the bugbears and the brains of the cold and calculating intellect devourers to secure key positions of the first level of Undermountain (which is connected to the first level of his own hideout as well).

XANATHAR BUGBEAR

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	12 (+1)	11 (0)	10 (0)

Proficiency +2

Skills Perception +2, Stealth +6, Survival +2

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12

Languages Common, Goblin, telepathy 60 ft.

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the creature hits with it (included in the attack).

Surprise Attack. If the bugbear attacks a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Thoughtweft. The bugbear is telepathically connected with each other creature with the Thoughtweft ability within 120 ft. of itself. It can communicate with connected creatures telepathically and can see and hear what the other creature does.

Thoughtweft Bullwark. As long as the bugbear is connected with another creature with the Thoughtweft ability, it has advantage on Intelligence, Wisdom, and Charisma saving throws.

Thoughtweft Coordination. The bugbear has advantage on attack rolls against a creature an allied creature connected through the thoughtweft has attacked since the end of its last turn.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Players encountering these unique bugbears might immediately notice how perfectly coordinated they set up their ambush and the superior battle tactics they use in the ongoing fight. Or perhaps if they manage to talk to them, the players might be bewildered by how precise and technical a captured bugbear's speech is.

XANATHAR BUGBEAR PSION

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (breastplate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	17 (+3)	15 (+2)	15 (+2)

Proficiency +3

Saving Throws Int +6, Wis +5

Skills Insight +5, Perception +5, Stealth +8, Survival +5

Resistances psychic

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Common, Goblin, telepathy 60 ft.

Challenge 4 (1,100 XP)

Alien Mind. The bugbear had advantage on Intelligence, Wisdom, and Charisma saving throws.

Brute. A melee weapon deals one extra die of its damage when the creature hits with it (included in the attack).

Surprise Attack. If the bugbear attacks a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Thoughtweft. The bugbear is telepathically connected with each other creature with the Thoughtweft ability within 120 ft. of itself. It can communicate with connected creatures telepathically and can see and hear what the other creature does.

Thoughtweft Coordination. The bugbear has advantage on attack rolls against a creature an allied creature connected through the thoughtweft has attacked since the end of its last turn.

Innate Spellcasting (Psionics). The bugbear's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand* (*hand is invisible*) *levitate*

1/day: *telekinesis*

ACTIONS

Multiattack. The bugbear makes 2 weapon attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (2d10+2) slashing damage.

Wreck Mind. A creature within 60 ft. of the bugbear must succeed a DC 14 Intelligence saving throw, or take 14 (3d6+3) psychic damage and be stunned until the end of its next turn.

DM Tuz Table Scraps: Haunted Prison

CAPTAIN KURT

Captain Kurt was the first victim that the riots have claimed. He fell victim to the notorious Lopper and now wanders his old guard post as a burning, headless skeleton.

CAPTAIN KURT

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities blinded, exhausted, poisoned

Senses blindsight 10 ft. (blind beyond) passive Perception 9

Languages understands common but can't speak

Challenge 2 (450 XP)

Burning Aura. A creature that starts its turn within 5 ft. of Captain Kurt takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

Death Throes. When Captain Kurt is reduced to 0 hit points by any damage that isn't cold damage, he explodes. Each creature within 5 ft. of Captain Kurt must succeed a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

ACTIONS

Multiattack. Captain Kurt makes 2 melee weapon attacks.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

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

Haunted Prison

In the early beginnings of the patreon adventure, the heroes had to descend into a haunted prison to banish the notorious ringleaders of their ghostly revolt, before they could extend their supernatural influence over the nearby town and transform it into a literal ghost town. The following monsters are the many foes the heroes faced when descending into the haunted dungeon.

BURNING SKELETON

In the tragic incident that lead to the prison's haunting, a fire ravaged the lower dungeons of the prison complex, killing countless of inmates that struggled to claw their way out of the depths once the lift was destroyed to keep the prisoners from escaping.

BURNING SKELETON

Medium undead, chaotic evil

Armor Class 13 (armor scraps)

Hit Points 17 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/2 (100 XP)

Burning Aura. A creature that starts its turn within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage. Any creature that hits the burning skeleton with a melee attack and is within 5 ft. of the burning skeleton takes 3 (1d6) points of fire damage.

Death Throes. When the burning skeleton is reduced to 0 hit points by any damage that isn't cold damage, it explodes. Each creature within 5 ft. of the burning skeleton must succeed a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) slashing damage plus 2 (1d4) fire damage.

FLAMING BEHEADED

Small undead, chaotic evil

Armor Class 11

Hit Points 14 (4d6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	11 (0)	7 (-2)	9 (-1)	5 (-3)

Proficiency +2

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages all languages it spoke in life

Challenge 1/2 (100 XP)

Death Throes. When the flaming beheaded is reduced to 0 hit points by any damage that isn't cold damage, it explodes. The explosion ignites flammable objects in the area that aren't being worn or carried. Each creature within 5 ft. of the flaming beheaded must succeed a DC 10 Dexterity saving throw or take 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 2 (1d4) fire damage.

Fire Starter. The flaming beheaded ignites a flammable object it can see within 10 ft. of itself, that is not being worn or carried.

Scorching Scream (Recharge 5-6). The flaming beheaded exhales a 15-foot cone of fire. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

EXECUTIONER'S SCYTHE

It was a peculiar custom in the prison that executions were performed with a large brutish scythe, designed to decapitate an inmate with ease. This implement of death has garnered the ire of those it killed and the dread of its witnesses. This accumulated into a curse that developed a life of its own. Now after laying unused for decades, it thirsts for more victims.

EXECUTIONER'S SCYTHE

Small construct, neutral evil

Armor Class 17 (natural armor)

Hit Points 21 (5d6)

Speed 0 ft., 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	10 (0)	2 (-4)	6 (-2)	2 (-4)

Proficiency +2

Saving Throws Dex +4, Con +2

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, exhausted, poisoned

Senses blindsight 60 ft. (blind beyond) passive Perception 8

Challenge 1 (200 XP)

Haunted. The executioner's scythe is considered an undead in addition to its other creature types. Additionally, its attacks are magical.

False Appearance. While the executioner's scythe remains motionless and isn't flying, it is indistinguishable from a normal great scythe.

ACTIONS

Greatscythe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage plus 2 (1d4) necrotic.

SCREAMING BEHEADED

Small undead, chaotic evil

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	7 (-2)	10 (0)	5 (-3)

Proficiency +2

Saving Throws Dex +5

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages all languages it spoke in life

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Scream. Each non-undead creature within 20 ft. that can see and hear the Screaming Head must make a DC 11 Constitution saving throw or is frightened for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a successful save. A creature that succeeds the saving throw becomes immune to the screaming head's scream for 24 hours.

EXECUTIONER'S SCYTHE (CURSED ITEM)

Once the executioner's scythe is defeated, a player can use it as weapon. But the item is cursed, which will become apparent the moment the player will be attuned to the weapon. The Executioner's Scythe is treated as a Greatscythe of **Vengeance** (see DMG p 206). A greatscythe is a martial melee weapon that deals 2d4 slashing damage on a hit, weighs 6 lb., and has the two-handed and finesse property.

DIRE STIRGE

The piper commanded their loyal stirges in life. They still feel the piper's otherworldly presence. Colonies of stirges nest within the withered trees of the prison grounds and a few select stirges have been altered by the haunted grounds.

DIRE STIRGE

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 33 (6d6+12)

Speed 10 ft., 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	15 (+2)	2 (-4)	8 (-1)	6 (-2)

Proficiency +2

Senses darkvision 60 ft. passive Perception 9

Challenge 2 (450 XP)

Numbing Agent. A creature that starts its turn with the Dire Stirge attached to it must make a DC 12 Constitution saving throw. On a failed save the creature is poisoned as long as the dire stirge is attached to it. If the creature is already poisoned this way and fails the saving throw, it becomes paralyzed for as long as it is poisoned.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) piercing damage. The stirge attaches to the target if it is a size large or larger creature, or grapples the creature if the creature is size medium or smaller. While attached or grappling, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 8, 1d6 + 5, hit points due to blood loss and the dire stirge heals for half of the hit points lost.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature including the target, can use its action to detach the stirge, or if grappled, attempt to escape its grapple.

BEHEADED

Many inmates found their end by decapitation. Either by the many performed executions on the prison grounds, or at the hand of the Lopper who broke into a fit of murderous mania while the prison depths were consumed by flames.

The Five Prisoners

During the great revolt, five exceptionally notorious individuals were kept in the prison awaiting their fate. All of them lost their lives in the fire that devastated the complex, but their restless spirits remain in the prison's haunted ruins.

HAUNTS

Haunts differ from the usual spectral undead found in the Monster Manuals, such as the Ghost or the Specter. Haunts similar to Ghosts that an unfortunate circumstance keeps their souls from finding peace, like a curse, an gruesome death, or lingering regret. What differs a Haunt from a Ghost though, is that a Haunt is bound to a specific location, called its haunting grounds. This can be a location, such as the place of the soul's gruesome demise, or an object very important to itself. A Haunt cannot willingly leave this haunting ground. Whenever a Haunt is destroyed, it will manifest at its haunting ground at midnight of the following day. A Haunt can be put to rest by a variety of means, depending on the circumstance that binds it. For example if a haunt is bound by its wrongful murder, bringing justice to the culprit could cause the spirit to move on.

Ghosts, Specters, and other spectral undead can easily be converted to Haunts by assigning a haunting ground, a reason that keeps it to move on, and a method of freeing it.

Running an encounter with Haunts does not have to work like your typical monster encounter. Haunts work best as a type of Monster and Trap hybrid, as the Haunt is locally bound to its haunting ground and typically should be harder to deal with than a monster or other obstacle.

HAUNT SYPHON

Uncommon Wonderous Item (consumable)

This glass vial is held in an iron casing of necromantic design. Within the vial coils a small wisp in a vortex. The Haunt Syphon is a favored tool among exorcists to fight restless spirits.

You can use an action to open the Haunt Syphon. Each spectral undead, such as a Ghost, a Haunt, or a Spectre, within 20 ft. of you must make a DC 13 Constitution saving throw, taking 3d6 force damage on a failed save, and half as much on a successful one. The Haunt Syphon then will become a Filled Siphon which contains the spectral remnants of the absorbed ghosts.

Filled Syphon:

adventuring gear (consumable)

Category: Items

Damage: 1d6

Damage Type: Necrotic

Properties: Improvised Weapons, Thrown

Range: 20/60

DM Tuz Table Scraps: Haunted Prison THE MOURNING MARAUDER

The mourning marauder was once a timid artisan that followed his work with dedication to provide for his beloved wife. Upon learning of his wife's infidelity though, an unexpected side of him emerged. In a moment of uncontrolled, jealous rage the artisan murdered his wife with his trusted hammer, shattering her skull in one blow. When the artisan came to his senses and found his beloved wife dead by his hands, he spiraled into despair and guilt-driven mania. In his delusion the artisan tried to piece together his wife's skull, making use of his craftsmanship, convinced that this will return her back to life. Unfortunately one piece of the skull's fragments was never found.

To find the right replacement shard of skull fragment, the artisan then started to stalk and murder people wandering the night, becoming the Mourning Marauder. Eventually, the local authorities got involved and quickly apprehended the careless marauder, but not after he claimed the lives of a dozen innocents.

THE FALSE PRIEST

While not technically a murderer, the False Priest committed numerous acts of blasphemy. The False Priest was a traveling con man that claimed to be a priest of any number of faiths, providing fake blessings and fake miracle cures to the faithful in exchange for money.

By the time he was confronted by the constabulance, he had amassed a great number of followers under his control. In the ensuing battle of his failed escape attempt, several misled believers and constables lost their lives. Once apprehended the local churches and temples demanded for him to face capital punishment for his blasphemous crimes.

THE VILE PIPER

The Vile Piper's true identity or origins was never found out. What was only known is that they were a vagabond hagspawn with a peculiar affection for stirges who were delighted by the tunes of their flute.

The Vile Piper always announced themselves to their victims with a mournful tune of their flute, before attacking and abducting them. The Piper would then drug them with a paralyzing concoction and then play their flute to alert their beloved stirges to the presented meal while the victim was fully aware.

At first the Vile Piper was dismissed as a local legend, that the occasional disappearances were credited to until they were apprehended by an independent investigator, to everyone's surprise.

THE LOPPER

The Lopper was an crazed axe murderer in his time. He would pick a target, stalk it and observe it, and then set up to strike and behead his terrified victims with a sadstic cackle.

Even contained in prison, he proved to be an extremely dangerous individual. After several incidents in which he murdered fellow inmates, he was kept in solitary confinement at the bottom of the prison's deepest oubliette to await his sentence.

THE SPLATTER MAN

Renowned and well respected professor by day, and sadistic trap maker by night. The Splatter Man was obsessed with the concept of names and the power that they have over people and objects.

He would carefully choose his victims from his many students and would arrange for this student to meet him after class. The Splatter Man would then use his magic to incapacitate the student. The student would then wake up in a dungeon filled with complex traps of sadistic design. The Splatter Man would promise the student freedom if they were to solve the many peculiar puzzles of his twisted dungeon. Each puzzle solved would spell the victim's name and once the victim's name was completely spelled out, the Splatter Man would kill them with their final trap, hidden under the guise of an escape.

MOURNING MARAUDER

Medium undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 27 (5d8 + 5)

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

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

Proficiency +2

Skills Medicine +1

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands common but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The Mourning Marauder can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Haunting. The Mourning Marauder is bound to a haunting ground (for example the broken skull of his dead wife) and cannot move away further than 30 ft. from it willingly. If the Mourning Marauder starts his turn further away than 30 ft. from his haunting ground, he teleports back to it. If the Mourning Marauder is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Mourning Marauder materializes again at full hit points in his haunting grounds.

ACTIONS

Guilt-Heavy Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage and the creature is haunted by the Mourning Marauder as a ghostly fragment of its skull manifests orbiting the Marauder. A creature is haunted by the Mourning Marauder for 1 minute, or until the Mourning marauder is destroyed. When a haunted creature starts its turn, it must succeed on a DC 13 Wisdom saving throw. On a failed save the creature is stunned until the end of its turn. If the creature succeeds the saving throw by 5 or more, it is no longer haunted and the ghostly skull fragment disappears.

FALSE PRIEST

Medium undead, neutral evil

Armor Class 10

Hit Points 22 (5d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (0)	10 (0)	12 (+1)	11 (0)	17 (+3)

Proficiency +2

Skills Deception +5, History +3, Religion +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Celestial, Infernal

Challenge 2 (450 XP)

Incorporeal Movement. The False Priest can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Haunting. The False Priest is bound to a haunting ground (for example his prison cell) and cannot move away further than 30 ft. from it willingly. If the False Priest starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the False Priest is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the False Priest materializes again at full hit points in his haunting grounds.

Unseen. The False Priest is always invisible to the naked eye. Spells such as *Detect Evil And Good* or *See Invisibility* reveal the presence of the False Priest's ghost.

ACTIONS

Haunt of False Death. The False Priest haunts a humanoid creature he can see within 30 ft. of him and that is not aware of the False Priest. The False Priest haunts the creature until next midnight or when reduced to 0 hit points. When the False Priest haunts a creature, he will follow that creature, hovering just over the ground with his hand resting on the creature's shoulder, moving with it whenever it does.

When a creature haunted by the False Priest takes any damage, it must succeed on a DC 13 Wisdom saving throw. On a failed save the creature falls unconscious for the duration of the haunt. The haunted creature appears as if it just died, but a successful DC 13 Wisdom (Medicine) check will reveal that the creature is still alive.

While unconscious the creature dreams of "waking up" in a church or temple of its own faith (or closest local temple if the creature is of no faith) talking to a priest that exclaims that he raised the creature from the dead. He then will continue to explain that the creature died months ago and involve the creature in a lengthy conversation. The haunted creature repeats the Wisdom saving throw at the end of each turn to disbelieve this dream and see through the False Priest's lies. On a successful save the False Priest takes 1d8 force damage, on a failed save the haunted creature takes 1d8 necrotic damage. A creature under the effect of *Protection From Evil And Good* has advantage on the repeated saving throws.

The unconscious creature's actual body becomes wrapped in visible, spectral chains and bonds that tighten with each failed saving throw, dragging the creature's soul out of its body. These chains are the extension of the False Priest, meaning that any attack targeting these chains targets the False Priest.

THE VILE PIPER

Medium undead, chaotic evil

Armor Class 11

Hit Points 22 (5d8)

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

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

Proficiency +2

Skills Perception +3, Performance +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Incorporeal Movement. The Vile Piper can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Haunting. The Vile Piper is bound to a haunting ground (for example the stirge nest) and cannot move away further than 30 ft. from it willingly. If the Vile Piper starts their turn further than 30 ft. away from their haunting ground, they teleport back to it. If the Vile Piper is reduced to 0 hit points, they will be temporarily banished. At midnight of the next day, the Vile Piper materializes again at full hit points in their haunting grounds.

Terrifying Tune. While the Vile Piper plays their flute, each creature that starts its turn within 60 ft. of the piper, that can hear them play must, make a DC 13 Wisdom saving throw. On a failed save a creature has disadvantage on all Wisdom saving throws until the beginning of their next turn.

ACTIONS

Haunting Dirge. A humanoid within 60 ft. of the Vile Piper that can hear them must succeed on a DC 13 Wisdom saving throw or be haunted by the Vile Piper for as long as the creature can hear the Piper play their flute. A creature haunted by the Vile Piper is frightened. As long as the creature is frightened, it becomes paralyzed. At the end of a frightened creature's turn, it repeats the saving throw. On a failed save the creature takes 3 (1d6) necrotic damage as blood drips from dozens of tiny punctures over its body. On a successful save the creature is no longer frightened. Once a creature succeeds the saving throw or the effect on it ends, it becomes immune to the piper's haunting dirge for 24 hours.

THE LOPPER

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8+18)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	7 (-2)	16 (+3)

Proficiency +2

Skills Stealth +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 8

Languages Common

Challenge 4 (1,100 XP)

Blood Craze. Anytime a creature within 30 ft. of the Lopper loses hit points from the Lopper's Head Hungry Axe's bleeding effect, the Lopper regains hit points equal to the hit points lost. When the Lopper kills a creature, he regains 9 (2d8) hit points.

Decapitation. When the Lopper scores a critical hit against a creature and the damage of the attack reduces it to 0 hit points, it is decapitated and dies.

Fear of Fire. When the Lopper takes fire damage, it must succeed a DC 10 Wisdom saving throw or has disadvantage on all attack rolls it makes until the end of its next turn.

Frenzy (Recharges 5-6). The Lopper uses a bonus action to make a head hungry axe attack.

Haunting. The Lopper is bound to a haunting ground (for example the oubiette) and cannot move away further than 30 ft. from it willingly. If the Lopper starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the Lopper is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Lopper materializes again at full hit points in his haunting grounds.

Incorporeal Movement. The Lopper can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if he ends his turn inside an object.

ACTIONS

Head Hungry Axe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (1d12+4) necrotic damage and if the target is a not a construct or undead creature, it suffers a haunted wound for 1 minute. A wounded creature takes 3 (1d6) necrotic damage at the start of its turn. When the creature regains 1 hit point or a creature uses an action to expend one use of a healer's kit to heal the creature, the wound closes. A creature can suffer only one haunted wound at a time.

REACTIONS

No Escape. When a creature that began its turn within 5 ft. of the Lopper ends its turn 10 ft. or further away from it, the Lopper moves up to its speed towards the triggering creature without provoking opportunity attacks.

THE SPLATTER MAN

Medium undead, neutral evil

Armor Class 11

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (0)	12 (+1)	17 (+3)	14 (+2)	16 (+3)

Proficiency +2

Skills Arcana +5, History +5, Insight +4, Investigation +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Dwarf, Elven

Challenge 4 (1,100 XP)

Incorporeal Movement. The Splatter Man can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Haunting. The Splatter Man is bound to a haunting ground (for example his cellblock) and cannot move away further than 30 ft. from it willingly. If the Splatter Man starts his turn further than 30 ft. away from his haunting ground, he teleports back to it. If the Splatter Man is reduced to 0 hit points, he will be temporarily banished. At midnight of the next day, the Splatter Man materializes again at full hit points in his haunting grounds.

Spellcasting. The Splatter Man is a 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +3 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *Dancing Lights*, *Mage Hand*, *Minor Illusion*
1st level (4 slots): *Alarm*, *Magic Missile*, *Identify*
2nd level (3 slots): *Detect Thoughts*, *Levitate*
3rd level (3 slots): *Fear*, *Conjure Animals*
4th level (2 slot): -

ACTIONS

Necrotic Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Command the Named. The Splatter Man targets a humanoid within 30 ft. of himself. If the Splatter Man knows the creature's name (first name suffices) he forces the creature to make a DC 13 Wisdom saving throw. On a failed save the creature is charmed until the creature is reduced to 0 hit points, or the spell *Dispel Evil And Good* is cast on it. A charmed creature obeys the commands of the Splatter Man and is under his control. The Splatter Man can end the charm effect on the creature as a bonus action on his turn.

The first time in a turn a creature deals damage to the Splatter Man, or destroys a blood written letter of the charmed creature's name, it repeats the saving throw, ending the charm effect on a success. Alternatively, sprinkling the creature with holy water allows it to repeat the saving throw with advantage.

Possession. The Splatter Man targets an unconscious creature with a Wisdom score of 0 within 5 ft. of himself. If he knows the creature's name, he possesses the creature's body, following the same rules as the *Ghost's* possession.

DM Tuz Table Scraps: Haunted Prison THE NEVERMORE

The Nevermore was one of the many named cellblocks of the prison complex. There the notorious Splatter Man was kept in its oubliette. From there the Splatter Man created his masterplan of escape and set in motion the series of events that would lead to the prison's uprising and following tragedy.

Because of the noble sacrifice of the prison's head-warden escape was denied to the Splatter Man and the other inmates. Just like the other prisoners, the Splatter man finds no rest until he had his revenge on the living and freed the restless ghosts from their prison. He haunts the nevermore, ever plotting and biding his time for an opportunity to break the shackles that bind him and the other prisoners to the ruined dungeons.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Splatter Man takes a lair action to cause the following effect:

- Each living creature in the Nevermore must make a DC 14 Wisdom saving throw. On a failed save a letter of the creature's name appears on the nearest wall written in blood, starting with the first letter and working in order to the end. If the creature's full name is already written on the wall, the effect starts writing the creature's name over again. For each letter of a creature's name written, the creature loses 2 points of Wisdom until it finishes a long rest, or the Splatter Man is reduced to 0 hit points. A creature that lost points of Wisdom this way is overcome by the paranoia of their soul being stolen through their name appearing on the wall. When this reduces a creature's Wisdom to 0, it falls unconscious until at least 1 point of Wisdom is restored. The bloody letters on the wall can be targeted and damaged with attacks (AC 10) and any attack that hits and deals at 1 damage or more destroys the letter, restoring the lost Wisdom to the associated creature.

DEFEATING HAUNTS

As you can see, the Haunts described here have very strong resistances and immunities, different from normal spectral undead. These Haunts are meant to be hard to fight with common means and will need preparation from the player's side to be dealt with. For that purpose give your group enough heads-up about what fighting these Haunts entails and time to prepare. Holy Water, Scrolls of *Magic Weapon*, Alchemist's Fire, and more are excellent options for fighting the restless undead. But alternatively, if you want to keep the challenge lower and have encounters be more forgiving against Haunts, consider to change their resistances and immunities in accordance to other common spectral undead.

THE FIVE PRISONER'S BELONGINGS

Within the hidden vault of the prison's ruins are the personal belongings of the notorious criminals kept. The malevolence of their wicked deeds still lingers upon these items, manifesting in many curses that can catch careless adventurers by surprise. When identifying these objects, the players will not learn of its curses, but will notice a lingering evil upon each of these items if *Detect Evil and Good* is cast on them.

FALSE HOLY SYMBOLS

Uncommon Wonderous Item (requires attunement)

A dozen counterfeit holy symbols dangle on a fine silver chain. While attuned to the false holy symbols, they can be used as holy symbols of any faith and the attuned creature has advantage on Intelligence (Religion) checks and Charisma (Deception) checks made to convince another creature that the attuned creature is of its faith.

Curse: Once a creature attunes to the false holy symbols, it becomes cursed and cannot break attunement for as long as the curse remains. While cursed, the creature becomes unable to state its true faith and whenever the creature casts a cleric, druid, or paladin spell, it must succeed a Charisma saving throw or the spell fails. The saving throw equals 10 plus the spell's level.

GUILT-HEAVY HAMMER

Uncommon Light Hammer

The artisan's trusted hammer is a magical light hammer that functions also as a set of artisan tools.

Curse: Once a creature uses the hammer in combat or as artisan tools, it becomes cursed. As long as a creature is cursed, it is unwilling to part with this hammer and keeps it at its person at all times. While cursed, an attack made with this hammer that hits a creature in the first round of combat forces the hit creature to succeed a DC 13 Wisdom saving throw or be stunned until the end of the wielder's next turn. When the cursed creature rolls initiative, it must succeed a DC 13 Wisdom saving throw or use its reaction to move up to half of its speed and make an attack with this hammer against the nearest creature the cursed creature considers an ally. If this attack hits the cursed creature is immediately wrecked by guilt and subtracts 1d4 from any attack roll or saving throw it makes for one minute.

BUZZING FLUTE

Uncommon Wonderous Item

This slender silver flute's tunes sound distorted and trembling with every note, as if trying to emulate a buzzing sound. Playing this flute as an action attracts stirges within 200 ft. to its tune and will negate the Vile Piper's *Terrifying Tune* effect for each turn the flute is played within its area of effect.

Curse: Once a creature begins to play the flute, it must make a DC 13 Wisdom saving throw. On a failed save the creature is charmed for as long as it holds the flute or is reduced to 0 hit points. A charmed creature will not relin-

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quish the flute must spend its turn staying in place and use its action to continue playing the flute. At the end of each round the creature must make a DC 13 Constitution saving throw. On a failed save the creature takes 1d4 necrotic damage as blood begins dripping from the creature's eyes, ears, and fingertips. On a successful save a creature takes half as much damage. Another creature can attempt to wrestle the flute out of the performing creature's hands by succeeding a contested Strength (Athletics) check.

LOOPING AXE

Uncommon Handaxe

This bloodstained handaxe is the Lopper's favored murder weapon. The bloodstained on the blade and handle cannot be cleaned by any means. This magic handaxe has a +1 bonus to attack and damage rolls made with this weapon. Additionally this bloodstained axe ignores resistances and immunities to slashing damage of spectral undead, such as ghosts and haunts.

Curse: Once a creature uses the Lopping Axe in combat, the creature becomes cursed. While cursed, the creature cannot let go of the axe. At the dawn of each day, if the cursed creature has not decapitated a humanoid creature it deemed innocent in the previous night, it loses 1 point of Constitution until the curse is broken and will feel a sharp pain in its neck. If this reduces the creature's Constitution to 0 its head detaches as if decapitated and the creature dies.

BLOODSTAINED NOTEBOOK

This old notebook is not a magical item in of itself, but bears direct link to the Splatter Man, who is always aware of its exact location as long as it is on the material plane. Anyone who reads this book will find their name scribbled in the book in crimson ink among horrific, and detailed descriptions of their gorey demise by the hand of the Splatter Man's twisted contraptions. At a second glance though, the name is replaced by the name of one of the Splatter Man's former victims, written in common black ink. Upon reading one's name in the notebook, a creature becomes cursed until the curse is broken, or the Splatter Man is banished for good.

The cursed creature becomes obsessed with the book, hoping to find its name in the book again and will not relinquish the book willingly. Instead of finding their name in the book though, the creature will periodically have visions of their name being partially spelled out in blood in unlikely areas and surfaces. The cursed creature is the only one who can see these visions and upon a second look the scribings vanish.

A cursed creature suffering these visions becomes paranoid and fearful, and suffers disadvantage on all saving throws against being frightened, as well as against the Splatter Man's lair actions. Whenever the creature has to do an extended task related to written words, such as making an Investigation check to read a book, preparing spells from their spell book, or reading a spell scroll, they must succeed a DC 13 Wisdom saving throw or become too fearful to do the task.

When being within 30 ft. of the Splatter Man, the cursed creature can use an action rip out a page (or pages) from the book to deal 2d6 force damage to the Splatter Man, but has to succeed the Wisdom saving throw to do so.

Manifestations:

The lingering echoes of the tormented souls who found their tragic demise at the end of the prison are still tangible in this forsaken dungeon. Supernatural events called Manifestations are caused by the presence of restless spirits, and are found in places that bear tragic histories.

MANIFESTATIONS

What would a haunted location be without the classics such as a slamming door, a cold spot and rattling chains? Manifestations are commonly found in haunted areas and are created from a Haunt's presence. Once the Haunt (or Haunts) of an area have been dealt with, the manifestations will cease as well.

Manifestations are traps with a supernatural twist to them. Though, manifestations differ in a number of ways from traps:

- Casting *Detect Evil and Good* will allow a creature to detect the presence of a manifestation in range.
- The manifestation has hit points like a creature, this represents the strength of the manifestation itself. Once its hit points reach 0 the manifestation is neutralized and its effect ends. If the manifestation is separate from the object it may inhabit.
- A manifestation can be attacked directly, if the **Source** of it can be located. The nature of a manifestation determines its **Resistances** and **Immunities**.
- A creature can find subtle hints of a manifestation's presence using its **Perception**.
- Like a trap, a manifestation has **Activation** triggers. When a manifestation activates, and its effect persists into the following rounds same as a *Complex Trap*, it always acts on initiative count 10, always acting after creatures that have the same initiative count. This kind of manifestation is called a **Persistent Manifestation**.
- A manifestation can have an **Area of Effect** in which it is active. The manifestation cannot willingly leave the area if it is able to move.
- A neutralized manifestation is not necessarily destroyed. Manifestations will **Reset** again after a certain period of time and return to its maximum hit points, unless a specific action is taken, or the Haunt causing the manifestation is laid to rest. A specific method in which a manifestation can be permanently neutralized is called **Pacification**.

DM Tuz Table Scraps: Haunted Prison BLOODY HANDPRINTS

Bloody handprints mark the site of a violent death.

Source. A wall or other surface.

Hit Points. 2 (1d4)

Immunities. necrotic, poison, psychic

Perception. DC 12, the character notices faded bloody handprints on the surface.

Activation. Any living creature touches the surface.

Effect. Further bloody handprints materialize on the surface the creature touches and the triggering creature must succeed a DC 12 Wisdom saving throw or take *Setback* psychic damage as its mind is flooded of visions of its own violent murder.

Reset. The bloody handprints reset every midnight. When a creature fails its saving throw against its effect, its own bloody handprint will be added to the handprints after it resets.

Pacification. The murder that transpired at this location must be solved.

BUMP IN THE NIGHT (PERSISTENT)

A common manifestation; the restless spirits of the haunted grounds let intruders know of their presence. Disembodied knockings, unintelligible whispers, raspy breathing, and other noises can either mean a call for help or a heed of warning.

Source. A ceiling, floor, or wall from which the sounds emanate from.

Hit Points. 5 (2d4)

Resistances. cold, necrotic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.

Immunities. poison, psychic

Perception. DC 12, the character hears a faint knocking or scratching from the ceiling, floor, or wall.

Activation. Any living creature enters its area of effect.

Effect. Each creature within 5 ft. of the manifestation must make a DC 12 Wisdom saving throw. On a failed save the creature is frightened by the bump in the night for 1 minute. A creature that fails its saving throw by 5 or more must use its reaction to move up to its speed away from the bump in the night. A frightened creature repeats the saving throw at the end of its turn, ending the effect on a success. Once a creature succeeds on its saving throw, or the effect ends, a creature is immune to the bump in the night for 24 hours.

Reset. The bump in the night resets at every midnight.

Pacification. If a character can successfully communicate with the restless spirits that cause the manifestation, they will ask the character for a request. Once the request is fulfilled the bump in the night will be at rest. The request can range from having the spirits mortal remains be laid to rest, execute revenge, or something else entire.

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BURIED ALIVE **(PERSISTENT MANIFESTATION)**

Spectral hands reach from below to force another soul to join their grisly grave.

Source. Spectral hands reaching from a 10 by 10 foot square of floor or loose earth.

Hit Points. 15 (6d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage

Immunities. poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Perception. DC 13, the character notices scratching or tremors from the ground.

Activation. A living creature enters the 10 by 10 foot square.

Effect. Spectral hands reach from the ground to draw a creature below. Each creature in the manifestation's area must succeed a DC 13 Strength saving throw or is restrained, escape DC 13. A creature that starts its turn restrained by the buried alive takes *Setback* necrotic damage.

Reset. The buried alive reset every midnight.

Pacification. The bodies that cause the manifestation are exhumed and given a proper burial.

CALL OF THE VOID

An invisible hand pushes you to your demise, as it did with all of its past victims.

Source. The edge of a fall, such as the edge of a rooftop, an open window, or a cliff.

Hit Points. 5 (2d4)

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

Immunities. poison, psychic

Perception. DC 16, the character hears the echo of a falling scream.

Activation. A living creature is within 5 ft. of the edge looks down from it.

Effect. The manifestation makes an attack against the triggering creature with +7 to hit. On a hit the creature is pushed 5 ft. over the edge and (most likely) falls.

Reset. The call of the void resets every midnight.

Pacification. The true identity of the murderer who pushed its victims to their death must be revealed.

CLAMPING SHACKLES **(PERSISTENT MANIFESTATION)**

This abandoned pair of manacles yearn for the touch of warm skin against their cold steel once more.

Source. A pair of manacles, either alone or attached to the wall or floor with a metal ring.

Hit Points. 10 (4d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.

Immunities. poison, psychic

Perception. DC 14, the character noticed the manacles clicking and rattling in anticipation.

Activation. Any living creature that enters a radius of 5 ft. around the manacles will activate them.

Area of Effect. 20 ft., (5 ft. when attached to a wall)

Effect. The manacles will fly through the air and attempt to grapple creatures within its area of effect. A creature in the area of effect must succeed a DC 11 Dexterity saving throw, or the manacles will latch onto the creature's wrist. As long as the manacles bind the creature, it has disadvantage on attack rolls. If the manacles are attached to a wall with a metal ring, the bound creature also cannot move away further than 5 ft. from the manacles.

A creature can attempt to break the manacle's chains with a successful DC 22 Strength check. Doing so the creature will no longer have disadvantage on attack rolls, but the manacles will still be attached to the creature's wrists. The manacles can be opened with their specific key. Without a key, a creature can pick the manacles' lock using Thieves' Tools with a successful DC 15 Dexterity check.

Reset. The clamping shackles reset at every midnight and are fully repaired if damaged.

Pacification. The manacles are destroyed with an adamantine weapon.

COLD SPOT **(PERSISTENT MANIFESTATION)**

A sudden drop in temperature signifies clusters of restless spirits that shared a similar trauma in this significant area.

Source. A 10 by 10 ft. square area.

Hit Points. 5 (2d4)

Resistances. necrotic.

Immunities. cold, poison, psychic; bludgeoning, piercing, and slashing damage

Perception. DC 15, a tangible cold emanates from this spot.

Activation. Any living creature that enters the area.

Effect. Each creature in the area of the cold spot must make a DC 15 Constitution saving throw, taking *Dangerous* cold damage, or half as much on a successful one.

Reset. The cold spot resets every midnight.

Pacification. The cold spot must be reduced to 0 hit points by a source of fire damage.

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IRON MAIDEN

(PERSISTENT MANIFESTATION)

This old instrument was used in ancient religious practices for the purpose of purification by bloodletting. Most often the subjects being purified were not cooperative. Their screams for salvation still echo in the hollow of the iron maiden.

Source. An iron maiden.

Hit Points. 25 (10d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.

Immunities. poison, psychic

Perception. DC 16, the character hears faint murmurs emanating from the iron maiden.

Activation. A living creature enters a radius within 20 ft. of the iron maiden and sees it.

Effect. The iron maiden opens and the closest creature within 20 ft. of it that can see the iron maiden must succeed a DC 16 Wisdom saving throw against illusions. On a failed save the creature sees a bound loved one within the iron maiden, terrified and calling out for help. The creature will use its movement on its next turn to move into the iron maiden to free the bound figure within. Once a creature enters the iron maiden, it slams shut, trapping the creature inside. As long as the iron maiden has a creature trapped, it will not lure another creature inside of it. A trapped creature is blind and restrained. A creature that starts its turn trapped inside the iron maiden must make a DC 16 Wisdom saving throw. On a failed save a creature takes *Dangerous* necrotic damage and its maximum hit points are reduced by the same amount until the creature finishes a long rest. On a successful save the creature takes half as much damage and its maximum hit points are not reduced. A creature's maximum hit points cannot be reduced to below 1 hit point by the iron maiden and the iron maiden's necrotic damage cannot reduce a creature to below 1 hit point. Once a creature succeeds its initial Wisdom saving throw against the iron maiden's illusion, it is immune to its illusion for 24 hours.

The trapped creature is freed when the manifestation is neutralized, or the trapped creature or another creature that can reach the iron maiden succeeds a DC 18 Strength check to force the iron maiden open.

Reset. The iron maiden resets every midnight and is fully repaired if damaged.

Pacification. The iron maiden and any instrument of religious torture found in its torture chamber must be destroyed.

GORY MEAL

An enticing snack reveals its gruesome content upon consumption.

Source. A piece of food, or a meal.

Hit Points. 2 (1d4)

Resistances. necrotic

Immunities. poison, psychic

Perception. DC 13, the character notices a piece of gore such as a teeth of finger sticking out of the presented food.

Activation. One round passes after a creature eats the food.

Effect. Upon a second look the food is suddenly filled with maggots, human teeth, mice heads, and other gruesome fillings. Each creature that has eaten the meal must succeed a DC 13 Constitution saving throw or is poisoned for one minute. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on a success. A creature that fails its initial or following saving throw by 5 or more must spend its action during its next turn retching and purging.

Once a creature fails its saving throw against the gory meal, it must succeed a DC 13 Wisdom saving throw whenever it attempts to consume drink, food, or a potion, or is overcome with the images of the gory meal and cannot bring itself to consume the drink, food, or potion and must wait 1 hour before attempting again. This effect lasts until the creature finishes a long rest.

Reset. The gory meal resets every midnight.

Pacification. A creature consumes and finishes the entire gory meal, despite being aware of its contents.

HELL FURNACE

(PERSISTENT MANIFESTATION)

This furnace was once used as an instrument for an agonizing death. The furnace's fire has long since died, but not its appetite for burnt flesh.

Source. A fireplace or furnace.

Hit Points. 25 (10d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.

Immunities. fire, poison, psychic

Perception. DC 15, the character notices that the resting furnace is still warm.

Activation. A living creature enters an area within 5 ft. of the furnace.

Effect. Each creature in a 20 foot cone originating from the hell furnace must make a DC 14 Dexterity saving throw, taking *Dangerous* fire damage on a failed save and half as much on a successful one.

Reset. The hell furnace resets every midnight and is fully repaired if damaged.

Pacification. The fireplace or furnace is destroyed and the human ashes in its fireplace are given a proper burial.

JUMPSCARE

A sudden and fleeting manifestation appears and lets out it's wailing screech.

Source. An object of surface.

Hit Points. 5 (2d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage

Immunities. poison, psychic, thunder

Perception. DC 14, the character notices a faint breathing that readies itself to scream.

Activation. Any living creature interacts with the object or surface.

Effect. Each creature that can see or hear the manifestation in a 30 ft. cone originating from the manifestation must succeed on a DC 14 Wisdom saving throw, or drop whatever it is holding and become frightened for 1 minute. While frightened, the creature must take the dash action to move away from the room the manifestation inhabits (of if not applicable to a location where it does not have line of sight to the source of the manifestation). When moving the creature takes the safest route available unless there is nowhere else to move. If the creature ends its turn where it doesn't have line of sight with the manifestation, the creature repeats the saving throw, ending the condition on a success.

Reset. The jump scare resets every eight hours.

Pacification. A creature rolls a natural 20 on its initial Wisdom saving throw.

LAUGHING TAXIDERMY (PERSISTENT MANIFESTATION)

This taxidermy collection appears eerie as it is...but then they begin to laugh.

Source. All stuffed animals arranged in a room.

Hit Points. 30 (12d4)

Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Immunities. poison, psychic

Perception. DC 18, the character notices the twitching mouths of the stuffed animals who appear to be holding in laughter.

Activation. One or more living creatures enter the room and inspect the collection of taxidermy mounts.

Effect. All stuffed animals in the room begin to cackle and laugh for as long as the manifestation is active. Each creature in the room that can hear the laughter must succeed a DC 15 Wisdom saving throw. On a failed save a creature begins to laugh uncontrollably for as long as the creature hears the cackling animals. A laughing creature is incapacitated, as it is too distracted from laughing. At the end of a laughing creature's turn it repeats the saving throw. On a successful save the effect ends, and on a failed save the creature takes *Dangerous* psychic damage. Once a creature's saving throw is successful, it has advantage on all saving throws against the laughing taxidermy for 1 hour.

Reset. The laughing taxidermy resets every midnight and any damaged taxidermy mounts are repaired.

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Pacification. Cloths drenched in holy water must be stuffed into the mouths of the taxidermy mounts.

MARKING BRANDS (PERSISTENT MANIFESTATION)

This branding iron marked the condemned. The fear of its mark still inhabits this old tool.

Source. A branding iron.

Hit Points. 7 (3d4)

Resistances. cold, fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immunities. poison, psychic

Perception. DC 13, the character notices how the branding iron's tip begins to glow with heat.

Activation. A living creature enters a 10 ft. radius of the branding iron.

Area of Effect. The room the branding iron was left behind in.

Effect. The marking brand makes an attack against a creature in its area of effect, which has +6 to hit. On a hit the creature takes setback fire damage and bears the branding iron's mark. This mark will not disappear until it is removed with the *Remove Curse* spell.

Reset. The marking brands reset every midnight and the branding iron is fully repaired if damaged.

Pacification. The branding irons are broken and wrapped in cloth that is drenched with holy water.

MURDER MIRROR

This unassuming mirror is covered with a heavy crimson cloth.

Source. A mirror.

Hit Points. 2 (1d4)

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

Immunities. poison, psychic

Perception. DC 16, the character notices blood dripping from underneath the crimson cloth.

Activation. A living creature removes the cloth and looks in the mirror.

Effect. The creature notices a vaguely humanoid figure behind itself in the mirror's reflection. The figure attacks the creature's mirror image and the murder mirror makes a +9 attack against the creature. On a hit the creature takes *Dangerous* magical piercing damage. After a successful hit, the mirror's reflection is covered in blood, making it unable to see anything within and the creature no longer has a reflection in a mirror or similar reflective surface until it finishes a long rest.

Reset. The murder mirror resets every midnight. If the mirror was broken, it is completely repaired.

Pacification. The mirror is destroyed with thunder damage and its shards are pulverized and buried while speaking a prayer.

PHANTOM RIDER

The rider's delivery was urgent. They could not stop to check on the person they just ran over. The uncertainty over the victim's fate will haunt the rider forever.

Source. A phantasmal rider that rides the same route every night.

Hit Points. 15 (6d4)

Resistances. necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immunities. poison, psychic

Perception. DC 15, the character hears an approaching rider.

Activation. One or more living creatures traverse the path of the phantom rider.

Effect. Each creature in a 40 ft. line that is 10 ft. wide must make a DC 15 Dexterity saving throw. On a failed save the creature takes *Dangerous* magical bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.

Reset. The phantom rider resets every midnight.

Pacification. The phantom rider must learn about its victim's fate.

SLAMMING DOOR

A door suddenly slams shut as if moved by a ghostly hand.

Source. A door or other portal.

Hit Points. 10 (4d4)

Resistances. necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immunities. poison, psychic

Perception. DC 12, the character notices the door's subtle movement from the corner of their eye.

Activation. A living creature either attempts to open the door or try to move through it.

Effect. The door slams shut and remains shut for 10 minutes. The door can be forced open with a successful DC 18 Strength check or by breaking the door itself.

Reset. The slamming door resets every hour.

Pacification. The haunted door is destroyed, or a holy passage of salvation is written on it in white paint.

TRAPPING PAINTING

A lonely painting hangs on the wall. Its contents show a melancholic scene. But something seems to be missing.

Source. A painting.

Hit Points. 30 (12d4)

Resistances. necrotic

Immunities. poison, psychic

Perception. DC 17, the character notices that the paints are slowly shifting and turning (the character notices this while being within 20 ft. of the painting.)

Activation. A living creature within 5 ft. of the painting looks at it.

Effect. The triggering creature must succeed a DC 17 Wisdom saving throw or be trapped within the painting for as long as the manifestation is not neutralized. While trapped, the creature is incapacitated and the trapped creature appears in the painting. A creature freed from the painting appears in an unoccupied space within 5 ft. of the painting.

Reset. The painting resets every midnight.

Pacification. The painting must be completed with the same batch of pigments that were used to paint it.

THE FIREBIRDS PART 1

After the revolution wars swept the continent, the political landscape underwent a radical change. This change was not to everyone's benefit - the Firebirds are a response to this injustice.

What began as a small collective of localized cells operating in spite of the local authorities, soon evolved into a windswept organization of extremist ideals. While radical in ideals, the Firebirds rarely made use of lethal force and assassination, but over time an inconsolable rift split the Firebird organisation in two. On one side, a moderate faction of Firebirds that believed in lasting change starting from the ground up, while the other side a fanatical group of extremists who believe that the corruption of the powers in place cannot be overcome with reason and must be purged in the fires of revolution.

With this rift emerged a new enigmatic leader of the extremist side, a person only known as The Firebrand who promised a new world to her followers and a mysterious power to achieve it. The moderate side was helpless to oppose her, as the Firebrand amassed the majority of their total numbers under her banner, including their branch of military operatives. So the peaceful faction of the Firebirds scattered, lest they would be branded as traitors and would be killed by their now fanatical brethren.

FIREBIRD

Medium humanoid (any race)

Armor Class 13 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Proficiency +2

Skills Acrobatics +4, Stealth +4

Damage Resistances fire

Senses passive Perception 11

Languages Common and one other Language

Challenge 1 (200 XP)

Altered. The firebird has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

Cunning Action. On each of their turns, the firebird can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. The firebird deals an extra 7 (2d6) damage when they hit a target with a weapon attack that has advantage on the roll, or when the target is within 5 ft. of an ally of the firebird that isn't incapacitated and the firebird doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The firebird makes one melee weapon attack, they can use a bonus action to make a second melee weapon attack.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Gewehr IV. *Ranged Weapon Attack:* +4 to hit, reach 80/240 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

FIREBIRD AGENT

Firebird agents form the organizations' backbone. Not only is each agent trained in high forms of combat, but also are established operatives, capable of infiltration and sabotage. Though, something seems different about these particular Firebird members. Their skin appears to be brittle and cracked in places, and their flesh is unnaturally warm to the touch.

CINDERBIRD

The power to change the world was the Firebrand's promise that rallied so many Firebirds to her cause. Like a ceremonial practice, the Firebrand injected her blood into the spines of the Firebirds, enhancing their bodies to supernatural capabilities, but at a price; in exchange for power the Firebirds are set aflame from within - kindle for the fire or revolution. Within a matter of months after the injection, they would be completely charred from within, becoming brittle and ashen shells.

CINDERBIRD

Medium humanoid (any race)

Armor Class 15 (studded leather armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

Proficiency +2

Skills Acrobatics +5, Perception +4, Stealth +5

Damage Immunities fire

Senses passive Perception 14

Languages Common and one other Language

Challenge 3 (700 XP)

Altered. The cinderbird has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

Fanning the Flames. Whenever the cinderbird is subjected to fire damage, it takes no damage and instead has advantage on the next attack roll they make before the end of their next turn.

Flaming Aura. Any creature that ends its turn within 5 ft. of the cinderbird takes 1d6 fire damage. Additionally the cinderbird sheds bright light in a 10-foot radius and dim light in an additional 10 ft..

ACTIONS

Multiattack. The cinderbird makes three attacks: two heat sabre attacks and one fire grip attack.

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

Fire Grip. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage.

Flame Bolt. *Ranged Weapon Attack:* +5 to hit, reach 120/240 ft., one target. *Hit:* 11 (2d10) fire damage.

Cinderblast (Recharge 5-6). The cinderbird unleashes a wave of smoldering cinders in a 15. foot cone. Each creature in the area must make a DC 12 Dexterity saving throw . On a failed save a creature takes 17 (5d6) fire damage and half as much on a successful one.

KINDLED VETERAN

The revolutionary war claimed many lives, and further left behind countless men and women crippled in body and mind. Unfortunately in the aftermath many of them were discarded to the wayside while the statemages were hailed as the saviors of the nation.

They graciously accepted the Firebrand's power to strike back at a world that did not repay their sacrifice for freedom in kind.

KINDLED VETERAN

Medium humanoid (any race)

Armor Class 17 (splint)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (0)	9 (-1)	10 (0)

Proficiency +2

Skills Athletics +4, Perception +1

Damage Resistances fire

Senses passive Perception 11

Languages Common and one other Language

Challenge 2 (450 XP)

Altered. The kindled veteran has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

Death Throes. When the kindled veteran's hit points reach 0, they explode. Creatures within 10 feet of the veteran must make a DC 12 Dexterity saving throw, taking 3 (1d6) piercing damage and 3 (1d6) fire damage on a failed save or half as much damage on a successful one.

Fire Attack. Whenever the veteran hits with a melee weapon attack, they deal an additional 1d6 fire damage (included in the attack).

ACTIONS

Multiattack. The veteran makes two melee weapon attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage plus 3 (1d6) fire damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

BYRGENWICK STATEMAGE

When the Firebirds attacked the citystate of Byrgenwick, the Statemages formed the first line of defense. Unbeknownst to them, though, a handful of Statemages would turn renegade in the crucial moment of defense, allowing the Firebirds and the renegades to seal the city's fate.

In the following you see a monster stat block for how I usually prefer to run my magic users for my home games. As you can see, the spell selection is simplified to rechargeable actions. Use this kind of arrangement for common spellcasting foes to easily keep track of spells during a combat scenario.

BYRGENWICK STATEMAGE

Medium humanoid (any race)

Armor Class 15 (12 without Mage Armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	11 (0)	16 (+3)	14 (+2)	10 (0)

Proficiency +2

Saving Throws Int +5, Wis +4

Damage Resistances fire

Senses passive Perception 12

Languages Common and one other Language

Challenge 2 (450 XP)

Mage Armor. The byrgenwick statemage's AC is 13 plus their dexterity modifier.

Simple Spellcasting. The byrgenwick statemage is a 5th level spellcaster. Their primary spellcasting ability is Intelligence (to hit +5, spell save DC 13). To cast their spells, the statemage needs their casting implement.

ACTIONS

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Lesser Spell. The byrgenwick statemage casts one of the following spells (this spell is a 1st level spell):

- **Magic Missile.** The statemage fires 4 magical projectiles that each target a creature or object within 120 ft. of the mage. Each projectile automatically hits its target and deals 3 (1d4+1) force damage.
- **Necropsy.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage.
- **Lifetap.** A creature within 60 ft. of the statemage must make a DC 13 Constitution saving throw. On a failed save a creature takes 10 (3d6) necrotic damage and one undead creature within 60 ft. of the state mage gains temporary hit points equal to half the necrotic damage dealt. On a successful save the creature takes half as much damage and no temporary hit points are gained.

Greater Spell (Recharge 5-6). The byrgenwick statemage casts one of the following spells (this spell is a 3rd level spell):

- **Heart Stopper.** A creature within 60 ft. of the statemage must make a DC 13 Constitution saving throw. On a failed save the creature is stunned for 1 minute or until the statemage casts another greater spell and takes 7 (2d6) necrotic damage at the beginning of its turn. On a successful save a creature takes 7 (2d6) necrotic damage. A stunned creature repeats the saving throw at the end of its turn, ending the spell on a success.
- **Fireball.** Each creature in a 20-foot-radius sphere centered on that point within 150 ft. of the statemage must make a DC 13 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much on a successful one.

REACTIONS

Lesser Counter Spell (1/day). The statemage attempts to counter a spell of 3rd level or lower cast within 30 ft. of themselves. The statemage makes a spellcasting ability check using their Intelligence against the spell save DC of creature casting the spell. On a success the spell fails and is negated. To use this reaction, the statemage must see the creature casting the spell.



'TWIN-TAIL' DAGGERS

Medium, humanoid (human)

Armor Class 16 (studded leather, 18 AC vs. ranged attacks)

Hit Points 78 (12d8+24)

Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	14 (+2)	16 (+3)	11 (0)	12 (+1)

Proficiency +3

Saving Throws Dex +7

Skills Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +7

Damage Resistances fire

Senses passive Perception 13

Languages Common, Thieve's Cant, and two other Languages

Challenge 7 (2,900 XP)

Cloak of Daggers. When Daggers is not incapacitated, she is surrounded by flying, swirling daggers, which gives her a +2 bonus to AC against ranged attacks.

Blade Whirlwind. A creature that enters an area within 5 ft. of Daggers for the first time in a turn or starts its turn within 5 ft. of Daggers must succeed a DC 14 Dexterity saving throw or take 5 (2d4) piercing damage. This effect is suppressed while Daggers is incapacitated.

Spellcasting. 'Twin-Tail' Daggers is a spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *Mage Hand*

Mage Hand Master. Daggers has mastered the use of Mage Hand. Her Mage Hands are invisible, can carry up to 60 pounds, and the range of her Mage Hand is increased to 60 ft..

Legendary Resistance (1/Day). If 'Twin-Tail' Daggers fails a saving throw, she can choose to succeed instead.

'TWIN-TAIL' DAGGERS

Once the states were established, the first generation of statemages to be educated after the war. Daggers, born Adora Manning, was but a young girl when a limited capability for magic was found in her and her family excitedly sent her to the Travensian Academy of Magic.

While her magic was limited, her real potential was discovered during her education: in some twist of fate, Daggers was capable of using the Mage Hand cantrip far beyond its usual limits. She was easily able to manipulate several objects in her vicinity, operating each mage hand with one of her fingers. While this would be the only cantrip or spell she would ever master, she would spend her time in the academy perfecting her skill, allowing her to maneuver dozens, if not hundreds of invisible hands at once.

When Daggers found herself reduced to nothing but a magewright, a cog in the bureaucratic machine of the states, in spite of her efforts to overcome her limitations, she rebelled. She turned her back to the states and joined the Firebirds under a new alias. After years of being forced to be a repressed piece of something greater, she came into her own as an unhinged and fanatical member of the organization. Using her mage hands to wield a seemingly infinite amount of daggers, she earned herself a terrifying reputation and rose the rank in the Firebirds. Now she ranks among the highest members of the Firebirds with unquestioning loyalty to the Firebrand.

ACTIONS

Multiattack. Daggers makes 2 dozen daggers attacks.

Dagger (Melee). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Dagger (Thrown). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Dozen Daggers. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 14 (4d4+4) slashing damage.

Dagger Storm (Recharges 5-6). Daggers unleashes a barrage of Daggers in a 20-by-20 foot area within 120 ft. of herself. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save a creature takes 30 (12d4) piercing damage and half as much on a successful area.

REACTIONS

Uncanny Dodge. When Daggers is hit by an attack, she takes only half as much damage.

LEGENDARY ACTIONS

'Twin-Tail' Daggers can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. 'Twin-Tail' Daggers regains spent legendary actions at the start of her turn.

Dagger. Daggers makes a dagger attack. Attacking at long range doesn't impose disadvantage on the attack.

Disengage. Daggers moves or flies up to 30 ft. without provoking opportunity attacks.

Gathering Storm. Daggers rolls to see if her Dagger Storm attack recharges.

Hidden Dagger (2 Actions). Dagger makes a Dagger (Thrown) attack against a creature, if she attacked that creature since the beginning of her last turn she makes the attack roll with advantage. If the attack hits it deals an additional 14 (4d6) damage.



'TWIN-TAIL' DAGGERS (CINDER FORM)

Medium, monstrosity

Armor Class 16 (natural armor)

Hit Points 120 (16d8+48)

Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	19 (+4)	16 (+3)	17 (+3)	11 (0)	12 (+1)

Proficiency +4

Saving Throws Dex +8, Wis +4, Cha +5

Skills Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +7

Damage Resistances cold

Damage Immunities fire

Condition Immunities exhausted

Senses passive Perception 13

Languages Common, Thieve's Cant, and two other Languages

Challenge 11 (7,200 XP)

Cloak of Flames. A creature that enters an area within 5 ft. of Daggers for the first time in a turn or starts its turn within 5 ft. of Daggers takes 3 (1d6) fire damage.

Enraged Flames. A creature that enters an area within 5 ft. of Daggers for the first time in a turn or starts its turn within 5 ft. of Daggers must succeed a DC 14 Dexterity saving throw or take 10 (4d4) piercing damage. This effect is suppressed while Daggers is incapacitated.

Spellcasting. 'Twin-Tail' Daggers is a spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *Mage Hand*

Legendary Resistance (3/day). If 'Twin-Tail' Daggers fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Daggers makes 2 flame whip attacks, or uses igniting mark and makes 3 flaming dagger attacks.

Flame Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) fire damage.

Flaming Dagger. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 3 (1d6) fire damage.

Igniting Mark. A creature within 60 ft. of Daggers must succeed a DC 15 Constitution saving throw or is afflicted with the Igniting Mark until the end of Daggers's next turn. A creature afflicted with the Igniting Mark loses its resistance to fire damage and the first time in a turn the marked creature is subjected to fire damage, the creature and any creature or object within 5 ft. of the marked creature take 7 (2d6) fire damage. Any inflammable object that is not carried and takes this fire damage ignites.

Explosion (Recharges 5-6). Each creature in a 20-foot-radius sphere centered on that point within 120 ft. of Daggers must make a DC 15 Dexterity saving throw. A target takes 35 (10d6) fire damage on a failed save, or half as much on a successful one.

REACTIONS

Enraged Explosion (1/day). When Daggers is reduced to below half of her total hit points, she recharges the use of her Explosion and uses it, centered on herself.

LEGENDARY ACTIONS

'Twin-Tail' Daggers 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. 'Twin-Tail' Daggers regains spent legendary actions at the start of her turn.

Spark. A creature within 30 ft. of Daggers must succeed a DC 15 Dexterity saving throw or take 3 (1d6) fire damage.

Disengage. Daggers moves or flies up to 30 ft. without provoking opportunity attacks.

Flaming Daggers (2 Actions). Daggers makes two flaming dagger attacks.

Rekindling Mark (2 Actions). Daggers uses igniting mark against a creature that succeeded its saving throw against the igniting mark since the beginning of her last turn.

DAGGERS VARIANT: CINDER REBIRTH

When Daggers is reduced to 0 hit points or would be outright killed, she erupts in fire instead. Within seconds she is entirely consumed by the fire of her own body and she is reborn as 'Twin-Tail' Daggers (Cinder Form). Any spell or condition afflicting her ends. If she was part of an initiative at the moment of transformation she can reroll her initiative or keep her old initiative.

When calculating the difficulty of the encounter, Daggers with the Cinder Rebirth trait counts as a Challenge 7 and a Challenge 11 creature, but counts as 1 creature towards the total count of creatures in the encounter.