

DM Tuz Table Scraps: Carrion King

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 among the many foes the heroes faced when descending into the haunted dungeon.

BURNING SKELETON

In the tragic incident that led to the prison's haunting, a fire ravaged the lower dungeons of the prison complex, killing countless 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)

CAPTAIN KURT

Captain Kurt was the first victim that the riots 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. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if wielded with both hands.

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

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 (1/day). 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.

DM Tuz Table Scraps: Carrion King 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 lying 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.

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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 becomes 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. Within the wilted trees of the prison grounds are stirge colonies, and the haunted grounds have changed a few particular stirges.

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 or is poisoned until the beginning of its next turn. A creature that fails the saving throw by 5 or more, is 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 through decapitation. Either by the many executions carried out on the prison grounds or at the hands of the Lopper, who broke into a fit of murderous mania while the prison depths were consumed by flames.

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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 are similar to ghosts in that an unfortunate circumstance keeps their souls from finding peace, like a curse, a gruesome death, or lingering regret. What differentiates 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 the following day. A Haunt can be put to rest by a variety of means, depending on the circumstances that bind 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^{MM}, Specters^{MM}, 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. ^{MM - Monster Manual}

Running an encounter with Haunts does not have to work like your typical monster encounter. Haunts work best as a type of monster-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 Wondrous Item (consumable)

This glass vial is held in an iron casing of necromantic design. Within the vial, spirals 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 Specter, 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 Syphon 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

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THE MOURNING MARAUDER

The Mourning Marauder was once a timid artisan who 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 in 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 would bring her back to life. Unfortunately, one 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 who 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 constabulary, he had amassed a great number of followers under his control. In the ensuing battle over his failed escape attempt, several misled believers and constables lost their lives. Once he was apprehended, the local churches and temples demanded that he face capital punishment for his blasphemous crimes.

THE VILE PIPER

The Vile Piper's true identity or origins were never found out. What was only known was 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 on 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 a 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 sadistic cackle.

Even 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.

DM Tuz Table Scraps: Carrion King *THE SPLATTER MAN*

A renowned and well respected professor by day and a 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 arrange for this student to meet him after class. The Splatter Man would then use his magic to incapacitate the student. The student would later wake up in a dungeon filled with complex traps of sadistic design. The Splatter Man would promise the students 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.

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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 humanoid 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, he must succeed a DC 10 Wisdom saving throw or has disadvantage on all attack rolls he makes until the end of his next turn.

Haunting. The Lopper is bound to a haunting ground (for example the oubillette) 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.

BONUS ACTIONS

Frenzy (Recharges 5-6). The Lopper makes a Head Hungry Axe attack.

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 action.

THE NEVERMORE

The Nevermore was one of the many named cellblocks in the prison complex. There, the notorious Splatter Man was kept in his oubliette. From there, the Splatter Man created his masterplan for escape and set in motion the series of events that would lead to the prison's uprising and subsequent 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 found 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 least 1 damage or more destroys the letter, restoring the 2 points of 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 require 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 changing their resistances and immunities in accordance with other common spectral undead.

DM Tuz Table Scraps: Carrion King

THE FIVE PRISONER'S BELONGINGS

Within the hidden vault of the prison's ruins are the personal belongings of the notorious criminals. 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 their curses but will notice a lingering evil upon each of them 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 relinquish 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

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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 itself but bears a 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 at the hands 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 it again, and will not relinquish it 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 scribbblings 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 to rip out a page (or pages) from the book to deal 2d6 force damage to the Splatter Man, but it has to succeed a DC 13 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 hold 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 by 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**.

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 adamantite 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.

DM Tuz Table Scraps: Carrion King *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 adamantite weapons.

Immunities. poison, psychic

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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 adamantite weapon.

COLD SPOT (PERSISTENT MANIFESTATION)

A sudden drop in temperature signifies clusters of restless spirits that share a common 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.

DM Tuz Table Scraps: Carrion King 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 adamantite 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.

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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 adamantite 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.

DM Tuz Table Scraps: Carrion King *JUMPSCARE*

A sudden and fleeting manifestation appears and lets out its 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 TAXIDERMISTRY (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.

Pacification. Cloths drenched in holy water must be

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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.

DM Tuz Table Scraps: Carrion King *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.

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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.

DM Tuz Table Scraps: Carrion King

Trostland Terrors

After fulfilling their duties in the town of Rabengau, our heroes left for the city of Lautstadt which lies in the marshlands of Trostland, one of the many counties of Gins-termak. Once they arrived, they soon found themselves in the middle of a most peculiar court case. The dreaded beast of Lautstadt, a patchwork monstrosity that has apparently tormented Trostland for years, has been captured and stands trial for its numerous crimes.

During their investigations, our heroes face many terrors that lurk in the dark as they uncover the mystery of the Beast of Lautstadt and bring justice.

THE BEAST OF LAUTSTADT - VIKTOR

The horrific beast of Lautstadt has been the scourge of Trostland and the center of many superstitions and rumors. Because of its notoriety, it has become a scapegoat for many misfortunes and ills that befall the county. But in truth, the beast is far from the soulless monster that people make it out to be.

The Beast of Lautstadt is an ugly, kind, angry, and gentle being. It shows both nobility as well as unbridled savagery.

VIKTOR

Large Construct

Armor Class 11 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., Climb 30

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Proficiency +3

Skills Athletics +8

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 6 (1,800 XP)

Berserk. Whenever Viktor starts his turn with less than half of his maximum hit points, roll a d6. On a 6, the Viktor goes berserk. On each of its turns while berserk, Viktor attacks the nearest hostile creature he can see. If no creature is near enough to move to and attack, Viktor attacks an object, with preference for an object smaller than itself. At the end of Viktor's turn he can make a DC 15 Wisdom saving throw. On a success he calms down again. A friend of Viktor or his father, if within 60 feet of him when berserk, can try to calm him. Viktor must be able to hear them, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, Viktor calms down. If Viktor takes damage while still below half of his maximum hit points or fewer, he might go berserk again.

Fear of Fire. If Viktor takes fire damage, he must succeed a Wisdom saving throw or is frightened until the end of his next turn. The DC is equal to half of the fire damage dealt or 10, whichever is higher.

Lightning Absorption. Whenever Viktor is subjected to lightning damage, he takes no damage and instead regains a number of hit points equal to the lightning damage dealt and his next slam attack before the end of his next turn can deal an additional (7) 2d6 lightning damage.

Trostland Terrors

It is an intelligent creature, and underneath its monstrous appearance lies a pitiful soul of childlike innocence.

Yes, the beast has killed before - each killing brought by its victims that attacked the beast and forced it into self defense, which sent it into a berserk state. Though never committed with vile intent, the blood that the beast has shed heavily weighs on its consciousness. It yearns for companionship and acceptance. Each attempt to understand the people's hatred ended in a new tragedy for the poor beast.

When our heroes encountered the beast for the first time, they immediately sensed that there was more to the beast than the monster it appeared to be. They took note of the injustice committed to the beast and vowed to defend this innocent being from the collected scorn of Lautstadt. The heroes would find a way to prove the beast's innocence and spare it from a fiery demise at the hands of the court.

Over the course of their investigation, the heroes were able to unveil one deception after another to frame the beast, put the true villain to justice, and trace the beast's, now named Viktor, origins back to Castle Gallenstein.

Immutable Form. Viktor is immune to any spell or effect that would alter his form.

Legendary Resistance (1/Day). If Viktor fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Viktor's weapons are magical.

ACTIONS

Multiattack. Viktor makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, plus 7 (2d6) lightning damage if he was hit with lightning.

LEGENDARY ACTIONS

Viktor 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. Viktor regains spent legendary actions at the start of his turn.

Acknowledgement. If one of Viktor's friends that Viktor can see is within 60 ft. of him and Viktor made a successful Slam attack since the beginning of his last turn, he gains 10 temporary hit points. Everytime Viktor uses this action, he must choose a different friend before the beginning of his next turn.

Anger (2 Actions). If Viktor received damage or one of his friends was reduced to 0 hit points since the end of his last turn, he moves up to half of his speed towards the source of the damage. If he ends his movement within reach of the source of the damage, he makes a Slam attack against it.

Protective Instinct (2 Actions). If Viktor saw one of his friends taking damage from an attack since the end of his last turn, he can move up to his speed towards the ally and the attacker has disadvantage on all attack rolls that do not target Viktor until the end of Viktor's next turn. To use this action, Viktor must be able to see the attacker.

Free Friend. Viktor makes a Strength check to free one of his allies within his reach that are grappled.

DM Tuz Table Scraps: Carrion King HOUND GOLEM

This grisly monstrosity was created from stitched and fused canine flesh and given unnatural life through alchemy and science. The material of this creature stems from beasts and monsters of the wild alike, making this creature much more prone to losing control and going wild. Still, it makes for a formidable guardian when placed at locations one wants to protect and is a perfect sign that guests are not welcome.

TROLLHOUND

Trolls are like a sprawling infection. Anything they touch, especially their fey kin, will become as corrupted as they are themselves. Trollhounds are creatures afflicted by troll corruption and are often found in the company of trolls. Whether they were beasts or fey, it is impossible to tell. What can be said is that they are foul creatures that now further proliferate the troll's taint.

HOUND GOLEM

Medium Construct

Armor Class 12

Hit Points 90 (12d8 + 36)

Speed 40 ft.

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

Proficiency +2

Skills Perception +3

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Challenge 4 (1,100 XP)

Berserk. When the hound golem starts its turn with 30 hit points or fewer, it goes berserk. On each of its turns while berserk, the golem attacks the closest creature it can see. It will continue to go berserk until destroyed or incapacitated.

Fire Weakness. Whenever the hound golem takes 15 or more fire damage from a single source, it must spend its next turn falling prone and using its action writhing on the ground.

Immutable Form. The hound golem is immune to any spell or effect that would alter his form.

Lighting Boost. Whenever the hound golem is subjected to lightning damage, it has advantage on the next attack it makes before the end of its turn.

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

Magic Weapons. The hound golem's bite is magical.

ACTIONS

Multiattack. The hound golem makes a bite attack, if the attack hits it makes another bite attack against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage and the target must succeed a DC 14 Strength saving throw or be knocked prone.

Trostland Terrors

MORAST WURM

No wild beast is as feared as the wurms by the folk of the empire. They are deadly predators with coiling, limbless bodies and powerful jaws. The spread of these beasts is carefully observed by the local tamers and contained if necessary. Each habitat of these beasts is deemed unsafe to travel through, as wurms are not deterred even if a significant escort is present. They are the apex predators of the empire's wilderness.

The Morast Wurm is a lurking predator home in the many swamps and marshes found in Ginstermark. Its body is perfectly capable of blending in with the already murky waters of the swamp to make its approach all but impossible to see. Within a flash the wurm snatches its prey and will coil its spined body around its prey. Teeth and spines pierce skin and flesh and its prey becomes immobilized in moments. If by some miracle its prey does escape, its virulent spines are sure to seal the creature's demise, as they are coated with the fetid murk of the swamps that is home to a myriad diseases.

TROLLHOUND

Medium Monstrosity (or Fey)

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Hearing and Smell. The trollhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Regeneration. The trollhound regains 7 Hit Points at the start of its turn. If the trollhound takes acid or fire damage, this trait doesn't function at the start of the trollhound's next turn. The trollhound dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Troll Taint. A creature bitten by a troll hound, or consumes its flesh or blood must succeed a DC 12 Constitution saving throw or be infested with Troll Taint^{Forgotten Foes}.

ACTIONS

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

Hit: 10 (2d6+3) piercing damage. If the attack was made with advantage, the target must succeed a DC 13 Strength saving throw or be knocked prone.

TROLL TAINT (SIMPLE VERSION)

A creature afflicted by troll taint must succeed a DC 12 Constitution saving throw at the end of each long rest or its Charisma is reduced by 1 and the creature manifests troll features, such as warts, discolored skin, and stench. With each failed saving throw more of these traits manifest and at three failed saves the Troll Taint can no longer be treated as a normal disease and must be removed with *Greater Restoration* or similarly powerful magic. Additionally the creature becomes contagious to others.

MORAST WURM

Large Beast

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	6 (-2)

Proficiency +3

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 15

Challenge 6 (2,300 XP)

Murk Camouflage. The worm has advantage on Dexterity (Stealth) checks made to hide in swamps and similarly murky waters.

Fetid Spines. A creature that starts its turn constricted by the worm takes 10 (4d4) piercing damage and must succeed a DC 13 Constitution saving throw or contracts Sewer Plague.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its constrict.

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and the target is grappled, escape DC 14. As long as the target is grappled it is also restrained and worm can't use constrict against another target.

PATCHWORK BEHEMOTH

Large Construct

Armor Class 15 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	2 (-4)	13 (+1)	5 (-3)

Proficiency +3

Skills Perception +4

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Challenge 8 (3,900 XP)

Berserk. When the patchwork behemoth starts its turn with 40 hit points or fewer, it goes berserk. On each of its turns while berserk, the behemoth attacks the closest creature it can see. It will continue to go berserk until destroyed or incapacitated.

HOBBLING HOOK-CLAWED APPARATUS

Large Construct

Armor Class 16 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	12 (+1)	2 (-4)	13 (+2)	1 (-5)

Proficiency +3

Damage Resistances cold, acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Damage Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 12

Challenge 6 (2,300 XP)

Deep Embrace. The apparatus has advantage on melee weapon attacks against creatures it has grappled.

ACTIONS

Hook Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage and the target must succeed a DC 16 Dexterity saving throw or be grappled, escape DC 16.

Hook-Claw Massacre. The apparatus makes three hook claws attacks against a medium or smaller size creature it has grappled.

Aversion to Fire. If the behemoth takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The behemoth is immune to any spell or effect that would alter his form.

Lighting Boost. Whenever the behemoth is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The behemoth's attacks are magical.

ACTIONS

Multiattack. The patchwork behemoth makes 5 attacks; one with its bite and 4 with its claws. If two of its claws hit the same target, the creature suffers 7 (2d6) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

DM Tuz Table Scraps: Carrion King *THE ABHORRENT PROMETHIAN*

In pursuit of Count Gallenstein's goal of returning his deceased wife back to life, he amassed a great wealth of alchemical and occult knowledge from faraway lands. To further deepen his understanding of alchemy, he experimented in his newly built laboratory. Regardless of failure or success, these experiments spawned a wide range of horrors, such as the Patchwork Behemoth or the Hobbling Hookclawed Apparatus. Unfortunately, at the end, he found himself nowhere near close enough to give new life to his deceased wife.

After many botched experiments, it dawned on Count Gallenstein with a heavy heart that his dream of reuniting with his beloved might just be impossible. While he was unable to give life back to the deceased, he has proven himself capable of creating life. Thus the count was set: if he could not bring his wife back to life, he

ABHORRENT PROMETHIAN

Huge Construct

Armor Class 16 (natural armor)

Hit Points 231 (22d12 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	5 (-3)	10 (0)	5 (-3)

Proficiency +4

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common but doesn't speak

Challenge 11 (7,200 XP)

Immutable Form. The Abhorrent Promethian is immune to any spell or effect that would alter his form.

Lighting Boost. Whenever the Abhorrent Promethian is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The Abhorrent Promethian's attacks are magical.

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

Legendary Resistance (3/Day). If the Abhorrent Promethian fails a saving throw, it can choose to succeed instead.

Web Walk. The Abhorrent Promethian is immune to the effects of its own web.

ACTIONS

Multiattack. The Abhorrent Promethian makes two pincer attacks and uses its tentacles.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage and if the creature is size medium size or smaller the creature is grappled, escape DC 15. The Abhorrent Promethian can have up to two creatures grappled with its pincers.

Trostland Terrors

would create the child that he and his beloved never had. For months, the Count worked effortlessly to draft the theory of this ambitious project: the promethean child.

To test his theories, the Count worked on a prototype that would serve as a test to validate his research. The result of his initial project was an abhorrent monstrosity, stitched together from a collection of exotic monstrosities that the count has collected and cultivated in his castle. His expectations for the result were exceeded. The monstrosity was truly alive; though its animus was simple, it could understand and possessed limited cognizance.

With his initial experiment being a success, the Count began work on the true promethean child that he could raise and live, and the abhorrent monstrosity became one of the many horrors locked away in Castle Gallenstein.

Tentacles. One medium size or smaller creature grappled by the Abhorrent Promethian is handed off to its tentacles. A creature grappled by its tentacles is restrained for the duration of the grapple and must succeed a DC 14 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is paralyzed and repeats the saving throw at the end of each of its turns, ending the poison on a success. The Promethian can have up to four creatures grappled by its tentacles.

Web Blast (Recharge 5-6). The Abhorrent Promethian spews sticky webs in a 30 ft. cone. Each creature in the cone must succeed a DC 16 Dexterity saving throw or be restrained by fetid webs until freed. A restrained creature can use its action to make a DC 16 Strength check. On a success the creature is no longer restrained. The webs can also be attacked and destroyed - AC 10; 5 hp; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.

The area of the cone is covered in creeping webs until the beginning of the Promethian's next turn which are difficult terrain and lightly obscure the area.

LEGENDARY ACTIONS

The Abhorrent Promethian 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 Abhorrent Promethian regains spent legendary actions at the start of its turn.

Move. The Abhorrent Promethian moves up to half of its speed.

Tentacles. The Abhorrent Promethian uses its tentacles.

Pincers (2 Actions). The Abhorrent Promethian makes two Pincer attacks against different targets.

Abhorrant Moan (2 Actions). The Abhorrent Promethian lets out a disturbing Moan. Each creature within 20 ft. of the Abhorrent Promethian that can hear it must succeed a DC 16 Wisdom saving throw or be frightened until the end of its next turn. A creature that fails its saving throw by 5 or more is frightened for 1 minute and repeats the saving throw at the end of its turn, ending the condition on a success. A creature that succeeds its saving throw by 5 or more becomes immune to the Abhorrent Promethian's Abhorrant Moan for 24 hours.

Berserk (1/day). When the Abhorrent Promethian has 100 hit points or fewer, it moves up to its speed and makes two Pincer attacks, or it uses its Web Blast if available.

The Abandoned Homestead

Many years ago, this homestead was home to a successful family of farmers. For generations, this plot of land has been in their hands and tended to diligently, and year after year, the fields would bear plenty of produce, which ensured the family's growing prosperity. The family's fortune is by no means a blessing of the gods or fate. The once prosperous homestead harbors a dark mystery, meticulously hidden from outsiders.

When the family first bought the land with the little remaining money they could muster, they found it barren. Undeterred and with no other option left, they went to work. Regardless of how hard they tried, the land could not bear fruit. The family's patriarch found himself desperate. He could not bear the thought of failing his family, or worse, leaving them to starve over the winter. The patriarch knew of the old ways one should not tread. But to ensure his family's well-being, no price was too high to pay. The man made use of the rites of the old ways and forged a dark pact with a Hag, Otrud with Oogly Eyes at the following new moon. "This land is without life," she said. "It must be given new life, but before life can be given, it must be taken." Along with these words, the hag handed the man a tool of malign implication. The man knew what had to be done to ensure his family's survival, and the dark pact was forged.

Though this homestead stands abandoned, its family long gone, its dark history remains to be uncovered.

HOMESTEAD OVERVIEW

The homestead features vast, barren fields that have not been worked in decades and are surrounded by broken fences. A trail leads to a decrepit farmhouse and an empty shed on the verge of collapse behind it. A **tall willow tree** stands in front of the farmhouse with three lifeless bodies hanging from its branches. Unless a player has a **Passive Perception of 15 or higher**, they will not see the bodies until they reach the end of the trail and are in front of the farmhouse, as the hanging willow branches make it hard to notice the bodies from afar. Upon a close inspection of the hanging bodies, the players will notice that they were not hung by ropes but by the willow's branches instead.

The farmhouse itself is a two story building in a state of disrepair. It has one main entrance in the front, as well as a back entrance. The farmhouse has been abandoned for years, and the players can find clear signs that they were not the first travelers to find this derelict building. Lots of the windows have been smashed in, and much of the furniture found in the house is damaged, has been toppled over, or has been destroyed by pillagers. A few windows that were nailed shut and some arranged blankets and mattresses indicate that passing travelers have been using this building for shelter. The players will be unable to find anything of worth in these ruins during a superficial search, but an **Investigation (Intelligence)** and **Wisdom (Perception)** check will reveal more.

When a player succeeds on a **medium Investigation check**, the player will confirm that this building must have been frequented by vagabonds. If the player is aware of the bodies hanging from the willow tree outside, they conclude that these poor souls most likely came to this place to seek shelter. The player won't be able to tell who exactly killed them, though it might be plausible that someone put these bodies up there to keep people away from the house

The Abandoned Homestead

so the shelter wouldn't be contested.

If a player succeeds in **hard Investigation check**, they will notice that a set of windows facing the front yard have been smashed in from the outside. Considering the fact that many of the destroyed windows of the farmhouse have been at least nailed up with boards, this must have happened recently. A player that **beats the hard difficulty Investigation check by 5 or more** will additionally notice that all the smashed windows have the willow tree in direct view.

When a player succeeds on a **medium Perception check**, they will find a random item belonging to an Explorer's Pack wrapped up in one of the blankets, likely forgotten here by a past traveler. A player that succeeds on a **hard Perception check** will notice that among the disarray of the farmhouse's common room, the central carpet appears to be unmoved. Upon closer inspection, they will find that the carpet has been nailed to the floor tiles below.

After clearing the carpet of rubble and fallen furniture, the players can tear the nailed down carpet off the floor tiles. They find a trapdoor underneath that is locked with a **hard difficulty lock**. Because of the rotten wood, the players can easily break the trapdoor open with an **easy Strength check** or by dealing 5 damage to it. The trapdoor gives way to a wooden ladder that leads into **the cellar** below.

THE HANGMAN TREE

The dark rituals that infused the soil transformed the **tall willow** tree that stands in the homestead's yard into a cursed **hangman tree** that claimed four unfortunate victims not more than a week ago. The four victims were a group of vagabonds that met by chance and decided to travel together. In a sense of false security, the vagabonds all slept inside the abandoned farmhouse and fell victim to the hangman tree, who snatched them in their sleep.

The bloated bodies that hang from its branches reek of decay and have attracted buzzing flies. The hangman tree will remain dormant for the time being, even if a player attempts to climb it or closely investigates the bodies. The hangman tree will attack as soon as someone attempts to remove one of the hanging bodies from its branches. Once in combat, the hangman tree will fight to the death.

If the hangman tree is left alone or is not agitated, it will remain motionless until nightfall. If the players decide to sleep inside the farmhouse, the hangman tree will make stealthy use of its long vines to have them creep into the farmhouse to grab and strangle unaware characters while they are asleep. The hangman tree's creeping vines will enter the house through the windows closest to themselves. If a character is on nightwatch, the hangman tree will attempt to grapple that character first and will try to choke it quickly so they can't warn the others. The moment the players become alerted to the hangman tree's attack, it will forgo its stealthy approach and start an all out attack.

Treasure: The four victims carry different nicknacks with them that can collectively be used to create an entire Explorer's Pack, with one item missing, which can be found wrapped in a blanket inside the house.



THE CELLAR

The ladder descends 10 feet downward to what appears to be a common cellar of similar dimensions as the common room above, still in the same state as when it was left behind. It is filled with caskets of fermented cabbage, shelves filled with pickled foods, and other non-perishable foods. Further, the players can find a crate filled with sheets of paper, drawing coals, and tins of lamp oil.

A character that has a **passive Investigation of 13 or higher** will conclude that the inhabitants of this homestead must have been in a hurry to leave if they left so much food behind. On top of that, the inhabitants judged it to be more important to lock and hide the trap door before leaving. Surely something important must be down here.

Players who take a closer look around the cellar will find that two empty shelves cover a break in the cellar's masonry that leads into a second room. The second room is in stark contrast to the adjacent cellar. The floor has no tiles, but floor tiles guide into the room along the northern walls. The room expands into a dug out cave towards the south. Three man sized depressions, each 2 feet deep, are dug out at the southern end of the room. Two barrels stand between these depressions, their wood discolored with long since dried bodily fluids. Anyone who dares to take a look inside the barrels will find a few humanoid bones at their bottom. At the center of the north wall hangs a board at eye height. Dozens of faded charcoal drawings of men and women are pinned along its edges. "By their sacrifice, we thrive" is written in bold and wide letters on the center of the board.

A **medium Perception or Investigation** check will reveal that the board covers an alcove with a small shrine. Hanging over the shrine dangles a bundle of murkwood sticks wrapped in the hag's hair. Underneath it lies a dagger with a curved blade, ceremonially arranged on a soft velvet cloth. If a character in the party is a hagspawn, they

will immediately notice that the dagger is infused with a hag's essence. This magical dagger is the **Hag's Bloodletter** and was used for the **dark rituals** performed in this room.

THE DARK COVENANT

To infuse the barren land with new life, the soil had to be soaked in blood every month. The family would find victims through a variety of ways; either by employing vagabonds temporarily on their farm as a helping hand or stalking lonely travelers on the nightly country roads. They would bind and bring their victims into the extended cellar, where they are placed within the depressions. The sacrificial dagger had to be used to slit their throats and allow them to bleed out. The victim's body would be left in the hole until its body was fully liquified and its blood had sunken into the ground. The remaining bones were placed in the barrels and ground down to dust and used as fertilizers for the fields.

Each member of the family was taught from a young age that this ritual was necessary for the continued existence of the family. But they were also taught to respect the victims. After all, it was their blood that brought prosperity to the family. To ensure that victims are not forgotten, drawings of each victim would be placed on the board that covers the shrine. Speaking thanks to the people whose lives they took became an integral part of the ritual. Many members of the family learned to draw portraits with charcoal for that purpose.

NIGHT TERROR: BLOOD SOAKED SOIL

If the players decide to sleep inside the abandoned homestead, one of them will have an eerie nightmare. Read the following segment out loud, or describe a similar nightmare to one of the players:

You find yourself in a two feet deep hole, staring at two illuminating orbs that float above you and illuminate the dank cave-like room you find yourself in. Your body feels sluggish. No matter how hard you try, your limbs do not obey you.

You hear scribbling from the other end of the room, and you are able to lift your head just enough to make out a man wearing fine clothes sitting at the foot end of your hole. He sits in a chair, sketching something on a canvas with coal. His face is hidden behind his work.

The scratching sounds of coal suddenly stopped. The man gets up and turns towards the wall behind him.

Behind him, a group of people have been patiently waiting for him to finish his work. The dim light obscures their features. They step aside and reveal a board filled with charcoal sketches. Each depicts the scared visage of a stranger.

The artist hangs his drawing on the board - it is your face on the piece of paper. It was sketched with terrifying detail - every fold, every scar, and every pore of your horri-

fied face rendered in coal. The group stares at the newly added drawing. After a few seconds, their monotonous voices break the silence: "Thank you; by your sacrifice, we thrive". The artist then reaches for the board and lifts it off the wall. When he turns towards you, he holds a glistening dagger in his hand. Its blade is tender and curved.

He slowly climbs into your hole and is now looming over you. The orbs illuminating above him cast his shadow over you; his features remain obscured.

He lowers himself to one knee. You can now hear his breaths. He reaches behind your head and places the blade against your neck. With a swift motion, he severs your throat. You don't feel pain, but you feel the blood rush out of your neck and drench the earth below you. Your gaze becomes transfixed on the two orbs on the ceiling. You think they are closing in as everything around you fades into darkness. As they approach, you notice that they are not lights; they are eyes rolled back. And now they are moving to look at you. A pair of bright and curious eyes are looking at you; they are round, bulging, and filled with otherworldly malevolence. You feel gangly hands cup your face and coo. Otrud with Oogly Eyes is sending you on your way to sleep. "Hush my child and let it happen ... Good night."

HAG'S BLOODLETTER

As part of the covenant forged with the ancient hag Otrud with Oogly Eyes, the Hag bestowed the family with two items: a trinket and a dagger.

The trinket was a simple knot of Otrud's hair that was wrapped around a bundle of murky wood sticks. A traditional symbol of a bargain struck with a hag. The dagger, on the other hand, is a magical instrument that holds a place of almost religious reverence in the family. It is carefully stowed away and presented ceremoniously on a hidden shrine. The dagger holds some of Oogly Eye's essence and must be used to obtain the hag's dark boon.

Hag's Bloodletter

Lesser Artifact, dagger (optional attunement)

This dagger deals 1d4 piercing or slashing damage on a hit. You can choose which damage type this weapon deals when attacking. A creature that takes damage from this weapon can not regain hit points until the end of your next turn.

Rogue: When a character that has levels in the rogue class and has the sneak attack feature is attuned to the weapon, you can choose to have your additional sneak attack damage deal necrotic damage instead. When you score a critical hit against a creature that is paralyzed or unconscious you roll the damage of the attack twice and choose the higher result.

Warlock: When a character that has levels in the warlock class and has the spellcasting feature is attuned to the weapon, you can use the Bloodletter as your spellcasting focus and use your Charisma in place of Strength or Dexterity when attacking with this weapon.

When you are missing spell slots provided by your warlock spellcasting feature you can use an action to take damage equal to 1d4 + your warlock level that cannot be reduced or negated by any way and your hit point maximum is reduced by an equal amount until you finish a long rest. When you do so you regain one spell slot granted to you by your warlock spellcasting feature. If your maximum hit points are reduced to 0 with this feature, you die.

Curse: While not exactly a curse itself, Otrud with Oogly Eyes is always aware of the Bloodletter's exact location and can see through the blade's reflection. In addition, Otrud with Oogly Eyes learns the name of each creature that is slain with this weapon. If a creature slays one or more humanoid with this weapon, Otrud with Oogly Eyes will learn of the wielder's name and will be able to invade the creature's dreams.

LOOSE ENDS?

The Abandoned Homestead leaves a few questions unanswered. Who exactly was the family that lived here? What caused them to flee so suddenly? Did the local constabulary investigate the disappearance of travelers? Did they perhaps kill someone with more influence than they anticipated? What is the hag Olga with Oogly Eyes doing now? These questions are for you to answer or not.

DM Tuz Table Scraps: Carrion King HANGMAN TREE (MONSTER)

In many rural areas of the land, hanging was a preferred method of execution. To set an example for any potential future miscreants, the bodies were left hanging on these trees to show that the law in the area is unforgiving.

Locations and objects brought into association with horrific deeds such as slaughter and torture are prone to being afflicted with curses and hauntings. Thus, country folk made sure to mark designated trees to be used for hanging, as they wanted to make sure that only a few select trees became corrupted.

A hangman tree is an old tree that was frequently used for executions in the past but finds its branches now void of bodies that used to rock so gently in the wind. Its accumulated corruption makes the tree yearn to be adorned with cold bodies once again.

THE HANGMAN TREE

Huge Plant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 115 (22d12 + 60)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	5 (-3)	10 (0)	5 (-3)

Proficiency +4

Condition Immunities charmed, frightened

Senses blindsight 30 ft. (blind beyond), passive Perception 10

Languages Understands Common but doesn't speak

Challenge 11 (7,200 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Immobile. The hangman tree has disadvantage on dexterity saving throws.

Mighty Bark. When the hangman tree takes bludgeoning, piercing, or slashing damage, the damage is reduced by 3.

Pull. When the hangman tree has creatures grappled at the beginning of its turn, it immediately uses a bonus action to pull them up to 20 ft. towards itself. Creatures that are size large or bigger are pulled half as far.

ACTIONS

Multiattack. The hangman tree makes 4 vine attacks and then uses choke.

Vine. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target.

Hit: The creature is grappled, escape DC 15. A vine can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage) or can be broken if a creature uses an action to attempt to succeed on a DC 15 Strength check against it. The hangman tree can have up to 6 creatures grappled at one time.

Choke. Each creature grappled by the hangman tree must succeed a DC 15 Strength saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and the target is restrained and choked for the duration of the grapple. A choked creature is unable to breath, unable to talk, and cannot use vocal spell components.

The Abandoned Homestead

*"You are climbing the old willow with ease.
With a quick strike of your handaxe you
sever the first vine and send the lifeless
body falling. With a wet thud it lands on the
ground below.*

*But as you are taking another swing, you
suddenly feel movement! The tree is coming
alive and reaches out to you with
its thin branches!"*



*Sly: "Damn it Lukas, I knew
something like that was gonna
happen!"*

Schauderwald

Following the trail of the Whispering Way from Castle Gallenstein, our heroes faced the precarious task of journeying through an old hunting path through the feared Schauderwald, a well known murkwood of Ginstermark. This forest has spawned many harrowing tales of horrors found within its depths, and people would be ill advised to stray off the few secured paths. Nonetheless, our heroes are undeterred, unwilling to give up precious time to allow the Whispering Way agents to escape; they braved the unsecured forest roads through the Schauderwald's heart!

Not unexpectedly, our heroes encountered the lurking monsters commonly found in murkwoods before they made their way to the only haven of civilization found within these cursed woods: Askanor Lodge.

WEAVER

Common among the vile denizens of the Schauderwald are predatory spiders. These insects grow to tremendous sizes within the corrupted woods and are not easily deterred by fire or steel. Fortunately in most cases, these large arachnids are solitary predators, but unfortunately are exceptions to this.

Gathering spiders are always seen as an ill omen in Ginstermark, as it is understood that only supernatural forces of vile intent would be able to cause these creatures to cooperate. Tamers take these sightings of converging arachnids seriously, as it is a telltale sign that a weaver may have manifested within an area.

Weavers are malign fey of both otherworldly beauty and grotesque horror. On top of a bulbous, short limbed spider body sits a female form of unparalleled beauty. Crowning its figure is a hideous insectoid head in mockery of its alluring upper body.

Due to its bulbous body, the weaver's mobility is diminished, but it rarely leaves the area it manifests in and makes it its den. The twisted fey uses its webbing to perform an enchanting tune to command arachnid creatures within miles of its domicile to flock to please their new monstrous queen. Diligently, the charmed spiders will provide for their queen, feeding her the morsels of their hunt and expanding her webbed domain.

The weaver's enchanting tune does not only affect arachnids, though. As many fey, the weaver possesses an alluring power for the minds of mortals, who must resist the enchanting pull of her haunting melody lest they be drawn right into the monster's den. Those who fully succumb to her melody present themselves willingly in front of the weaver, ecstatic over the prospect of serving this grotesque beauty as a feast.

WEAVER NAILS

Ressourceful adventurers might decide to harvest the weaver's poison coated nails. A party that manages to slay a weaver can be rewarded with 1d4+1 weaver nails. Weaver nails are treated as magical darts. When you hit a creature with an attack made with weaver nails, it must succeed a DC 13 Constitution saving throw or be paralyzed until the end of your next turn.

WEAVER

Huge fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 10 ft.

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

Proficiency +3

Saving Throws Con+6, Wis +3, Cha +6

Skills Perception +3, Performance +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, unconscious

Senses darkvision 120 ft., tremorsense 30 ft., passive

Perception 13

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Spider Domination. Each spider or ettercap that starts its turn within 120 ft. of the weaver and can hear it must succeed on a DC 14 Wisdom saving throw or be charmed by the weaver for 24 hours. A charmed creature is dominated by the weaver as if under the effect of the *Dominat Monster* spell. Creatures with an Intelligence of 2 or lower automatically fail the saving throw.

ACTIONS

Multiattack. The weaver makes two attacks with its claws, one of which can be replaced with a Web Shot attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) slashing damage plus 9 (2d8) poison damage and creature must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the weaver's next turn. A poisoned creature is paralyzed for the duration. The nails of the weaver break off and remain stuck in the creature. The creature must repeat the saving throw at the beginning of each of its turns until a creature spends an action to remove the nails.

Web. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one creature. *Hit:* The creature is grappled and restrained by the weaver (escape DC 14). The web strand can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). At the beginning of the creature's turn, it must succeed on a DC 14 Strength saving throw or be pulled 20 ft. towards the weaver.

Weaver's Song. The weaver plays its webs like a harp. Every non-fey creature within 300 ft. of the weaver that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The Weaver must take an action on its subsequent turns to continue the Song. It can stop playing at any time. The song also ends if the Weaver is incapacitated or dies. A charmed creature must move on its turn towards the Weaver by the most direct route. The creature doesn't avoid opportunity attacks, but avoids damaging terrain, such as lava or a pit. At the end of the charmed creatures turn and whenever it takes damage from a source other than the weaver, it can repeat the saving throw. If a creature's saving throw is successful, the charm effect ends on it. A target that successfully saves is immune to the weaver's performance for the next 24 hours.

REACTIONS

Malevolent Strike. When a creature enters the weaver's reach after being pulled by its web, or a creature charmed by the weaver's song ends its turn within its reach, the weaver attacks the triggering creature with its claws.

DM Tuz Table Scraps: Carrion King Werewolves

In the following, I present an array of werewolves that I featured in my game. While they might have many similarities to the conventional werewolves featured in the SRD, the werewolves here are an alternative design of werewolves. Their immunity to non-silver weapons was replaced with a powerful regenerative ability that can be circumvented with silver. This gives parties without access to silver at least a fighting chance against lycanthropes and further creates engaging combat scenarios in which the players must choose their targets carefully if they want to keep the lycanthrope's regeneration suppressed. The werewolves' shape changing ability was changed to a bonus action to create more dynamic options for werewolves in combat.

WEREWOLF (ALTERNATIVE)

Medium humanoid (shapechanger)

Armor Class 11 (or 12, natural armor, in wolf or hybrid form)

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (0)	12 (+1)	10 (0)

Proficiency +2

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 2 (450 XP)

Regeneration. The werewolf regains 20 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a weapon made out of silver, this trait doesn't function at the start of the werewolf's next turn.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werewolf makes two attacks: two with its weapon (humanoid or hybrid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and if the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Longsword (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage, if wielded with two hands.

Shortbow (Hybrid or Humanoid Form Only). *Ranged Weapon Attack:* +3 to hit, range 120/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Shapechange. The werewolf polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Once the werewolf uses this bonus action it can't use it again until the end of its next turn.

Schauderwald Silverhide Hunters

The werewolves of the Silverhide pack pride themselves on their coordinated takedown strategies. These skilled hunters do not rely on close combat weapons when engaging their prey. Rather, they prefer using their teeth and claws in a ferocious combat style, which they believe is closer to the werewolves' natural origins.

Even among the lycan tribes of the Schauderwald, the Silverhides are known to be territorial creatures who quickly become aware of any intruders upon their hunting grounds. Once a trespasser has been located, they strike quickly and without mercy. Their victims' bloodied remains are then added to the many gruesome wards found at the fringes of the Silverhide's territories.

SILVERHIDE HUNTER

Medium humanoid (shapechanger)

Armor Class 14 (hide armor, or 12, natural armor, in wolf form)

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

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

Proficiency +2

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

Senses darkvision 60 ft., passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Regeneration. The silverhide hunter regains 20 hit points at the start of its turn if it has at least 1 hit point. If the silverhide hunter takes damage from a weapon made out of silver, this trait doesn't function at the start of the silverhide hunter's next turn.

Keen Hearing and Smell. The silverhide hunter has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The silverhide hunter has advantage on an attack roll against a creature if at least one other allied creature is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The silverhide hunter makes three attacks: two with its claws and one with its bite. If both claw attacks hit the same target, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Longbow (Hybrid or Humanoid Form Only). *Ranged Weapon Attack:* +4 to hit, range 120/240 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Shapechange. The silverhide hunter polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Once the silverhide hunter uses this bonus action it can't use it again until the end of its next turn.

DM Tuz Table Scraps: Carrion King

Primal Werewolves

While the pack of the Primals is among the smallest of the Schauderwald tribes, the werewolves of the primal pack tower over the rest of their brethren with natural vigor and strength. Better described as ‘Dire Werewolves’ the primals are intimidating monstrosities that can tear apart a grown boar with bare claws.

Within the Schauderwald, the primal werewolves operate as a kind of peacekeeper between the different packs. Squabbles among the packs are put on hold by the threat of the primals getting involved. All packs of the Schauderwald respect the Primals, except the renegade group of mutants called the Hexeater pack.

PRIMAL WEREWOLF

Large humanoid (shapechanger)

Armor Class 13 (or 14, natural armor, in direwolf or hybrid form)

Hit Points 127 (15d10 + 45)

Speed 30 ft. (50 ft. in direwolf or hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (0)	13 (+1)	11 (0)

Proficiency +3

Skills Athletics +7, Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Common (can't speak in wolf form)

Challenge 6 (2,300 XP)

Regeneration. The primal werewolf regains 30 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a weapon made out of silver, this trait doesn't function at the start of the werewolf's next turn.

Keen Hearing and Smell. The primal werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werewolf makes two attacks: two with its weapon (humanoid or hybrid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy. If the primal werewolf is in direwolf form and the target is a creature, it must also succeed on a DC 14 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greatsword (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

BONUS ACTIONS

Shapechange. The primal werewolf polymorphs into a large wolf-humanoid hybrid or into a direwolf, or back into its true form, which is a medium humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Once the primal werewolf uses this bonus action it can't use it again until the end of its next turn.

Schauderwald

Primal Remnant

Hidden away within the deepest sanctuary of the Schauderwald's lycan packs lies the ancient draconic ruin known as the Stairs to the Moon, an old observatory created in the times before Dragon Fall. This historic place has been repurposed by the Lycan tribes, as have many of the existing draconic ruins throughout history, as a sign of their defeat over the dragons. The Stairs of the Moon are the seat of the lycan's packlord, the one to rule over the other packs of the Schauderwald.

Underneath the Stairs of the Moon lies a ritualistic site of spiritual importance to the forest's lycans. It is there where the werewolves have laid to rest one of their most treasured relics: a bone of Bloodseeker, the primal beast and creator of their kind. As such, the Stairs of the Moon are considered a sanctuary and sacred ground that must not be tarnished. Fighting among the werewolves is strictly prohibited in the presence of Bloodseeker's remains.

Despite their vigilance, treacherous powers have befallen the Lycans of the Schauderwald. A corrupting force has made its way into the werewolves' sanctuary and disturbed the ancient bones of the once mighty beast. The primordial energy still innate to these remains manifests itself in the form of a wolflike spirit that haunts the once peaceful sanctuary.

Humanoids possessed by the Primal Remnant transform into werewolves of their own right for the duration of the possession. Add the **Regeneration**, the **Shapeshift** bonus action, and the attacks listed below to the possessed humanoid's statistics.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +X (Strength modifier + proficiency bonus) to hit, reach 5 ft., one target. *Hit:* Y (1d8 + Strength modifier) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +X (Strength modifier + proficiency bonus) to hit, reach 5 ft., one target. *Hit:* Y (2d4 + Strength modifier) slashing damage.

Autumnwind

While the lycans of the Schauderwald are not capable of mastering the arcane arts, their connection to the primordial weave is well developed through their connection to the ancient beast Bloodseeker. Each of the packs has at least one druid as a spiritual advisor for their kin. Autumnwind is both the druid and leader of the Broken Ones pack, an uncommon occurrence within the Schauderwald packs. As both, Autumnwind is a careful leader who values her pack's harmony with the natural order. When packlord Sage was killed by Marris Mordnacht, Autumnwind did not question his rise to power and adhered to the traditions.

While Autumnwind is loyal to Mordnacht, she is also not letting her guard down around him. She is aware of Mordnacht's ferocity and temper but also respects his might. Her loyalty is not unconditional, though. Autumnwind is no fool and is aware of the spreading accusations of Mordnacht's unjust claim to the position of packlord. She keeps a watchful eye on him, for if these accusations were proven to be true, she would ensure that the treacherous usurper would be toppled.

PRIMAL REMNANT

Medium Undead

Armor Class 16 (natural armor)**Hit Points** 55 (10d8 + 10)**Speed** fly 40 ft. (hover)

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

Proficiency +3**Damage Resistances** acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 13**Challenge** 6 (2,300 XP)**Bound.** When the remnant is destroyed, it will reform the next day at midnight at the relic.**Silver Repulsion.** If the remnant takes damage from a silver weapon, it has disadvantage on all attack rolls until the end of its next turn. A creature possessed by the remnant that takes damage from a silver weapon can repeat the saving throw against the possession.**Turn Immunity.** The remnant is immune to abilities and effects that turn undead.**Incorporeal Movement.** The remnant can move through other creatures and objects, as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The remnant makes two attacks with its spectral claws.**Spectral Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) cold damage.**Possession (Recharge 4-6).** One humanoid that the remnant can see within 5 ft. of it must succeed on a DC 14 Charisma saving throw or be possessed by the remnant; the remnant then disappears, and the target is incapacitated and loses control of its body. It then transforms into a werewolf in hybrid form. The remnant now controls the body but doesn't deprive the target of awareness. The remnant can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. A creature that is afflicted with lycanthropy makes the saving throw with disadvantage.The possession lasts until the body drops to 0 hit points, the remnant ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the remnant reappears in an unoccupied space within 5 ft. of the body. The target is immune to this remnant's **Possession** for 24 hours after succeeding on the saving throw or after the possession ends.

AUTUMNWIND

Medium humanoid (shapechanger)

Armor Class 16 (barkskin)**Hit Points** 67 (9d8 + 27)**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	10 (0)	18 (+4)	14 (+2)

Proficiency +3**Skills** Nature +3, Perception +7, Survival +7**Senses** darkvision 60 ft., passive Perception 17**Languages** Common, Duridic (can't speak in wolf form)**Challenge** 6 (2,300 XP)**Active Spells.** Autumnwind casts *Freedom of Movement* on herself when she becomes aware that combat is imminent.**Regeneration.** Autumnwind regains 20 hit points at the start of her turn if she has at least 1 hit point. If Autumnwind takes damage from a weapon made out of silver, this trait doesn't function at the start of the her next turn.**Keen Hearing and Smell.** Autumnwind has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.**Quarterstaff (Hybrid or Humanoid Form Only).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if wielded with two hands.**Flame Blade (Hybrid or Humanoid Form Only, requires Conjure Flame Blade).** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.**Spellcasting.** Autumnwind casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 15):*At will:* druidcraft, gust, produce flame, thorn whip*1/day each:* faerie fire, thunderwave, conjure animals, dispel magic, plant growth, freedom of movement (already cast)

BONUS ACTIONS

Shapechange. Autumnwind polymorphs into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if it dies. Once the Autumnwind uses this bonus action she can't use it again until the end of her next turn.**Conjure Flame Blade (1/day).** Autumnwind conjures a flaming blade into her empty hand. She gains access to her **Flame Blade** attack for 10 minutes. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

DM Tuz Table Scraps: Carrion King *Marris Mordnacht*

Schauderwald

At the center of the unrest between the lycan packs of the Schauderwald stands an ambitious man named Marris Mordnacht, leader of the Silverhides. He had been lusting after the packlord position for years when enigmatic outsiders dressed in black approached him. They offered him a quick path to the position of Schauderwald's packlord - for a price, that is. The offer made Mordnacht oblivious to the true motives of these strangers, and he readily accepted. Too long had he to endure in the shadows of packlord Sage, who was vexingly tolerant towards the civilized folk. The Silverhide would claim their rightful place at the top and secure the Schauderwald for the lycans once and for all.

With the help of the stranger's black magic, Mordnacht lured packlord Sage into an ambush and slew her. As the tradition demanded, Mordnacht devoured her heart, except he did not eat it all. He sur-

rendered half of it to the necromancers who aided him in Sage's assassination. For Mordnacht, though, devouring part of the packlord's heart sufficed to signal his emerging reign.

Only one pack of the Schauderwald werewolves was ready to accept Mordnacht as their new packlord, aside from his own. The others remained skeptical, as the circumstances of Sage's death were unclear and dubious. Further, rumors spread that Mordnacht only devoured half of her heart, making his claim to power illegitimate according to the old traditions. Mordnacht, though, was adamant in his position, and soon the Schauderwald broke into a war between the packs loyal to Mordnacht and those who opposed them.

MARRIS MORDNACHT

Medium humanoid (shapechanger)

Armor Class 17 (mithral halfplate or 12 natural armor, in wolf form)

Hit Points 83 (11d8 + 33)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (0)	16 (+3)	13 (+1)

Proficiency +3

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 7 (2,900 XP)

Regeneration. Marris regains 20 hit points at the start of his turn if he has at least 1 hit point. If Marris takes damage from a weapon made out of silver, this trait doesn't function at the start of his next turn.

Keen Hearing and Smell. Marris has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/day). If Marris would fail a saving throw, he succeeds instead.

ACTIONS

Multiattack. If Marris wields his sword with two hands he makes two silver longsword attacks. If he wields his sword with one hand makes three attacks: two with his silver longsword and one with his silver dagger (humanoid or hybrid form), or one with his bite and two with his claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Silver Longsword (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if wielded with two hands.

Silver Dagger (Hybrid or Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Spellcasting. Marris casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 14):

1/day each: *Alarm*, *Fog Cloud*, *Pass without Trace*, *Locate Object*

BONUS ACTIONS

Shapechange. Marris polymorphs into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to its true form if it dies. Once Marris uses this bonus action he can't use it again until the end of his next turn.

Hunter's Mark (1/short Rest). Marris marks a creature he can see within 120 ft. of himself as his prey for one minute. Marris deals an additional 3 (1d6) to a marked creature with any of his attacks and is aware of the creature's location as long as it is within 1000 ft. of Marris.

LEGENDARY ACTIONS

Marris 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. Marris regains spent legendary actions at the start of his turn.

Move Hunter's Mark. Marris moves his Hunter's Mark to another creature that he can see.

Dagger. Marris attacks with his silver dagger.

Shapechange. Marris uses his shapechange.

Hunter's Pursuit (2 Actions). Marris moves up to half of his speed towards a creature marked by him without provoking opportunity attacks and attacks with his longsword.

Graufeld

Learning of the necromancer's interference of the lycan's politics within Schauderwald, the heroes pursue the Whispering Way to the haunted town of Graufeld. Once a sprawling mining town, it was reduced to rubble by an ambitious lord, and its population was put to the sword.

The restless spirits of the massacred masses still linger within these ruins, making Graufeld an appealing base of operations for any necromancer who seeks to bind them to their will.

HUSHED SPIRIT

Spirit thralls were in common use at the height of Kastivan's power, which were created from the vanquished and the condemned. Kastivan nobles commanded entire hosts of these pitiful spectres to do their bidding.

As these spirits are still bonded to the kingdom of Kastivan, the necromancers of the Whispering Way have learned call upon their services. So long have these spirits remained inactive and broken by centuries of idleness, that these spirits readily bow to their new masters.

HUSHED SPIRIT

Medium undead

Armor Class 11

Hit Points 13 (3d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (0)	10 (0)	9 (-1)	8 (-1)

Proficiency +2

Damage Resistances acid, fire, lightning, thunder

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 9

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

Challenge 1 (200 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spirit Bond. When the creature who summoned the spirit dies while the spirit is summoned to the material world, it is banished back into the afterlife.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

BLOODY BONES

These undead creations are still dripping with the lifeblood of their former bodies. The sanguine energies that course through these remains drive these skeletons to be of much higher aggression than their common counterparts.

Hordes of gore covered skeletons will descend upon their victims to tear them to shreds with their bony claws, fuelled with unholy vigor that knows no rest. So overflowing is the blood within the bones that even if struck down, the bloody bones will rise again within minutes to continue their relentless assault.

BLOODY BONES

Medium undead

Armor Class 12

Hit Points 23 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/2 (100 XP)

Aggressive. A bloody skeleton can use a bonus action to dash towards the closest hostile creature that it can see.

Bloody Return. A bloody bones is destroyed by any damage that is not radiant or dealt with a holy weapon, its remains animate and regain 1 hit point after 1 minute. This effect can also be suppressed if the bloody bones' remains are sprinkled with holy water.

Regeneration. The bloody bones regain 3 hit points at the start of its turn if it has at least 1 hit point. If the bloody bones takes radiant damage or damage from a holy weapon, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The bloody skeleton makes 2 claw attacks. If the bloody skeleton moved more than 30 ft. towards its target immediately before making the attack it makes 3 claw attacks instead.

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

DM Tuz Table Scraps: Carrion King *Ghoul Hound*

Spawned from the bitter conflict between the kingdom of Kastivan and the kingdom of Ginstermark, the ghoulish hounds were a commonly deployed monstrosity in the service of Kastivan's spectral court.

Ghoul hounds, or simply known as kastivan hounds, are grotesque flesh-formed horrors, a mockery of their former humanoid form. On all fours, they would speed over the battlefield and break enemy lines to spread disarray and terror among their foes in frenzied assaults.

Now these horrors of the ancient war still proliferate within the ruins of fallen Kastivan and its forsaken landscape. The Whispering Way uses these wretched creatures to patrol Graufeld's empty streets to ensure no interloper will sabotage their master's plans.

GHOUL HOUND

Large undead

Armor Class 14 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 40 ft., 30 ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Understands the language of its master, but doesn't speak

Challenge 3 (700 XP)

Frenzied Bite. When the Ghoul Hound hits a creature with its bite, its attacks against the same creature are made with advantage until the beginning of its next turn.

ACTIONS

Multiattack. The ghoul hound makes 3 attacks; one attack with its bite and two attacks with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

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

BONUS ACTIONS

Sniff Out. The ghoul hound makes a Wisdom (Perception) check. The ghoul hound can make a Wisdom (Perception) check to specifically search for a creature that it has bitten within the last hour, if it does so it makes the check with advantage.

Graufeld

Necromancer Shepard

Enthralling spirits into their service has been a trademark of the Whispering Way's necromancers, all in the spirit of their ancient Kastivan tradition. Whereas forcing unholy life to return to a rotting carcass, conjuring the spirit of the hushed dead requires occult knowledge and arcane mastery only obtained by the well versed in the necromantic arts. As such, the necromancer spirit shepards are each powerful mages, trained in the old Kastivan ways, and fearsome foes indeed.

Though low in numbers, each of the Whispering Way's necromancers will rarely be encountered alone, as the undead heed their call and flock to their command. With Graufeld being a key location for the Whispering Way's plans, these powerful agents of the cabal are encountered protecting the haunted grounds to amass their army of the dead undisturbed.

NECROMANCER SHEPARD

Medium humanoid

Armor Class 14 (Mage Armor, 11 without)

Hit Points 78 (12d8 + 24) + 10 temporary hit points (False Life)

Speed 30 ft.

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

Proficiency +3

Skills Arcana +6, History +6

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Active Spells. The shepard casts *Mage Armor* and *False Life* if it knows that combat is imminent.

ACTIONS

Shepard Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Chill Touch. *Ranged Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hitpoints until the end of the shepard's next turn.

Spellcasting. The shepard casts one of the following spells, using Intelligence as the spellcasting ability (Spell attack + 6, Spell save DC 14):

At will: *chill touch*, *message*, *mold earth*, *toll the dead*

1/day each: *animate dead*, *blindness/deafness*, *false life* (already cast), *mage armor* (already cast), *phantasmal killer*, *silence*, *vampiric touch*

BONUS ACTIONS

Conjure the Hushed Dead (1/short rest). The shepard can use a bonus action on its turn to summon one hushed spirit in an empty space within 10 ft. of itself. The spirit remains for one minute and the shepard can have a maximum of one spirit summoned at a time. Once summoned the spirit takes its turn immediately after the shepard.

DM Tuz Table Scraps: Carrion King

BROKEN SANCTUARY

(PERSISTENT MANIFESTATION)

The civilians thought themselves safe within this sanctuary, hidden from the slaughter outside. But their barricade of hope and desperation could not keep the invaders out. The door was broken, and their blood was spilled, just like the rest ...

Source. Spectral soldiers who invade the room or building.

Hit Points. 25 (10d4)

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

Immunities. poison, psychic

Perception. DC 13, the character finds a spectral image of a victim hiding in the room, followed by approaching footsteps from outside.

Activation. One or more living creature enter the haunted room or building.

Effect. Once the haunt activates, each creature present will see a spectral duplicate of themselves as the victims who tried to hide in this place. Spectral soldiers break into the room and begin to slaughter the victims. Each creature in the room must succeed a DC 14 Wisdom saving throw or takes *Dangerous* magical damage. The type of damage is determined by the way the victims were killed. For example if a victim was beaten to death, the creature takes bludgeoning damage, or if a victim was burned to death, the creature takes fire damage.

Reset. The broken sanctuary resets every midnight.

Pacification. The murdered innocents must be put to rest along with the other victims of the invading forces.

Hexeater Marauder

Outcasts even among Schauderwald's lycan tribes, the Hexeaters are a tribe of mutant wretches that have been causing havoc since their foundation within and around the forest. Founded by notorious cannibal Richter Blackmane, the Hexeaters bear little resemblance to their kin found in Schauderwald, as they are twisted creatures, a mockery of both wolf and man, and are equally twisted in mind and soul. Nonetheless, the Hexeaters are lycans and thus part of the tribes, much to the chagrin of the other tribes.

Led by their new leader, Ebony the Cursebearer, the Hexeaters joined an uneasy alliance with the Whispering Way and have established themselves in the ghost town of Graufeld.

Graufeld

HEXEATER MARAUDER

Medium humanoid (shapechanger)

Armor Class 16 (beastplate, or 12, natural armor, in wolf form)

Hit Points 83 (11d8 + 33)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (0)	14 (+2)	10 (0)

Proficiency +2

Skills Intimidation +2, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Altered. The hexeater marauder has advantage on saving throws against effects that specifically target humanoids.

Regeneration. The hexeater marauder regains 20 hit points at the start of its turn if it has at least 1 hit point. If the hexeater marauder takes damage from a weapon made out of silver, this trait doesn't function at the start of the hexeater marauder's next turn.

Keen Hearing and Smell. The hexeater marauder has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Hybrid form only). The hexeater marauder hunter makes three attacks: two with its weapon and one with its bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Greatsword (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (2d6 + 3) slashing damage.

Heavy Crossbow (Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

BONUS ACTIONS

Shapechange. The hexeater marauder polymorphs into a wolf, or back into its true form, which is its hybrid form. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Once the hexeater marauder uses this bonus action it can't use it again until the end of its next turn.

DM Tuz Table Scraps: Carrion King *Ebony the Cursebearer*

Graufeld

Richter Blackmane left the city for a life among his kin in the Schauderwald. Cunning survivor that he was, he made this hostile forest his new home and founded his own pack. To establish himself, he made a pact with a hag, Morgan Moon Mother, only to betray her at the right moment and devour her whole. This afflicted Richter with a unique curse and would turn him and all those who would partake in his blood into terrible mutants. Thus, the Hexeaters were born.

Ebony, Richter's own son, succeeded him by following the ancient rites of the Schauderwald packs

EBONY THE CURSEBEARER

Medium humanoid (shapechanger), chaotic evil

Armor Class 18 (plate armor)

Hit Points 94 (11d8 + 44)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	10 (0)	11 (0)	19 (+4)

Proficiency +3

Saving Throws Wis +3, Cha +7

Skills Deception +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 7 (2,900 XP)

Battle Cry: Howl for Command. After Ebony rolls initiative, he uses a reaction to let out a howl that activates lycanthropy in a humanoid's body. Each humanoid infected with lycanthropy within 120 ft. that can hear Ebony must succeed a DC 15 Constitution saving throw at the beginning of its next turn or be incapacitated by pain. After this saving throw the creature must each succeeding turn succeed a DC 15 Wisdom saving throw at the start of each turn or use its action to make a melee weapon attack against the closest creature that it can see. This effect remains for 1 minute or as long as Ebony is alive.

Hex Warrior. Nightcackle is a magic greatsword and Ebony uses his Charisma in place of his Strength when using this weapon.

Keen Hearing and Smell. Ebony has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/day). If Ebony would fail a saving throw, he succeeds instead.

Regeneration. Ebony regains 20 hit points at the start of his turn if he has at least 1 hit point. If Ebony takes damage from a weapon made out of silver, this trait doesn't function at the start of his next turn.

ACTIONS

Multiattack. Ebony makes two attacks; two with his weapon, one with his bite and one with his claws, or he fires two eldritch blasts,

Ebony's Treasure:

Ebony the Coursebearer wields Nightcackle, a magic greatsword and pact weapon. Additionally, he wears a full set of plate armor.

that Richter adhered to: a fight to the death. Ebony was a man of similar ambition as his father, though his sight was not far beyond the borders of the Schauderwald. It was he who set the events in motion that would lead to the war among the packs for the true position of packlord. Mattis was a useful fool for him to manipulate and led him to make contact with Hush and his minions. All for him to ensure the necromancer's alliance and, by extension, his help with his ambitions. Ebony, though, knows better than to trust the necromancer and bides his time to rid himself of Hush as well, once he fulfills his side of their pact.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and if the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Nightcackle (Greatsword, Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage if the attack is a critical hit.

Eldritch Blast (Hybrid Form Only). *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

Spellcasting. Ebony casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15):

At will: Booming Blade, Eldritch Blast, Resistance, Sword Burst
3/day total, at level 5: Blink, Cone of Cold, Crown of Madness, Dimension Door, Hypnotic Pattern, Invisibility, Staggering Smite

BONUS ACTIONS

Shapechange. Ebony polymorphs into a wolf, or back into his true form, which is a hybrid form. His statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. He reverts to its true form if it dies. Once Ebony uses this bonus action he can't use it again until the end of his next turn.

Morgan's Curse. Ebony places a baleful curse on a creature he can see within 30 ft. of him. The target is cursed for 1 minute. The curse ends early if the target dies, Ebony dies, or Ebony is incapacitated. Whenever Ebony deals damage to the cursed target, he deals 1d6 additional damage and scores a critical hit on a roll of 19 or 20 against the target.

LEGENDARY ACTIONS

Ebony 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. Ebony regains spent legendary actions at the start of his turn.

Move. Ebony moves up to half of his speed without provoking opportunity attacks.

Bite. Marris makes a bite attack.

Shapechange. Ebony uses his shapechange.

Cantrip (2 Actions). Ebony uses a cantrip.

DM Tuz Table Scraps: Carrion King *Szilva of Kastivan*

Kastivan's mastery over the immaterial was not limited to the specters of the Overthere. Hidden within the monasteries of Kastivan was the art of spirit wielding, in which initiates performed a rite that would merge their bodies and blood with spirits. This allowed them to wield the immaterial to influence the material world around them.

In her life, Szilva was one of these masters of spirit wielding. In death, she has become a fiercely loyal agent of the Whispering Way, unwavering in her task to see to the return of her fallen kingdom. Among all agents of the necromantic cult, Szilva of Kastivan is Hush's closest confidant and trusted ally. As such, she was tasked with protecting the key to the alliance between the necromancers and the vile mutants of the Hexeater pack.

Skeleton Champion

Not all undead are created equal, even among the same type. Skeleton champions are created from the remains of powerful soldiers whose bones not only achieved durability from a lifetime of warfare but also retained their experience of many conquests.

Equipped with high grade gear befitting a soldier of their station, skeleton champions are not to be mistaken for lower class undead, lest one fall quickly to these undead veterans.

SKELTON CHAMPION

Medium undead

Armor Class 18 (chain mail & shield)

Hit Points 23 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Proficiency +2

Damage Immunities poison

Condition Immunities exhausted, poison

Senses darkvision 60 ft. passive Perception 9

Languages Common (can't speak in wolf form)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The skeleton champion makes two attacks; one with its longsword and one with its shield.

Longsword (One-Handed). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shield bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or is pushed back 5 ft. or knocked prone (champion's choice).

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

REACTIONS

Ward. When a creature the champion can see attacks a target other than itself within 5 feet of it, the champion can impose disadvantage on the attack roll. The champion needs its shield equipped to do this.

Graufeld

SZILVA OF KASTIVAN

Medium undead, lawful evil

Armor Class 17 (unarmed defense)

Hit Points 83 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (0)	18 (+4)	15 (+2)

Proficiency +3

Saving Throws Dex +6, Wis +7

Skills Acrobatics +6, History +3, Perception +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Legendary Resistance (1/day). If Szilva would fail a saving throw, she succeeds instead.

Spirit Fists. Szilva's Ghost Fists attacks are magical.

Sunlight Sensitivity. While in sunlight, Szilva has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Unarmed Defense. As long as Szilva is not wearing armor, she adds her wisdom modifier to her armor class.

ACTIONS

Multiattack. Szilva makes 4 life drain or ghost fist attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under Szilva's control, unless the humanoid is restored to life or its body is destroyed. Szilva can have no more than twelve zombies under her control at one time.

Ghost Fists. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) force damage.

BONUS ACTIONS

Ghost Step. Szilva dashes or disengages.

REACTIONS

Deflect. When a creature Szilva can see makes a ranged attack against her, she imposes disadvantage on the attack.

The necromancer only known as Hush has been one of the most loyal servants of Kastivan in life and lieutenant of the Whispering Way in undeath. Rare among high ranking members of the Whispering Way, Hush denied the honor of joining the spectral cabal to remain an active field agent for the Whispering Way's activities in Ginstermark. He willingly underwent the unholy right of dark transformation, which gave him eternal life in the form of a wight.

Hush has proven to be a capable agent of the Kastivan cult, starting his work to gather the ingredients of the Carrion Crown in the town of Rabengau,

where he removed the spirit of warden Falk from the haunted ruins of Kummerstein. Unbeknownst to him, it would be there where he set the events in motion that would gather the strongest enemies the Whispering Way would know and unite them under one cause to fight them. It was at Hush's hands that Professor Lorenz was killed.

With the ingredients of the Carrion Crown ritual brought to Graufeld and sent to his master, Hush was tasked with remaining in the haunted ruins and making use of the countless dead found within the forsaken ruins.

'HUSH'

Medium undead, neutral evil

Armor Class 15 (mage armor, 12 without)

Hit Points 83 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	11 (0)

Proficiency +3

Skills Arcana +7, History +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 XP)

Legendary Resistance (1/day). If Hush would fail a saving throw, he succeeds instead.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 +3) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
A humanoid slain by this attack rises 24 hours later as a zombie under Hush's control, unless the humanoid is restored to life or

its body is destroyed. Hush can have no more than twenty-four zombies under his control at one time.

Chill Touch. *Ranged Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hitpoints until the end of the Hush's next turn.

Spellcasting. The shepard casts one of the following spells, using Intellogence as the spellcasting ability (Spell attack + 7, Spell save DC 15):

At will: Chill Touch, Dancing Lights, Mage Hand, Mending

1/day each: Animate Dead, Bestow Curse, Blight, Blindness/Deafness, Circle of Death, Cloudkill, Dimension Door, Phantasmal Killer, Mage Armor, Web

BONUS ACTIONS

Conjure the Hushed Dead. The Hush can use a bonus action on his turn to summon one hushed spirit in an empty space within 10 ft. of himself. The spirit remains for one minute and Hush can have a maximum of two spirits summoned at a time. Once summoned the spirit takes its turn immediately after Hush.

LEGENDARY ACTIONS

Hush 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. Hush regains spent legendary actions at the start of his turn.

Command Undead. A hushed spirit summoned by Hush moves up to it's speed.

Cantrip (2 Actions). Hush casts a cantrip.

Minion Attack (2 Actions). A hushed spirit summoned by Hush makes an attack.

Lesser Spell (3 Actions). Hush casts a spell of 2nd level or lower.

DM Tuz Table Scraps: Carrion King

Faulmarsch Foes

With their first undeniable victory over the vile cabal of necromancers under their belt, the group learned about the future plans of the whispering way. Deciding to take initiative in their own hands, they pursued a member of the cabal in possession of the mysterious Seasage Effigy to the province of Varno, lying to the south of Ginstermark.

Thwarting pursuers and assassins along the way, the group managed to arrive at their destination. A quiet hamlet is found at Ginstermark Bay: Faulmarsch. There, the group began their investigation into the whereabouts of the mysterious dark rider they had been chasing after.

During their investigation, the group got involved in the dark secrets the village harbored and found themselves among unexpected enemies.

MARSH FORMOR (MARSH GIANT)

Huge Giant (any)

Armor Class 13 (Natural Armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	11 (0)	6 (-2)

Proficiency +2

Skill Proficiencies Perception +2

Senses darkvision 60 ft., passive Perception 13

Languages Giant, Sylvan

Challenge 5 (1,800 XP)

Fog Eyes. The marsh formor can see through magical and natural fog.

ACTIONS

Multiattack. The marsh formor makes two melee weapon attacks.

Harpoon. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Harpoon (Thrown). *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Conjure Fog (1/Short Rest). The marsh formor conjures a 20-foot-radius sphere of fog cloud at a point within 60 ft. of itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until the formor's concentration ends (as if concentrating on a spell).

Faulmarsch Foes

Marsh Formor

The bay of Ginstermark has been the center of myths and superstition since long before the founding of the Empire itself. As the focal point of these ancient tales, the bay became an entry point for many fey now found within the wilderness surrounding it. Among the most dangerous of them are the formor, giants of the marshes.

These lumbering creatures stalk the misty shorelines for unaware travelers, amplifying the common mist with their mere presence. They may be dull in mind, but they possess a cunning not to be underestimated. Despite their hulking size and strength, they rely on ambush tactics under the cover of fog and mist. Experienced travelers know better than to travel during heavy mist, lest they be claimed by the formor.

BRINEBORNE CHIEF

Huge Giant (any)

Armor Class 14 (Natural Armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Proficiency +4

Skill Proficiencies Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant, Sylvan

Challenge 9 (5,000 XP)

Fog Eyes. The brineborne chief can see through magical and natural fog.

ACTIONS

Multiattack. The brineborne chief makes three melee weapon attacks: two club attacks and one slam attack.

Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage and if the target is a medium or smaller creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Swamp Magic. The brineborne chief casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *fog cloud*

3/day: *bestow curse*, *confusion*, *control water*

REACTIONS

Release the Fog. When the brineborne chief rolls for initiative, it casts the *fog cloud* spell centered on itself.

DM Tuz Table Scraps: Carrion King *Church of the Depths*

Since early history, large bodies of water have been the subject of worship in Altland. May it be the expanse of the sea, the mist-cowled lakes, or the twisting rivers that carve through the lands, people paid respect and reverence to them.

Despite the Empire's mandate for Aleksandyr's worship, pockets of ancient religions still remained among its fringes. The church of the depths, found within the village of Faulmarsch, is one of them. They are a cult dedicated to the worship of the Tides, the primordial force of the ocean that has provided for the people of Faulmarsch since they set foot upon the land.

Under the guise of peaceful rituals, the church of the depths communicates with the mysterious "Neighbors", furtive creatures that provide for the people of Faulmarsch. This pact has been honored for generations and kept secret, even if it meant silencing curious outsiders for good.

CULTIST OF THE DEPTHS

Medium Humanoid (any)

Armor Class 13 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	15 (+2)	10 (0)	11 (0)	16 (+3)

Proficiency +2

Skill Proficiencies Deception +5, Religion +2

Senses passive Perception 10

Languages Common, Aquan

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The cultist of the depths makes 2 eldritch lash attacks.

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

Eldritch Lash. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) force damage and the target is pushed 5 ft. in a direction of the cultist's choice.

Deep Magic. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

2/day: *hold person*, *sleet storm*

REACTIONS

Sudden Blur. When a creature targets the cultist with an attack, the cultist reduces the attack roll by 1d6, potentially causing the attack to miss.

Faulmarsch Foes

VICAR OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Proficiency +3

Skill Proficiencies Deception +7, Insight +4, Perception +4, Religion +4

Senses passive Perception 14

Languages Common, Aquan

Challenge 5 (1,800 XP)

Dark Devotion. The vicar has advantage on saving throws against being charmed or frightened.

Eldritch Armament. While the vicar wields the morning star, it is a magical weapon that deals an additional 4 (1d8) force damage (included in the attack).

ACTIONS

Multiattack. The vicar makes 2 morningstar attacks or fires 2 eldritch blasts.

Morning Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 7 (2d6) force damage and the target's movement speed is reduced by 5 ft. until the end of the vicar's next turn.

Deep Vortex (Recharge 5-6). The vicar conjures a 20 foot-radius water vortex at a point within 120 ft. of itself. The point must be on solid ground or water. The area of the vortex is difficult terrain and any creature that starts its turn in the vortex or enters it for the first time during a turn must succeed a DC 15 Strength saving throw or take 27 (6d8) magical bludgeoning damage and be pulled 10 feet towards the center. The area remains for 1 minute or until the vicar's concentration ends (as if concentrating on a spell).

Deep Magic. The vicar casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:

2/day: *blur*, *dispel magic*, *fog cloud*

REACTIONS

Protection of the Deep. When the vicar takes damage, it can reduce the damage by 11 (2d10). To use this reaction, the vicar must see the source of the damage.

PONTIFF OF THE DEPTHS

Medium Humanoid (any)

Armor Class 16 (breast plate)**Hit Points** 112 (15d8 + 45)**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	16 (+3)	19 (+4)

Proficiency +3**Saving Throws** Wis +6, Cha +7**Skill Proficiencies** Deception +7, Insight +6, Perception +6, Religion +4**Senses** passive Perception 16**Languages** Common, Aquan, Deep Speech**Challenge** 8 (3,900 XP)**Amphibious.** The pontiff can breath both air and water.**Dark Devotion.** The pontiff has advantage on saving throws against being charmed or frightened.**Eldritch Armament.** While the pontiff wields a trident, it is a magical weapon.**Legendary Resistance (1/Day).** When the pontiff fails a saving throw, it can succeed instead.

ACTIONS

Multiattack. The vicar makes 2 trident attacks or fires 3 eldritch blasts.**Trident.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save and half as much on a successful one.**Eldritch Blast.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) force damage and the target is pushed 10 ft. in a direction of the pontiff's choice.**Consuming Depths (1/Day).** The pontiff casts the spell *Black Tentacles* without having to concentrate on it. The spell ends when the pontiff becomes incapacitated.

While the spell is active, the pontiff rolls a 1d6 at the beginning of its turn. On a roll of 1-2, the spell ends at the end of the pontiff's turn.

Deep Magic. The pontiff casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15) and its morning star as spell focus:2/day: *blur*, *confusion*, *stone shape*

Spawn of Contact

Mysterious slug-like creatures were found within the strange waterways of the church of the depths temple. Brushed away at first by the group, they were confronted by the true threat these otherworldly creatures pose.

A victim, infested by these slugs, explosively spawned writhing tentacles, and its head popped like a ripe zit in the process. A spawn of contact is the juvenile form of the star moits. A terrible creature, a growing parasite controlling its host to cause destruction and proliferate its own kind.

Each of the tendrils dug deep within the host controls the body from within, while the lashing tendrils on top seek food to help pave the way for its own evolution into its glorious mature form.

SPAWN OF CONTACT

Medium Aberration

Armor Class 15 (natural armor)**Hit Points** 124 (13d8 + 65)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	2 (-4)	15 (+2)	6 (-2)

Proficiency +4**Saving Throws** Con +9, Wis +6**Damage Resistance** poison, psychic**Condition Immunities** charmed, frightened, poisoned**Senses** blindsight 30 ft. (blind beyond), passive Perception 14**Challenge** 9 (5,000 XP)**Feeding.** For each point of charisma a creature loses by the spawn's feed action, it regains 10 hit points for each point of charisma lost.

ACTIONS

Multiattack. The spawn of contact makes 3 attacks: two slam attacks and one tentacles attack.**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.**Tentacles.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the spawn can't use its tentacles against another target.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 14 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature's charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.

DM Tuz Table Scraps: Carrion King

Brood Master

Hidden away underneath the forlorn Syltman mansion lies the kindergarten, where the children chosen for the fostering ritual reside until they are ready to join the ‘neighborhood’.

The watcher created the formidable brood masters, strong specimens of the neighbors, to guard the weakest members of its family.

The group encountered one peculiar brood master underneath the Syltman mansion, leading a group of its neighbor kin. Driven to madness by the vile experiments of ‘them’, the brood master ordered his kin to attack. Unfortunately, the brood master was ignorant of the group’s intentions, just as he was unaware of the star moit within his body, ready to bloom...

BROOD MASTER

Large Aberration (Neighbour)

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3
Saving Throws Dex +5, Con +6, Wis +5
Skills Athletics +7, Perception +5
Senses darkvision 120 ft, passive Perception 15
Languages Common, Aquan, Deep Speech
Challenge 5 (1,800 XP)

Amphibious. The brood master can breathe air and water.

Power Strike (1/turn). Once per turn when the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

Taste for Blood. When the brood master hits a creature with its bite attack, it has advantage on attack rolls until the end of its next turn against the same target.

ACTIONS

Multiattack. The brood master makes three attacks, one with its bite and two with its claws or greataxe.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (2d4 + 4) piercing damage.

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

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 17 (2d12 + 4) slashing damage.

BONUS ACTION

Enrage. When the brood master is below half of its maximum hit points it rages until the end of its next turn. As long as the brood master is raging, it has resistance to bludgeoning, piercing, and slashing damage, has advantage on attack rolls, and attack rolls targeting it have advantage.

BROOD MASTER (SPAWN OF CONTACT)

Large Aberration (Neighbour)

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3
Saving Throws Dex +5, Con +6, Wis +5
Senses blindsight 30 ft., darkvision 120 ft, passive Perception 12
Languages Common, Aquan, Deep Speech
Challenge 7 (2,900 XP)

Alien Mind. The brood master has advantage on saving throws against being charmed, frightened, and having its mind read.

Amphibious. The brood master can breathe air and water.

Power Strike (1/turn). Once per turn, when the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

ACTIONS

Multiattack. The brood master makes three attacks, one with its tentacles and two with its claws or greataxe.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d6 + 5) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the brood master can’t use its tentacles against another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 18 (2d12 + 5) slashing damage.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 15 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature’s charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.

The depths of the cosmos and the endless dark ocean above hold truly alien concepts. Spawned from an unformed realm of infinity, beyond all nature as mankind knows it, the Color is its frightful messenger and a reminder to humanity of how little they understand of their own world.

The color appears as a glowing aurora, a formless being that lacks a real physical body. Though immaterial, the color is capable of great devastation through its mere presence. It is a cosmic parasite that feeds upon the essence of all things around itself to grow its own radiance, which cannot be conceived by lesser beings.

‘They’ brought this parasite with them and left it behind underneath the Syltman manor, deep within the kindergarten, after they abducted the residing neighbors for their purposes.

THE COLOR

Huge Ooze

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 10 ft., flying 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	19 (+4)

Proficiency +5

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

Damage Resistances acid, cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. passive Perception 16

Challenge 13 (10,000 XP)

Legendary Resistance (2/Day). If the color fails a saving throw, it can choose to succeed instead.

Aura of Lassitude. A creature within 300 ft. of the color must succeed a DC 15 wisdom saving throw, or become charmed and overwhelmed by a feeling of ennui. The charmed creature has disadvantage on wisdom saving throws and will not travel further than a mile away from the area of the color's influence. Every 24 hours the creature can repeat the saving throw, ending the effect on a success. The effect also ends if the creature finishes a long rest further than one mile away from the color. Once the effect ends, the creature is immune to the color's aura for 24 hours. A creature can only be affected by one Aura of Lassitude at a time.

Incorporeal Movement. The color can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The color has advantage on saving throws against magic.

ACTIONS

Disintegrating Touch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 28 (8d6) force damage. If this attack reduces a creature to 0 hit points, it must succeed a DC 17 Constitution saving throw, or be killed and reduced to ash.

Feed. A creature within 480 ft. of the color must succeed a DC 17 Charisma saving throw or take 7 (2d6) necrotic damage and have its hit point maximum reduced by the same amount until the creature finishes a long rest and lose 2 (1d4) points of charisma. Once a creature's hit points are reduced to 0 by this effect it dies. Once a creature's charisma is reduced to 0 it becomes incapacitated until it regains at least 1 point of charisma.

If this action causes a creature to have its maximum hit points reduced or lose charisma, the Colour regains 26 (4d12) hit points.

Cosmic Syphon (1/week). The color uses its feed action against any creature within 1 mile, regaining 120 (20d12) hit points [this replaces the hit points regained by the feed action].

Spellcasting. The color casts the following spell, using Charisma as the spellcasting ability (Spell save DC 17) requiring no components:

1/day each: *prismatic spray*

LEGENDARY ACTION

The color 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. The color regains spent legendary actions at the start of its turn.

Feed. The color uses its feed action.

Disintegrating Touch (2 Actions). The color makes a disintegrating touch attack.

DM Tuz Table Scraps: Carrion King *Star Moit*

These grotesque slugs were at first dismissed by the group as nothing more than infesting vermin. The more the group progressed in their investigation into the events taking place in Faulmarsch, the more relevant these creatures became.

Created by 'them', star moits are diminutive beings that seek out creatures of the world to infest. From within, their goal is to merge their flesh with their host to create a new being. A creature of two worlds to serve as a connection, a point of contact, one can say.

Unfortunately, this process is unstable, and most star moits fail in properly converting their host, upon which they will settle upon transforming the creature into a spawn of contact and create more of their ilk, so that perhaps the next generation will find more success.

STAR MOIT

Tiny Aberration

Armor Class 13
Hit Points 5 (2d4)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (0)	2 (-4)	5 (-3)	2 (-4)

Proficiency +2

Damage Resistance poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 30 ft. (blind beyond), passive Perception 7

Challenge 1 (200 XP)

Alien Mind. The star moit has advantage on saving throws against being charmed, frightened, and having its mind read.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.
Hit: 3 (2d4 - 2) piercing damage.

Forced Infestation. The star moit forces a creature in its space to succeed a DC 13 Constitution saving throw. On a failed save the star moit forces itself into the creature's body and infests the creature. The star moit grows and matures within the creature's body. If the star moit is not removed within 8 hours after infestation with a successful DC 15 medicine check and a healer's kit, the moit becomes ingrained into the creature's body and can only be removed through *Greater Restoration* or similar magic. Once ingrained, the star moit matures within one week. When matured, the star moit becomes one with the host creature and transforms it into a Spawn of Contact.

Faulmarsch Foes

Watcher's Brain

The Watcher, both a fabled creature and worshiped as an aspect of the depths by the people of Faulmarsch, has resided within the Bay of Ginstermark since before recorded history.

The watcher became the target of cosmic predators who followed its trail to this world. 'They' invaded the neighborhood and commanded the Watcher's subjects. Betrayed by the beings the watcher once fostered, its lifeless body is now rotting away, while its slowly decaying brain can only watch helplessly as its beloved neighborhood is usurped.

WATCHER'S BRAIN

Large Aberration

Armor Class 18 (containment)
Hit Points 136 (13d10 + 65)
Speed 0

STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	20 (+5)	21 (+5)	18 (+4)	12 (+1)

Proficiency +4

Saving Throws Int +9, Wis +8, Cha +5

Damage Resistance psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 14

Languages All (telepathic)

Challenge 9 (5,000 XP)

Alien Mind. The watcher's brain has advantage on saving throws against being charmed, frightened, and having its mind read.

Legendary Resistance (1/day). If the watcher's brain fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The watcher's brain uses psionic blast against two different creatures.

Bestow Knowledge. The brain overwhelms the mind of a creature within 10 ft. of itself with incomprehensible cosmic knowledge. The target creature must succeed a DC 17 Wisdom saving throw or fall prone and be incapacitated until the end of the brain's next turn.

Psionic Blast. A creature within 60 ft. of the brain must make a DC 17 Wisdom saving throw. On a failed save the creature takes 18 (4d8) psychic damage and half as much on a successful one.

Dimensional Shuffle (Recharge 5-6). Each creature within 60 ft. of the brain must make a DC 17 Constitution saving throw. On a failed save a creature takes 33 (6d10) force damage and half as much of on a successful one. Each creature that fails its saving throw switches its position with another creature that also failed its saving throw of the brain's choice.

REACTION

Psionic Feedback. When a creature within 60 ft. of the brain deals damage to it, the brain forces the triggering creature to succeed a DC 17 Intelligence saving throw or take 10 (3d6) psychic damage and be stunned until the end of the brain's turn. To use this reaction the brain must see the triggering creature.

DM Tuz Table Scraps: Carrion King

The Child of Contact

The eldritch entity only known to the Watcher as The Lamb, is a being whose spawn are myriad. The lamb's womb produces an apparently endless number of moits, which "they" serve and provide with enough material to mother these creatures.

Few of the moits are successful in merging with a host to create spawns of contact. Even fewer of these spawns remain stable enough to mature. Without the tending hands of "them", the nurses in service of the lamb, the moits would be forever fruitless in their purpose. But with patience, care, and devotion, the lamb's nurses may raise a spawn of contact to maturity and enter its final form: a Child of Contact.

A Child of Contact is a humongous, disfigured

Faulmarsch Foes

horror, a cancerous growth carried on trunk-like legs. From its body sprout mighty tentacles, which further branch into smaller, twitching appendages. Its limbs are lined with gaping mouths that feature sharp teeth and twisting tongues. Like knotholes on a tree's bark, pitch black eyes are growing from the Child's body.

The mere sight of such a creature is a test for one's mind, as to gaze upon a creature that should not be will question one's sanity.

A Child of Contact is a conduit between the material world and the twisted world where its mother, the Lamb, resides. As long as a Child remains alive, it will call out to its mother and pave the Lamb's way into another world for her to consume.

THE CHILD OF CONTACT

Huge Aberration, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 315 (23d12 + 138)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	3 (-4)	14 (+2)	6 (-2)

Proficiency +5

Saving Throws Str +13, Con +11, Int +1, Cha +3

Skills Perception +7

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

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 120 ft., Passive Perception 17

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the Child of Contact fails a saving throw, it can choose to succeed instead.

Immutability. At the beginning of the Child of Contact's turn, it can choose to end any magical effect that changes its form or size.

Siege Monster. The Child of Contact deals double damage to objects and structures.

ACTIONS

Multiattack. The Child of Contact makes 4 tentacle attacks, each of which it can replace with one fling. In place of 2 tentacle attacks, the Child of Contact can make a stomp attack.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 11 (1d6+8) bludgeoning damage and if the target is a Huge or smaller creature, it is grappled, escape DC 18. Until this grapple ends, the target is restrained and the child can't use this tentacle on another target. The Child of Contact has 9 tentacles.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) bludgeoning damage and if the target is a creature, it must succeed a DC 18 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or creature grappled by the Child of Contact is thrown up to 60 feet in a random direction and knocked prone. If a thrown target hits a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Maddening Choir (Recharge 5-6). The Child of Contact opens its seven mouths and begins to sing the song that shall end the world. Each other creature within 60 ft. of the Child of Contact that can hear it must make a DC 19 Wisdom saving throw. On a failed save a creature takes 44 (8d10) psychic damage and must roll 1d4 to determine a random effect:

- 1 - The creature suffers immense vertigo and has disadvantage on attack rolls and dexterity saving throws until the end of its next turn.
- 2 - The creature is frightened until the end of its next turn. The frightened creature drops anything it holds and uses its movement and action during its next turn to get as far away from the Child of Contact as possible.
- 3 - The creature uses its action and movement sobbing and crying uncontrollable during its next turn.
- 4 - The creature's mind falls apart and the creature falls prone and is stunned until the end of its next turn.

LEGENDARY ACTION

The Child of Contact 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 Child of Contact regains spent legendary actions at the start of its turn.

Move. The Child of Contact moves up to half of its speed.

Tentacle. The Child of Contact attacks with its tentacles or flings a grappled creature or object.

Tantrum (3 Actions). If Child of Contact was dealt damage in the last turn and its hit points are below half of its maximum it rampages. Each creature within 10 ft. of the Lamb must make a DC 18 Dexterity saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage. A creature that fails the saving throw by 5 or more is knocked prone.

DM Tuz Table Scraps: Carrion King

The Raven's Head

A Legendary Mace that was famously wielded by King Tristgram of Ginstermark in the decisive fight with Queen Kastivan. According to legend, the Valkyrie Elfriede once gave the King this weapon as a token of her love.

Legendary Mace (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack an Undead. When attuning to this weapon, you can choose if you use Strength, Wisdom, or Charisma to wield this weapon (determining to hit and damage). In addition, the mace also functions as a holy symbol and grants a +1 bonus to your spell attacks and spell DC.

The raven's eyes on the mace glow if an undead is within 60 ft. of yourself.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 radiant damage, or an extra 4d6 radiant damage if it's an Undead. If an Undead has 20 Hit Points or fewer after taking damage from this weapon, it is destroyed.

If a character capable of divine spells is attuned to this weapon, they gain the smite feature (see paladin), but they can only use spell slots of up to 4th level and can use this feature 3 times per day.

Faulmarsch Foes

Freeze Mist Apparatus

A mysterious weapon used by 'Them'. It is an unwieldy apparatus meant to be held with an inhuman number of gangly arms. The method by which this strange object operates and the magic that powers it elude you, except that it has one button that unleashes its lethal mist.

Rare Wonderous Object

You can use an action to fire a cone of freezing mist in a 40-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw and half as much damage on a successful one. The area of the cone remains heavily obscured until the end of your next turn.

Firing this weapon consumes one charge. The apparatus has a total of 6 charges and cannot be recharged.

The Book of Abstruse Geometries

An ancient book bound in whale hide. It is written in a surreal language, but as you attempt to read it, its strange words and their meaning manifest in your mind. This book details the secrets of dimensions and spaces beyond understanding, describing impossible vistas and shapes.

Very Rare Wonderous Object (Consumable)

The words written within this book are charged with eldritch energies which imprint upon your mind when read. If you spend 48 hours over a period of one week or fewer studying the book's contents, you gain the following benefits:

- You learn the Misty Step spell and gain the ability to cast it without having to expend a spell slot. Once you do so you must finish a short or long rest before you can do so again.
- You learn the Dimension Door spell and gain the ability to cast it without having to expend a spell slot. Once you do so you must finish a long rest before you can do so again.
- You can cast the Teleport spell without having to expend a spell slot. Once you do so the words imprinted on your mind by the Book of Abstruse Geometries vanish and you lose all benefits from reading it.

When the book is read, it disappears and teleports into a random empty space within a bookshelf or chest anywhere on the material plane.

Dornburg

After finally finding the remains of the Dark Rider, the group has their next lead in the pursuit of the cabal of necromancers. Leaving Faulmarsch behind, the group ventures forth to the capital of Ginstermark: Dornburg.

At this point, the group has become weary of the opposition lurking around every turn of their adventure and has prepared themselves for any obstruction the Whispering Way might send their way.

Barlis of Kastivan

On their last day of travel to the city of Dornburg, the group found their path blocked by a headless figure riding a dark horse with flaming hooves...

Barlis of Kastivan is one of the remaining knights of the fallen Kastivan. After his defeat at the hands of King Ginstermark himself, Barlis' body was broken, but his soul was not. Centuries after his defeat, Barlis' body was recovered and reconstructed by the mysterious figure "A" and his restless spirit was called back into its body to serve Kastivan once more.

Alas, his body was incomplete. Barlis was undeterred. He accepted his new form as a headless knight. The wide gap of his shell allowed his ravenous spirit to release its corrupting tendrils to feast upon unfortunate souls, just as he did in death when he prowled the afterlife as a reaver.

BARLIS OF KASTIVAN

Medium Undead, lawful evil

Armor Class 20 (plate & shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	17 (+3)

Proficiency +4

Saving Throws Dex +6, Con +8, Wis +6

Skills Athletics +9, Perception +6

Damage Resistance necrotic

Condition Immunities blinded, exhaustion, frightened, poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 16

Languages Common

Challenge 11 (7,200 XP)

Cavalry. Barlis and his mount (usually a nightmare) act both on the Barlis's initiative. While the Barlis is mounted, Barlis can't be knocked prone, dismounted, or moved against his will and his steed can't be charmed or frightened.

Cavalry Charge. If Barlis moves at least 20 feet straight toward a creature while mounted and then hits with a flail attack on the same turn, Barlis can use a bonus action to allow his steed to make a melee weapon attack against that creature.

Stalwart. Barlis has advantage on saving throws against being charmed, paralyzed, and effects that turn undead.

Legendary Resistance (1/day). If Barlis fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Barlis makes two flail attacks.

Draining Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 9 (2d8) necrotic damage and Barlis recovers hit points equal to the necrotic damage dealt.

Release Corruption (Recharge 6). Corrupting tendrils lash out from Barlis' neck at any living creature within 20 ft. of him. Every living creature in the area must make a DC 17 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much on a successful one. After using this Action, Barlis' movement speed is halved and he has disadvantage on all attack rolls until the end of his next turn.

REACTION

Shield. When a creature makes an attack against an allied creature within 5 ft. of Barlis, he grants the creature a +3 bonus to its AC against the triggering attack. To use this reaction Barlis must see the attacking creature and wield his shield.

DM Tuz Table Scraps: Carrion King *Hakon Ritter*

A vampire bit his pregnant mother just before she gave birth to Hakon, a dhampir.

Even though she was a vampire, his mother still held great love for her son and raised him as a human within Dornburg's vampire society, where she and Hakon were granted sanctuary. This decision, though, was not uncontested, and many members of the Cabal considered the child an outsider. Hakon grew up as a child of both worlds and proved himself to be a useful ally to the Cabal. Growing up among them, Hakon loathed the many vampires that dwelled below the capitol. He had seen them at their most inhuman and had no illusions about their true monstrous nature that lay underneath their veneer of faux nobility. His mother, on the other hand, Hakon cherished and loved as much as a son could love a parent. Despite her vampiric nature, she taught him right from wrong and how to survive and flourish as a child of two worlds.

So when his mother was murdered, Hakon swore that her murderer would be brought to justice no matter what. As it would happen, his goal for vengeance overlapped with the group's investigation into the machinations of the Whispering Way, whom they suspected to be behind the recent murders in Dornburg.

Hakon became a powerful ally to the group and, most importantly, a guide to the unknown world of the vampiric cabal that awaited the group underneath Dornburg.

Dornburg

HAKON RITTER

Medium Humanoid, lawful neutral

Armor Class 18 (breastplate & shield)

Hit Points 97 (13d8 + 39)

Speed 35 ft.

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

Proficiency +3

Saving Throws Str +7, Con +6

Skills Athletics +7, Investigation +4, Perception +6

Damage Resistance necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Bloodsight. Hakon can see living creatures within 30 ft. of himself as if he had blindvision.

Vampiric Strike (3/day). When Hakon hits a target with a melee weapon attack, he can deal 9 (2d8) additional necrotic damage and the target must succeed a DC 15 Wisdom saving throw or be frightened until the end of Hakon's next turn.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage. If Hakon makes a terrifying strike using this attack, he regains hit points equal to the necrotic damage dealt.

Darkness (2/day). Hakon casts the *darkness* spell without the needing material components.

BONUS ACTIONS

Hunter's Mark (3/day). Hakon casts hunter's mark without needing material components.

HAKON RITTER [RETAINER]

Armor Heavy (AC 18)

Primary Ability: Strength

Saves Strength, Wisdom

Skills Athletics, Investigation, Perception

Signature Attack: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) piercing damage.

SPECIAL ACTIONS

3rd Level (3/Day): Vampiric Strike When Hakon hits a target with a melee weapon attack, he can deal 9 (2d8) additional necrotic damage and the target must succeed a DC 15 Wisdom saving throw or be frightened until the end of Hakon's next turn.

5th Level (3/Day, Bonus Action): Blood Hunt Hakon can use a bonus action to mark a creature that he dealt damage to since the beginning of his turn for one minute. Hakon is aware of the marked creature's location as long as it is within 120 ft. of him as if he can see it and whenever Hakon hits the creature with a weapon attack, he deals 1d8 additional damage against the creature.

3rd Level (1/Day): Hakon casts the *darkness* spell without the needing material components.

DM Tuz Table Scraps: Carrion King *Adeline, Disciple of Thorns*

Adeline, Disciple of Thorns, is an urban druid that tends to Dornburg's "Remembrance Park". When she began her duty as the park's new keeper, she was unaware that this very park was the preferred hunting grounds of Dornburg's vampires. To guarantee cooperation between Adeline and the vampiric cabal, she was 'enlisted' into their fold and has been the loyal protector of both the park and the hidden path underneath ever since.

Anyone who seeks an audience with the vampiric cabal of Dornburg would have to pass Adeline.

ADELINE, DISCIPLE OF THORNS

Medium Humanoid, lawful neutral

Armor Class 20 (plate & shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	13 (+1)	19 (+4)	16 (+3)

Proficiency +4

Saving Throws Dex +8, Con +7, Wis +8

Skills Nature +9, Perception +8, Stealth +8

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elven, Sylvan

Challenge 9 (5,000 XP)

Legendary Resistance (1/day). If Adeline fails a saving throw, she can choose to succeed instead.

Regeneration. Adeline regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Adeline takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Speak with Plants. Adeline can communicate with plants as if they shared a language.

Thorns of Thirst. When Adeline grapples a creature with her Thorn Whip, she can deal 7 (2d6) necrotic damage to the grappled creature, reducing its maximum hit points by the amount equal to the necrotic damage dealt, and Adeline regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Vampire. Adeline is a vampire and as such has the following traits: *Misty Escape*, *Shape Change*, *Spider Climb*, and *Vampire Weaknesses* (See Vampire).

ACTIONS

Multiattack. Adeline makes three melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+4) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage.

Silver Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Adeline, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 7 (2d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Adeline regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Thorn Whip. *Melee Spell Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) piercing damage. Adeline can also grapple the target (escape DC 15) if it is a creature. The thorn whip can be attacked (AC 10; 5 hit points; immunity to psychic damage) and if destroyed, the grapple ends.

Children of the Night (1/day). Adeline magically calls 3d6 needle blights. The called creatures arrive in 1d4 rounds or immediately when called in Adeline's lair, acting as Adeline's allies and obeying her spoken commands. The plants remain for 1 hour, until Adeline dies, or until she dismisses them as a bonus action.

Spellcasting. Adeline casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

At will: *charm person*, *druidcraft*, *move earth*, *snare*. *thorn whip*
1/day: *blight*, *plant growth*, *spike growth*

REACTION

Parry. Adeline adds 4 to its AC against one melee attack that would hit her. To do so, Adeline must see the attacker and be wielding a melee weapon.

LEGENDARY ACTION

Adeline, Disciple of Thorns 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. Adeline regains spent legendary actions at the start of her turn.

Strike. Adeline attacks with her claws or with her dagger.

Move. Adeline moves up to her speed without provoking opportunity attacks.

Cantrip (2 Actions). Adeline casts a spell that she can cast at will.

Bite (2 Actions). Adeline makes one bite attack.

DM Tuz Table Scraps: Carrion King *Vampire Fledgeling*

Dornburg

To guarantee that the size of Dornburg's vampiric cabal remains stable, only chosen members of the cabal are allowed to sire new vampires. These young vampires are called fledgelings and have not yet manifested many of the powerful vampiric traits that their kin are known for.

This is an alternative monster to represent a young vampire that I consider "a Vampire Spawn done right" and allows players to fight larger groups of vampiric enemies.

VAMPIRE FLEDGELING

Medium Undead

Armor Class 15 (natural armor)

Hit Points 45 (6d8 +18)

Speed 30 ft., climb 30 ft.

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

Proficiency +2

Saving Throws Dex +5, Wis +2

Skills Perception +2, Stealth +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 12

Languages Any language it knew in life

Challenge 2 (450 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage, escape DC 13.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

BLOOD CRAZED FLEDGELING

Medium Undead

Armor Class 15 (natural armor)

Hit Points 45 (6d8 +18)

Speed 35 ft., climb 35 ft.

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

Proficiency +2

Saving Throws Str +5, Dex +5

Skills Perception +1, Stealth +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 11

Languages Any language it knew in life

Challenge 2 (450 XP)

Blood Crazed Rage. The vampire has disadvantage on wisdom and intelligence saving throws. Additionally when a creature the vampire has grappled escapes its grapple, the vampire has advantage on all attacks against the creature until the end of its next turn.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage, escape DC 13.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

DM Tuz Table Scraps: Carrion King *Vampires of the Cabal*

Dornburg

Known only to city officials of the highest authority, the Vampire Cabal is Dornburg's dark secret. For centuries, vampires were tolerated in the city's long defunct sewer systems. The blood drinking undead dwell there within a society of their own, out of view of the world, awaiting to be called into service once more.

An ancient covenant allows the vampires to live underneath Ginstermark's capitol. When Ginstermark was on the brink of destruction, a single army led by Knight General Ludwig von Dornwall underwent a profane ritual to protect their home. They voluntarily took the vampiric curse upon themselves, and with the power that came with their cursed new form, the army endured. After the war, Ludwig and what was left of his army retreated from the world beneath Dornburg to serve as Ginstermark's last line of defense.

VAMPIRE ENFORCER

Medium Undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	11 (0)	14 (+2)	12 (+1)

Proficiency +3

Skills Perception +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Blood Surge. If the vampire bites a creature and drinks its blood, it recharges its use of Blood Fury.

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

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage or 16 (2d10+5) if wielded with both hands.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage. If the target is a creature the vampire can grapple the target instead of dealing damage, escape DC 15.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Blood Fury (1/short rest). The vampire makes four attacks with its weapon or claws.

REACTION

Parry. The vampire adds 3 to its AC against one melee attack that would hit it. To do so, the vampire must see the attacker and be wielding a melee weapon.

DM Tuz Table Scraps: Carrion King

VAMPIRE NOBLE

Medium Undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 94 (12d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	15 (+2)	16 (+3)	19 (+4)

Proficiency +3

Saving Throws Dex +7, Wis +6, Cha +7

Skills Deception +7, Intimidation +7, Perception +6, Persuasion +7, Stealth +7

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Blood's Whispers. When the vampire drinks the blood of a creature it has charmed, the creature must succeed a DC 15 Wisdom saving throw or the vampire can read its blood as if under the effect of the *detect thoughts* spell.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shape Change. The vampire can use its action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into its true form (see Vampire).

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

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature the vampire can grapple the target instead of dealing damage, escape DC 15.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d4+4) piercing damage plus 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Freezing Gaze. The vampire targets one humanoid it can see within 30 feet. If the target can see the vampire, the target must succeed on a DC 15 Charisma saving throw or become charmed until the end of its next turn. A charmed creature is paralyzed.

Dornburg

Lady Evigenia von Zaun

Over the centuries that passed since the foundation of the Vampire Cabal, many new generations of vampires came to be. Not all of them would share the same devotion to their ancient pledge as their elders, such as Evigenia. Lady Evigenia von Zaun spends most of her undead days in decadent revelry within her own opulent dwelling within the vampiric cabal, just as she remembered from her days in the sun.

Ser Kesse of Ginstermark

Standing tall tending to the vampiric cathedral that was constructed as a reminder of the cabal's eternal pledge, Ser Kesse of Ginstermark yearns for the day where he shall defend his home once more, just as he did when he served side by side with his general

Ser Kesse is of the very first generation of vampires and remembers the events of that war all too well. Much to his dismay, he has been watching the slow fall of the cabal into decadence and debauchery.

Radivir Grastari

Radivir Grastari, master tailor, has been catering to his vampiric customers' needs for repairs or alterations to their most cherished and often ancient garments. Because of this position, Radivir built his connections throughout vampire society and became a well respected and valued member of the cabal, even earning himself a position as Ludwig's favored tailor.

Little do they know of Radivir's loathing of the cabal, its rules, and his plot for its downfall. He is the true traitor among the cabal, successfully hiding his betrayal behind a finely woven web of intrigue.

Ludwig von Dornwall

Ludwig von Dornwall is a name of great renown in Ginstermark's history. He is the hero of the great Bloodwall Blockade, Ginstermark's last ditch effort to keep the encroaching spectral army of Kastivan at bay. To embolden himself and his army, Ludwig willingly acquired the vampiric curse in order to lead an army of vampires to face Kastivan's undead horde.

In the end, Ludwig and his vampire army prevailed. Aware of his curse, Ludwig founded the vampiric Cabal beneath Ginstermark's capital to serve as its eternal, unseen guardians.

Ludwig is an ancient vampire who served as one of Ginstermark's greatest knights in life. In undeath, his power only grew further. He uses both his physical might and heroic reputation to govern the vampiric cabal. To keep the vampires in line, he relies on uncompromising displays of force to cement his position of authority.

LADY EVIGENIA VON ZAUN

*Medium Undead, neutral evil***Armor Class** 17 (natural armor)**Hit Points** 119 (14d8 + 56)**Speed** 30 ft.

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

Proficiency +4**Saving Throws** Dex + 8, Con +7, Wis +8**Skills** Deception +7, Insight +5, Persuasion +7, Stealth +7**Damage Resistance** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks**Senses** darkvision 60 ft., passive Perception 11**Languages** Common**Challenge** 11 (7,200 XP)**Legendary Resistance (1/day).** If Evigenia fails a saving throw, she succeeds instead.**Dance of the Vampire.** When Evigenia begins her turn and has a humanoid creature grappled, the humanoid must succeed a DC 15 Wisdom saving throw or Evigenia can move with the creature at her full speed until the beginning of her next turn. A creature that is immune to being charmed succeeds the saving throw automatically.**Misty Escape.** Evigenia has the Misty Escape trait (See Vampire/ Vampire Spawn).**Regeneration.** Evigenia regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Evigenia takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.**Shape Change.** Evigenia can use her action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into her true form (see Vampire).**Spider Climb.** Evigenia can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Vampiric Strikes.** Evigenia's attacks deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).**Vampire Weaknesses.** Evigenia has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).**ACTIONS****Multiattack (Vampire Form Only).** Evigenia makes three melee attacks, only one of which can be a bite attack.**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+4) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, Evigenia can choose to grapple it instead of dealing damage, escape DC 15.**Bite (Bat, Vampire, or Wolf Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Evigenia, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Evigenia regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.**Dominating Gaze (Vampire Form Only).** Evigenia targets one humanoid it can see within 30 feet. If the target can see the Evigenia, the target must succeed on a DC 15 Wisdom saving throw or become charmed for one minute or until Evigenia is incapacitated. A charmed creature is under Evigenia's control and sees her as its ally. When charmed Evigenia can commands the creature which it will follow if capable, unless the command is clearly self destructive. As an action Evigenia can give the creature another command or end the charm effect. At the end of the creature's turn it repeats the saving throw, ending the effect on a success. If the creature suffered any damage since the end of its last turn it makes the saving throw with advantage. If the target's saving throw is successful, or if the effect ends on it, the target has advantage on its saving throw against Evigenia's gaze for 1 hour.**LEGENDARY ACTION**

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

Compell. Evigenia verbally commands a creature charmed by her to use its reaction to make a single weapon attack or move up to its speed.**Move.** Evigenia moves up to her speed without provoking opportunity attacks. Before or after this movement, if she is within 5 ft. of a creature charmed by her she can switch places with it. This movement doesn't provoke opportunity attacks.**Strike.** Evigenia attacks with her claws.**Bite (2 Actions).** Evigenia makes one bite attack.**Bloodthirsty Gaze (2 Actions).** Evigenia uses her gaze against a creature she bit within the last minute.

SER KESSE OF GINSTERMARK

Medium Undead, neutral evil

Armor Class 20 (plate & shield)**Hit Points** 119 (14d8 + 56)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+2)	17 (+3)	13 (+1)

Proficiency +4**Saving Throws** Str + 9, Con +8, Wis +7**Skills** Athletics +9, Intimidation +5, Perception +7**Damage Resistance** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks**Senses** darkvision 60 ft., passive Perception 17**Languages** Common**Challenge** 11 (7,200 XP)**Legendary Resistance (1/day).** If Ser Kesse fails a saving throw, he succeeds instead.**Magic Weapon.** Ser Kesse wields a magic morningstar that has a +1 bonus to attack and damage (included in the attack).**Misty Escape.** Ser Kesse has the Misty Escape trait (See Vampire/ Vampire Spawn).**Regeneration.** Ser Kesse regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Ser Kesse takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.**Shape Change.** Ser Kesse can use his action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into his true form (see Vampire).**Spider Climb.** Ser Kesse can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Vampire Weaknesses.** Ser Kesse has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).**ACTIONS****Multiattack (Vampire Form Only).** Ser Kesse makes four melee attacks; three with his morningstar and one with his shield. If Ser Kesse wields no weapons he makes two attacks, only one of which can be a bite attack.**Morningstar.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage.**Shield.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* The target is knocked prone or pushed back 5 ft. from Ser Kesse.**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. If the target is a creature, Ser Kesse can choose to grapple it instead of dealing damage, escape DC 17.**Bite (Bat, Vampire, or Wolf Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Ser Kesse, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Ser Kesse regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.**BONUS ACTIONS****Challenging Gaze.** Ser Kesse targets one humanoid he can see within 30 feet. If the target can see the Ser Kesse, the target must succeed on a DC 15 Wisdom saving throw or has disadvantage on attack rolls targeting any creatures other than Ser Kesse until the end of Ser Kesse's next turn. On his following turns Ser Kesse can use another bonus action to extend the duration of his gaze on the creature until the end of his next turn. To do so Ser Kesse must be able to see the creature.**LEGENDARY ACTION**

Ser Kesse 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. Ser Kesse regains spent legendary actions at the start of his turn.

Move. Ser Kesse moves up to his speed.**Challenging Strike.** Ser Kesse makes a morning star or claws attack against a creature under the effect of his challenging gaze.**Shield Bash.** Ser Kesse attacks with his shield.**Terrifying Bellow (2 Actions).** Each enemy creature within 20 ft. of Ser Kesse that can hear him must succeed a DC 15 Wisdom saving throw or be frightened until the end of Ser Kesse's next turn.

LUDWIG VON DORNWALL

*Large Undead, lawful neutral***Armor Class** 19 (Reverence Armor)**Hit Points** 252 (24d10 + 100)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Proficiency +6**Saving Throws** Str + 9, Dex +8, Con +8, Wis +7**Skills** Acrobatics, Athletics +9, History, Intimidation +5, Perception +7, Stealth**Damage Resistance** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks**Senses** darkvision 60 ft., passive Perception 17**Languages** Common, Celestial, Draconic, Infernal**Challenge** 20 (25,000 XP)**Legendary Resistance (3/day).** If Ludwig fails a saving throw, he succeeds instead.**Elder's Resilience (1/day).** When Ludwig is exposed to sunlight or flowing water, he becomes immune to the effects of both for 1 hour.**Red Crusader.** Ludwig wields a magic greatsword that has a +2 bonus to attack and damage and deals an additional 7 (2d6) necrotic damage on a hit (included in the attack).**Misty Escape.** Ludwig has the Misty Escape trait (See Vampire/Vampire Spawn).**Regeneration.** Ludwig regains 20 hit points at the start of his turn if it has at least 1 hit point and isn't in sunlight or running water. If Ludwig takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.**Reverence Armor.** Ludwig adds his charisma to his AC when he is not wearing any armor.**Shape Change.** Ludwig can use his action to polymorph into a Tiny bat, Medium cloud of mist, a Large giant bat, a Large Dire Wolf or back into his true form (see Vampire).**Spider Climb.** Ludwig can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Vampire Weaknesses.** Ludwig has the typical Vampire weaknesses (See Vampire/Vampire Spawn).**ACTIONS****Multiattack (Vampire Form Only).** Ludwig makes three attacks, only one of which can be a bite attack.**Red Crusader.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) slashing damage plus 7 (2d6) necrotic damage. Ludwig regains hit points equal to the necrotic damage dealt.**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage and the target is grappled, escape DC 16.**Bite (Bat, Vampire, or Wolf Form Only).** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Ludwig, incapacitated, or restrained. *Hit:* 13 (2d6+6) piercing damage plus 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Ludwig regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The creature then must succeed a DC 19 Wisdom saving throw or be charmed until the end of its next turn. A charmed creature is also paralyzed.

Spellcasting. Ludwig casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks). He can cast the following spells without material components:*At Will:* darkness, fear, hold person, hunter's mark, water walk**Charm.** Ludwig von Dornwall targets one humanoid he can see within 30 ft. of him. If the target can see Ludwig, the target must succeed on a DC 19 Wisdom saving throw against this magic or be Charmed by Ludwig. The charmed creature regards Ludwig as a trusted leader to be heeded and protected. Although the target isn't under the Ludwig's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time Ludwig or his allies do anything harmful to the target, it can repeat the saving throw, Ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Ludwig is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

BONUS ACTIONS**Mistform Step.** Ludwig temporarily turns into mist and flies up to 30 ft. without provoking opportunity attacks. At the end of this movement he returns into his original shape. Once Ludwig uses this bonus action, he can't use his Shape Change until the end of his next turn.**LEGENDARY ACTION**

Ludwig von Dornwall 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. Ludwig regains spent legendary actions at the start of his turn.

Move. Ludwig moves up to his speed without provoking opportunity attacks.**Strike.** Ludwig attacks with his claws without grappling his target.**Bite (2 Actions).** Ludwig makes a bite attack.**Change Shape (2 Actions).** Ludwig uses his Shape Change.**Red Crusader's Rage (3 Actions).** Ludwig moves up to his speed and makes two attacks with his Red Crusader against different targets.

RADIVIR GRASTARI*Medium Undead, neutral evil***Armor Class** 17 (natural armor)**Hit Points** 119 (14d8 + 56)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Proficiency +4**Saving Throws** Dex +9, Con +8, Cha +9**Skills** Deception +9, History +6, Insight +7, Perception +7, Persuasion +9, Stealth +9**Damage Resistance** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks**Senses** darkvision 60 ft., passive Perception 17**Languages** Common, Elven**Challenge** 11 (7,200 XP)**Legendary Resistance (1/day).** If Radivir fails a saving throw, he succeeds instead.

Blood Scarf. Radivir possesses a magic bladed scarf infused with his own blood that he can command mentally. He can as a bonus action command the scarf to fly up to 30 ft. He can attack with it from its position. Any attack made with the scarf is a silvered, magical attack that deals an additional 7 (2d6) necrotic damage when he hits with it (included in the attack).

Misty Escape. Evigenia has the Misty Escape trait (See Vampire/ Vampire Spawn).

Regeneration. Radivir regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Radivir takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Shape Change. Radivir can use his action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into his true form (see Vampire).

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

Vampire Weaknesses. Radivir has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

Ramos Artorius

A wandering alchemist known to do business with the upper echelons of Dornburg's society, Ramos Artorius immediately became the prime suspect of the cabal once vampires started being murdered.

Ramos Artorius was a knowledgeable alchemist who, blinded by his own hubris, pursued eternal life. In his ill fated self experimentation, he transformed himself into a vampiric wretch. Nonetheless, he considers his current predicament to be nothing but a minor setback, a small, reversible mistake.

During his stay in Dornburg, the alchemist was approached by agents of the Whispering Way for his expertise, but they underestimated Artorius' commitment to his principles. Even though he turned the agents away, the fleeting encounter with them branded Artorius as untrustworthy by the cabal.

ACTIONS

Multiattack (Vampire Form Only). Radivir uses his hemomancy and then makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. If the target is a creature, Radivir can choose to grapple it instead of dealing damage, escape DC 12.

Blood Scarf. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 7 (2d6) necrotic damage.

Bite (Bat, Vampire, or Wolf Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Radivir, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Radivir regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Hemomancy (Vampire Form Only). Radivir targets one creature he can see within 30 feet. The creature must succeed on a DC 17 Constitution saving throw or become paralyzed until the end of its next turn. Hemomancy has no effect on creatures without blood. A creature that succeeds the saving throw is immune Radivir's hemomancy until the beginning of the his next turn.

LEGENDARY ACTION

Radivir 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. Radivir regains spent legendary actions at the start of his turn.

Move. Radivir moves up to his speed without provoking opportunity attacks.

Strike. Radivir attacks with his claws.

Bite (2 Actions). Radivir makes a bite attack.

Blood Scarf (2 Actions). Radivir has his scarf fly up to 30 ft., at any point of this movement, he makes one attack with it.

Hemomancy (2 Actions). Radivir uses Hemomancy. This legendary action costs only 1 legendary action if the target is below half its maximum hit points, or Radivir drank it's blood within the last minute.

Coffin Mimics

Bred by Radivir, these specialized mimics serve both as his pets and as his last line of defense against would-be vampire slayers seeking to destroy him while he lays dormant.

Coffin Mimics, as the name implies, are mimics who are highly proficient at assuming the form of a coffin. They have been meticulously trained to change into this specific form so that it requires no conscious effort on their part, allowing them to change into their preferred form at a moment's notice.

As coffins, these mimics lay in wait for anyone attempting to open them, snatching the fool and trapping them within their bodies.

ARTORIUS

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	16 (+3)	9 (-1)	10 (0)

Proficiency +3

Saving Throws Con +7, Wis +2

Skills Arcana +6, History +6, Perception +2, Stealth +5

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Ignan

Challenge 7 (2,900 XP)

Necrotic Feast. If Artorius successfully bites a creature, or uses an action to feed on a corpse, Artorius regains 20 hit points if he isn't in sunlight or running water. If he takes fire or radiant damage, or damage from holy water, this trait doesn't function until the end of his next turn.

Delusional Wretch. Artorius has advantage on saving throws against being charmed, frightened, and effects that turn undead.

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

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. Artorius makes 3 attacks: two with its claws and one with its bite. If both attacks with his claws hit the same creature, Artorius grapples the creature, escape DC 14.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Artorius, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Flask. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) acid or fire damage.

Alchemy. Artorius casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells using his Alchemist's Supplies:

3/day: *blur*, *dispel magic*, *fireball*, *gaseous form*, *water walk*, *web*

REACTIONS

Feral Bite. When a creature fails its check to escape Artorius' grapple, he makes a bite attack against the creature.

COFFIN MIMIC

Medium Monstrosity (shapeshanger)

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Proficiency +2

Skills Perception +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. The mimic can use a bonus action instead to transform into a medium sized wood coffin, it's preferred shape. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage and if the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 9 (2d8) acid damage. If the target is grappled by the mimic, it is pulled into the mimic's space and becomes trapped inside the coffin mimic. Only one creature can be trapped inside the mimic at a time. The trapped creature is blinded and restrained, and has total cover against attacks and other effects outside the mimic other than the mimic's bite. A trapped creature can use an action to escape the mimic with a successful DC 14 Strength check. A creature that escapes the mimic exits the mimic's space and moves into an unoccupied space within 5 ft. of the mimic. If the mimic dies, any trapped creature is released and escapes the mimic prone.

REACTION

Snatch (Object Form Only). When the coffin mimic is in the shape of a coffin and a creature touches or moves out of the mimic's reach, it makes a bite attack against the triggering creature. If the creature is surprised, the creature becomes trapped inside the mimic (see Bite).

DM Tuz Table Scraps: Carrion King *Abbey of Saint Lusch*

Saint Lusch was a monster hunter of great renown. Among his greatest triumphs was the successful hunt of “Web Wiggled” Wibke, one of the many daughters of the legendary hag Ethel With Spiders In Her Hair. In his twilight years, he founded an institution in which he would pass on his hunting knowledge to the next generation: the Abbey of Saint Lusch.

Although Ginstermark’s Order of Exorcists relocated its most priceless treasures over time for safekeeping, this abbey still maintained a wealth of knowledge and a variety of tools for hunting the supernatural. Even so, not all of its ancient relics were uncovered.

Two hagspawn siblings have taken up residence in this once venerated place, keen to uncover a relic most important to them from the abbey. It was these two witches with whom Radivir the traitor collaborated and whom he kept supplied with the bodies of his slain vampiric brethren for their own purposes. The group has uncovered this connection and set out to investigate the Abbey to learn more about the hagspawn sisters’ hidden plans.

Inquisition Pursuer

The Gold Dragon Inquisition has not been blind to the mysterious deaths in Ginstermark’s Capital and has been investigating in secret. The Inquisition was quick to deduce that the victim’s bodies were transported before they were disposed of and followed the trace to the Abbey of Saint Lusch days before the group even made contact with the Vampire Cabal.

Inquisitor Anna Maria Holdt, who was previously in charge of the fruitless pursuit of the Beast of Lautstadt, led the investigation. The Inquisition expected opposition within the abbey, but they were not prepared for what awaited them.

When the group began their investigation of the old abbey, they were surprised to find members of the Thornguard, Dornburg’s elite soldiers, protecting the perimeter. They grew ever more concerned when they learned of the Inquisition’s presence as well.

Abbey of Saint Lusch

INQUISITION PURSUER

Medium Humanoid, lawful good

Armor Class 16 (breastplate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (0)

Proficiency +3

Saving Throws Str+7, Dex +5

Skills Investigation +5, Perception +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 5 (1,800 XP)

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

Combat Superiority. The first time the pursuer hits a target with a melee weapon attack during a turn, they deal an additional 4 (1d8) of extra damage and cause one of the following effects:

- The target must succeed a DC 15 Strength saving throw or be knocked prone.
- The target must make a DC 15 Strength saving throw or is pushed back 5 ft. and the pursuer moves into the space the target occupied without provoking opportunity attacks.
- The target must make a DC 15 Dexterity saving throw or is disarmed. The weapon lands within 5 ft. of the target.

ACTIONS

Multiattack. The pursuer makes three attacks; two with their longsword and one with their short sword. If the pursuer wields their longsword with both hands, they make two longsword attacks instead.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage or 15 (2d10+4) if wielded with both hands.

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

REACTION

Parry. The pursuer adds 3 to its AC against one melee attack that would hit it. To do so, the pursuer must see the attacker and be wielding a melee weapon.

DM Tuz Table Scraps: Carrion King *Inquisitor Anna Maria Holdt*

After her involvement in the pursuit of the Beast of Lautstadt, Inquisitor Holdt returned to Dornburg to report to her superiors.

In Dornburg, Inquisitor Holdt was reassigned to take on cases out of the public eye. Soon, Holdt found herself set to investigate the mysterious murders committed in Dornburg. Her investigation moved along quickly, deducing that the murder victims must have all been part of the cabal. Most curiously, her investigations yielded that each of the victims were drained of blood before their death.

As the purpose of the Inquisition was to deal with the bigger picture, Holdt dropped her investigation of the murderer of Dornburg, confident local authorities could handle them. Instead, she focused her resources on getting to the bottom of the operation

INQUISITOR HOLDT (VAMPIRE)

Medium Undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	16 (+3)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str+6, Dex +9, Wis +6

Skills Acrobatics +9, History +7, Insight +6, Intimidation +7, Investigation +7, Perception +6, Stealth +9

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 9 (5,000 XP)

Legendary Resistance (1/day). If Inquisitor Holdt fails a saving throw, she succeeds instead.

Combat Superiority. The first time Inquisitor Holdt hits a target with a melee weapon attack during a turn, she deals an additional 4 (1d8) of extra damage and causes one of the following effects:

- The target must succeed a DC 17 Constitution saving throw or be stunned until the beginning of its next turn.
- The target must make a DC 17 Dexterity saving throw or is disarmed. The weapon lands within 5 ft. of the target.

Ebony & Ivory. Inquisitor Holdt wields a pair of magical daggers that grant a +1 bonus to attack and damage. When Inquisitor Holdt wields both weapons they deals an additional 2 (1d4) radiant damage (included in the attack).

Regeneration. Inquisitor Holdt regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

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the murderer was a part of. Holdt's investigation led her to the Abbey of Saint Lusch where she faced the hagspawn witches Aise and Etna.

Holdt and her pursuers were prepared to face mages, but when Holdt confronted the older sister Aisa within the Abbey's cellar, she did not face a mere magic user but a powerful vampiric witch. There was a blind spot in Holdt's intel, one of the sisters was transformed into a vampire.

Holdt was overwhelmed and defeated by the older sister. Instead of granting her merciful death, Aisa turned Inquisitor Holdt into another undead abomination that would loyally serve the vampiric witch. Now Holdt protects the abbey's catacombs from any would-be invader who dares enter.

Vampire Weaknesses. Inquisitor Holdt has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. Inquisitor Holdt makes four attacks, she can make a single bite attack in place of two attacks.

Ebony & Ivory. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+6) piercing damage plus 2 (1d4) radiant damage.

Throwing Dagger. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage. If the target is a creature Inquisitor Holdt can grapple the target instead of dealing damage, escape DC 12.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Inquisitor Holdt, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 7 (2d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Inquisitor Holdt regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTION

Inquisitor Holdt 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. Inquisitor Holdt regains spent legendary actions at the start of her turn.

Detect. Inquisitor Holdt makes a Wisdom (Perception) or Intelligence (Investigation) check.

Move. Inquisitor Holdt moves up to her speed without provoking opportunity attacks.

Strike. Inquisitor Holdt makes an attack with her throwing daggers or Ebony & Ivory.

Bite (2 Actions). Inquisitor Holdt makes a bite attack.

Hunter's Pursuit (2 Actions). Inquisitor Holdt moves up to half of her speed without provoking opportunity attacks and makes two attacks with Ebony & Ivory.

DM Tuz Table Scraps: Carrion King *Ser Vorst of Kastivan*

Ser Vorst of Kastivan, also known as the Hollow General, led an army of undead to breach the defenses of Ginstermark after the tragic battle in which King Ginstermark fell.

Due to their recent defeat, the armies of Ginstermark had no choice but to retreat. Only a small army remained to give the forces time to rally and coordinate. This regiment was led by the now legendary Knight General Ludwig von Dornwall.

On that fateful night, the undead hordes of Kastivan clashed with Ludwig's forces, a battle known today as the Bloodwall Blockade. In that battle, Royal Knight Vorst of Kastivan crossed blades with General Ludwig.

SER VORST OF KASTIVAN

Large Undead, lawful evil

Armor Class 19 (royal knight armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Proficiency +5

Saving Throws Str + 10, Con +10, Wis +7, Cha + 8

Skills Athletics +10, Intimidation +8, Perception +7

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Infernal

Challenge 16 (15,000 XP)

Cursed Blood Smite. Vorst's weapons are magical, and the first time in a turn Vorst hits with an attack, it deals an additional 14 (4d6) necrotic damage. This damage increases to 21 (6d6) when Vorst is below half of his maximum hit points.

Legendary Resistance (2/day). If Ser Vorst fails a saving throw, he can choose to succeed instead.

Overwhelming Presence. A creature that starts its turn within 20 ft. of the Ser Vorst or enters that range for the first time in a turn, must succeed a DC 16 Charisma saving throw or is frightened until the beginning of its next turn. Once a creature succeeds on the saving throw, it becomes immune to this effect for 24 hours.

ACTIONS

Multiattack. Ser Vorst of Kastivan makes three Serrated Blade attacks.

Serrated Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) slashing damage plus (4d6) necrotic damage.

Crimson Lance. Ser Vorst thrusts his blade forward, causing his blood to form a crimson lance. Each creature in a 30 ft. long and 5 feet wide line originating from Ser Vorst must make a DC 18 Dexterity saving throw. On a failed save a creature takes 22 (4d10) necrotic damage and cannot regain hit points until the end of its next turn. The damage of this attack

Abbey of Saint Lusch

Ludwig emerged victorious, and Ser Vorst of Kastivan was vanquished. Centuries after his defeat, Ser Vorst was raised to new life by a mythical feat of necromancy.

The group faced the reanimated Ser Vorst of Kastivan within the cellars of the Abbey of Saint Lusch, protecting the lower sanctuary. Having only heard of the legendary might of Ser Vorst of Kastivan, the group readied themselves for a fierce battle.

becomes 33 (6d10) necrotic damage when Vorst is below half of his maximum hit points.

Visceral Strike (Recharge 5-6). *Melee Weapon Attack:*

+10 to hit, reach 5 ft., one creature. *Hit:* 24 (4d6+10) slashing damage and the creature begins to rupture for one minute. At the beginning of the rupturing creature's turn it must make a DC 18 Constitution saving throw or take 36 (8d8) necrotic damage. The bleeding can be stopped by making a successful DC 18 Wisdom (Medicine) check on the creature as an action, or by healing the creature by 18 hit points or more from a single source of healing.

Miss: 12 (2d6 + 5) slashing damage.

BONUS ACTIONS

Final Fortress (1/day). Ser Vorst Vorst can only use this action if his hit points are below half of his maximum. Ser Vorst's armor erupts in blood which immediately forms a hard carapace. Ser Vorst gains 210 (20d10 + 100) temporary hit points that remain until the beginning of his next turn. As long as Vorst has these temporary hit points, his Cursed Blood Smite applies on all of his attacks.

REACTIONS

Cross Parry. Ser Vorst adds 5 to his AC against one melee Attack that would hit it. To do so, Ser Vorst must see the attacker and be two melee weapons. If this causes the attack the miss, Ser Vorst has advantage on the next melee weapon attack against the triggering creature until the end of his next turn.

LEGENDARY ACTION

Ser Vorst 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. Ser Vorst regains spent legendary actions at the start of his turn.

Move. Ser Vorst moves up to his speed.

Swing. Ser Vorst attacks with his Serrated Blade without applying Cursed Blood Smite.

Steady. Ser Vorst readies himself for the next attack. He gains the use of another reaction that it can only use to parry. Ser Vorst can only use this action if he has used a reaction since the beginning of its last turn.

Advance (2 Actions). Ser Vorst moves up to half of his speed towards a creature without provoking opportunity attacks and attacks with his Serrated Blade.

Flurry (3 Actions). Vorst makes 2 attacks with his Serrated Blade.

DM Tuz Table Scraps: Carrion King 'Web Wigg'd' Wibke

"Web Wigg'd" Wibke, spawn of the legendary Ethel With Spiders In Her Hair, was once a powerful hag who was prominent in the coastal region of Ginstermark. She readily accepted disciples to learn dark magic, asking them to serve her in return for her tutelage. She and her disciples were brought down by the famous monster hunter Lusch, who would be granted sainthood after defeating Wibke.

Wibke was never killed outright. In her defeat, the hag spread her being into swarms of spiders, hoping to regain her true form when the time was right. Saint Lusch knew of the trickery of hags, and in his wisdom, he separated the remains of "Web Wigg'd" Wibke and spread them across Ginstermark. In her diminished form, Wibke was able to enlist two desperate hagspawn into her services, Aisa and

Etna, who learned the arcane arts under her tutelage and embarked on the quest to collect Wibke's remains. In the Abbey of Saint Lusch, Wibke suspects the final part of her body was laid to rest. As per her direction, the two hags set out to the Abbey of Saint Lusch to begin their search.

ETNA, SPIDERWIG DISCIPLE

Medium Humanoid (Hagspawn), neutral

Armor Class 16 (mage armor, 12 without)

Hit Points 102 (12d8 + 48) + 20 temporary hit points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	19 (+4)	19 (+4)	12 (+1)	13 (+1)

Proficiency +4

Saving Throws Int + 8, Wis +5

Skills Arcana +8, History +8, Intimidation +5, Perception +5

Senses passive Perception 15

Languages Common

Challenge 12 (8,400 XP)

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

Amulet of Health. Etna wears an *Amulet of Health*, raising her Constitution score to 19 (13 without).

Made out of Nightmare. Etna has advantage on saving throws against being charmed and frightened.

False Life. Etna is assumed to have cast *False Life* on herself at the beginning of each day, giving her 20 temporary hit points.

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1 (1d4-1) bludgeoning damage.

Ghost Touch. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hit points until the start of Etna's next turn.

Sickening Ray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) poison damage and the creature must succeed a DC 16 Constitution saving throw or be poisoned until the end of Etna's next turn.

Abbey of Saint Lusch Etna, Spiderwig Disciple

Etna, the younger of the two Hagspawn witches, aims to serve her mistress "Web Wigg'd" Wibke and is dedicated to her search for the last piece of Wibke's body.

Again and again, her search for the relic was impeded by the task that guaranteed her uninterrupted stay within the Abbey in the first place: creating a secret potion for the Archduchess of Ginstermark. With Aisa constantly busy with a project of her own, Etna has been accumulating doubts over her sister's dedication to the original plan. Nonetheless, Etna's loyalty and trust in Aisa, her sole family, are unrelenting.

Etna is entirely oblivious to the change that her sister went through, nor is she aware of Aisa's imminent betrayal. Despite "Web Wigg'd" Wibke's spider swarms constant attempts at alerting Etna to keep a close eye on her sister, Etna cannot fathom a world in which her dear sister Aisa would cross her.

Enfeebling Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* The creature is weakened for 1 minute. A weakened creature's speed is reduced by 10 ft. and deals only half damage with weapon attacks that use Strength. At the end of the creature's turns it can make a DC 16 Constitution saving throw. On a success the effect ends.

Hag Eye Potion (Once). Etna quaffs an inky brew and is under the effect of the *Eyeblight* spell for 10 minutes without having to concentrate on it.

Witch Magic (Recharge 5-6). Etna casts one of the spells from her Limited Spell list. Outside of combat, assume that she can cast each spell of her Limited Spell list once per day.

Spellcasting. Etna casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

At will: dancing lights, mage hand, mending, prestidigitation

Limited: bestow curse, dispel magic, invisibility, lightning bolt
1/day (each): cloud kill, cone of cold, confusion, mass suggestion, polymorph

BONUS ACTIONS

Hag Jaunt (Recharge 5-6). Etna teleports up to 30 ft. to an unoccupied space that she can see. After she teleports, she gains resistance to bludgeoning, piercing and slashing damage until the end of her next turn.

LEGENDARY ACTION

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

Move. Etna moves up to half of her speed.

Hag Jaunt (1/day). Etna uses her Hag Jaunt if available.

Cantrip. Etna makes a ranged spell attack.

Hag Eyes (2 Actions). Etna uses the activated effect of the *Eyebite* spell, if active.

DM Tuz Table Scraps: Carrion King *Aisa, Traitorous Disciple*

Since birth, Aisa has faced a world of opposition. In her mind, it was her and her sister Etna against the rest of the world. To secure a future for the both of them, Aisa did all that was necessary. Aisa had no scruples if it meant she and her sister would be safe.

When Aisa encountered the diminished hag “Web Wiggid” Wibke, she was naturally suspicious of the hag’s true intentions and soon realized that the hag was entirely dependent on the two sisters for help. This was an acceptable circumstance for Aisa. In exchange for Wibke’s tutelage, she and her sister would scour Ginstermark to reassemble Wibke’s scattered body.

AISA, TRAITOROUS DISCIPLE

Medium Undead (shapechanger), neutral evil

Armor Class 17 (mage armor, 12 without)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Proficiency +5

Saving Throws Dex +9, Int + 8, Wis +7

Skills Arcana +10, Perception + 7, Stealth +9

Damage Resistance necrotic

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Contingency (1/day). Aisa cast the spell *Contingency* on herself at the beginning of her day. When Aisa is reduced to 50 or lower hit points, *Contingency* casts *Dimension Door* to teleport her to another room that is in darkness (preferably her thrown room).

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

Shadow’s Embrace. Aisa wears a magical cloak, the Shadow’s Embrace. While wearing this cloak attack rolls that target Aisa have disadvantage as long as she is in dim light or darkness.

Vampire. Aisa is a vampire and has the following traits typical for vampires: **Shapechanger**, **Misty Escape**, **Spider Climb**, **Regeneration**, **Vampire Weaknesses**. Refer to the *Vampire*^(MM) entry for these traits.

ACTIONS

Multiattack (Vampire Form Only). Aisa makes two attacks, only one of which can be a bite attack.

Vampiric Claws (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage. Instead of dealing damage Aisa can grapple the target, escape DC 14.

Bite (Bat or Vampire Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Aisa, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage and the target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and Aisa regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Abbey of Saint Lusch

During their journey, Aisa grew weary of Wibke’s demands and directions, but she bided her time as she had hatched a sinister plan: in the moment of Wibke’s rebirth, she would turn on the hag and steal her heart for her own so she could ascend to full haghood.

The details of her plan changed after their arrival at the Abbey of Saint Lusch and their arrangement with the traitorous Radivir Grastari. A different avenue of ascension opened to Aisa when she experimented with the vampire blood they harnessed.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) cold damage and the target’s speed is reduced by 10 ft. until the end of Aisa’s next turn.

Charm. Aisa uses the **Charm** action identical to the *Vampire*^(MM), DC 17.

Summon Spiderwig’s Children (1/Day). Aisa calls 8 Swarms of Spiders^(MM). The swarms arrive at the beginning of the next round as Aisa’s allies and obeying all her spoken commands. The swarms remain for up to 1 hour, until Aisa dies, or until she dismisses them as a bonus action.

Witch Magic (Recharge 5-6). Aisa casts one of the spells from her Limited Spell list. Outside of combat, assume that she can cast each spell of her Limited Spell list once per day.

Spellcasting. Aisa casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks). She can cast the following spells:

At will: *mage hand*, *mold earth*, *prestidigitation*, *ray of frost*

Limited: *dispel magic*, *hold person*, *lightning bolt*, *mirror image*

1/day (each): *black tentacles*, *blight*, *chain lightning*, *contingency (used)*, *cone of cold*, *dominate person*, *greater invisibility*, *power word pain*

REACTIONS

Shadow’s Embrace (3/day). When Aisa is hit with an attack, she can reduce the attack’s damage to half and teleport up to 30 ft. away to an unoccupied space that is not in dim light.

LEGENDARY ACTION

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

Move. Aisa moves up to her speed without provoking opportunity attacks.

Claws. Aisa makes one attack with her vampiric claws.

Bite (2 Actions). Aisa makes one bite attack.

Cantrip (2 Actions). Aisa makes one ranged spell attack.

DM Tuz Table Scraps: Carrion King

Mormunt Monastery

In ages past, while the war between Ginstermark and Kastivan was at its peak, one name would live in Ginstermark's history in infamy: Mormunt the Heretic. Known for his tremendous betrayal, Mormunt, a former high ranking exorcist from Ginstermark, established a monastery within the realm of Kastivan. There he spread his heretical teachings based on the esoteric knowledge he gained from Ginstermark. It was in the Mormunt Monastery that Kastivan's rite of spirit binding was born.

This place of historic infamy remains to this day, nestled among the peaks of the Ebon Mountains, and serves as the Whispering Way's heart of operation. The fortress-monastery holds many heretical secrets and relics sacred to the necromantic cult. The White Duchess, the true leader of the Whispering Way, sets her plans in motion to ensure Queen Kastivan's return.

The group approaches the monastery, determined to save a young noble from the clutches of the cult and thwart any chance of Queen Kastivan's return. They are unaware that their noble ambitions are playing right into the hands of their true foe.

BOHEMIS, SCREAMING DEATH

Medium undead, lawful evil

Armor Class 17 (studded leather)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	14 (+2)	17 (+3)	8 (-1)

Proficiency +4

Saving Throws Str +5, Dex +9, Wis +7

Skills Perception +7, Stealth +9, Survival +7

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

Damage Immunities cold, necrotic, poison

Condition Immunities exhausted, grappled, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Legendary Resistance (1/day). If Bohemis fails a saving throw, he can choose to succeed instead.

Hunter's Aim. Once per turn, when Bohemis hits with a ranged attack, the target takes an extra 27 (6d8) damage.

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

Turn Resistance. Bohemis has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. Bohemis makes two longbow attacks, or three shortsword attacks. He can make one corrupting touch attack in place of a shortsword attack.

Mormunt Monastery

Bohemis, Screaming Death

As a master sniper whose calling card was the haunting screech of his soaring arrows, Bohemis more than earned his epithet Screaming Death.

A terror on the battlefield, Bohemis served as a ranger general in the army of Kastivan. His name was feared among the soldiers of Ginstermark, as meeting Bohemis on the opposing side was a death sentence.

According to reports, Bohemis perished during the conflict in which Karoline von Gauk defeated Queen Kastivan in the illustrious final offense of Ginstermark. But as with many servants of Kastivan, death is not the end. Bohemis was returned to a new unlife to serve Kastivan once again. His watchful eyes hold vigil over the surrounding grounds of the Mormunt Monastery, and his arrows will put a swift end to each and every intruder, whose doom will be heralded by a soaring screech.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Corrupting Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

BONUS ACTIONS

Cursed Arrow. Bohemis loads one of his cursed arrows to his longbow. If his next attack with his longbow hits the arrow unleashes one of the following curses:

Black Thorns. The target takes an extra 18 (4d8) magical piercing damage and is entangled by black thorny vines. As an action, the restrained target can make a DC 16 Strength check, breaking the vines on a success. The vines can also be attacked and destroyed (AC 10; hp 5; immunity to piercing, slashing, poison, and psychic damage).

Necrotic Eruption. The arrow releases a necrotic explosion in a 10 ft. radius centered on the creature it hit (or point of impact). Each creature in the area must make a DC 16 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save and half as much on a successful one.

Withering. The target must succeed a DC 16 Constitution saving throw. On a failed save a creature takes 18 (4d8) necrotic damage and is enfeebled until the end of Bohemis' next turn. An enfeebled creature's speed is reduced by half and any damage it deals with a weapon is reduced by half. On a successful save a creature takes half as much damage and is not enfeebled.

LEGENDARY ACTION

Bohemis can take 1 legendary action only at the end of another creature's turn. Bohemis regains spent legendary actions at the start of his turn.

Shadow Jaunt. Bohemis teleports to an unoccupied space within dim light or darkness within 30 ft. of himself.

DM Tuz Table Scraps: Carrion King *Gravetender Vorr*

Vorr is a twisted and brutish creature, both in body and mind. Born as a fused mutant with excess limbs and a large bulbous third eye sprouting from his forehead, he was abandoned and left to die in the foothills of the Ebon Mountains.

The Whispering Way saw value in him when they came across him as a feral mutant prowling the wilderness. They took him in and put him to good use to tend and protect the monastery grounds. The Vicar of the Mormunt Cathedral, Alifair, in particular appreciated Vorr's service. Vorr, filled with new purpose, sought to excel in his new task. For his service, the Vicar allowed Vorr to dine at her side and indulge in the human flesh served in the Mormunt Cathedral.

Despite this new chapter in Vorr's life, he was far from content. Born as a fused creature, he was not only an amalgam of two bodies but also hosted two souls within his body. His 'brother,' as one could call him, remained within his consciousness and haunted Vorr, voicing his disgust and loathing of the physical form he had to inhabit. Any success, any fortune, or good thing happening to Vorr was soured by the ever-present contemptuous voice.

Vicar Alifair

While the dungeons below the Monastery of Mormunt serve as the Whispering Way's base of operation, the Monastery of Mormunt above still remains the destination of a pilgrimage for the faithful. Those few loyal subjects of the Kastivan crown seek the church of Mormunt to pay their respects to Mormunt the Heretic, who is revered as a saint in the eyes of Kastivan's followers.

Alifair serves as the Vicar of Mormunt Cathedral and is charged with governing the church. She welcomes all true followers of Kastivan, but those who seek to steal the relics and secrets of the monastery are swiftly dealt with. These occasions are celebrated as the Vicar and her undead brethren celebrate the demise of another faithless heathen through a decadent feast, where they dine upon the flesh of the intruder.

Mormunt Monastery

GRAVETENDER VORR

Large humanoid, neutral evil

Armor Class 14 (natural armor)

Hit Points 149 (12d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (0)	20 (+5)	8 (-1)	13 (+1)	7 (-2)

Proficiency +3

Skills Perception +4, Nature +2

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 8 (3,900 XP)

Third Arm. Vorr has an additional arm, allowing him to grapple one creature while he wields a two-handed creature, or have a total of up to 3 creatures grappled at a time.

Twin Mind. Vorr has advantage on Intelligence and Wisdom saving throws.

Twisted Strength. Vorr is treated as one Size larger when grappling and deals an additional dice of damage with melee weapons.

ACTIONS

Multiattack. Vorr attacks twice with his shovel, or makes one shovel attack and uses his Loathing Curse.

Shovel. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage.

Loathing Curse (Recharge 5-6). Vorr opens his third eye which then glares at a creature within 60 ft. of himself that Vorr can see. The creature must make a DC 14 Charisma saving throw. On a failed save the creature takes 27 (6d8) psychic damage and is afflicted by loathing. An afflicted creature's movement speed is halved and it has disadvantage on ability checks and attack rolls. On a successful save a creature takes half as much damage and is not afflicted by loathing. The afflicted creature repeats the saving throw at the end of its turn, ending the effect on a success. If the creature fails a total of three saving throws against the effect it no longer repeats the saving throw at the end of its turns and the affliction ends when the creature finishes a short or long rest.

LEGENDARY ACTION

Vorr 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. Vorr regains spent legendary actions at the start of his turn.

Crude Swing. Vorr makes a melee weapon attack with disadvantage.

Self Loathing. Vorr takes 5 psychic damage and rolls to recharge his Loathing Curse.

Amplify Curse (2 Actions). Vorr's forces a creature he can see that is under the effect of Loathing Curse to repeat the saving throw against it. On a failed save the creature takes 18 (4d8) psychic damage (this failure counts towards the total failures of the Loathing Curse).

VICAR ALIFAIR

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	16 (+3)	9 (-1)	10 (0)

Proficiency +3

Saving Throws Wis +7, Cha +2

Skills Insight, Religion, Perception

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 9 (5,000 XP)

Frenzy (1/day). Once per day when Vicar Alifair is reduced to below half of her maximum hit points (55), she enters her frenzy. When Alifair is in her frenzy she can't cast spells and has advantage on all of her weapon attacks. Vicar Alifair remains in her frenzy for one minute.

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

Turning Defiance. Alifair and any allied undead within 30 of her that can see her have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. Vicar Alifair makes two claw attacks and one bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage and if the creature is not undead it must succeed a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Feast (Recharge 5-6). Vicar Alifair devours one allied undead creature within 5 ft. of itself that has a Challenge of 3 or lower. She regains hit points equal to the remaining hit points of the undead creature. The undead creature is completely devoured and destroyed.

Spellcasting. Alifair casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

At Will: *Bane, Guidance, Inflict Wounds, Protection from Evil and Good, Spare the Dying, Thaumaturgy*

1/day (each): *Banishment, Bestow Curse, Contagion, Cloudkill, Create Undead, Insect Plague, Spirit Guardians*

REACTIONS

Frenzied Bite. When Alifair enters her frenzy she makes one bite attack or uses her Feast.

Chemics Golem

Peculiar golems can be found within Master Embalmer Norczka's laboratory. The Master Embalmer created and built these mechanical servants to aid him in his work and safeguard his secrets.

CHEMICS GOLEM

Medium construct

Armor Class 15 (natural armor)

Hit Points 93 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	7 (-2)	10 (0)	6 (-2)

Proficiency +3

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Death Throes. When the alchemical golem is destroyed, each creature within 5 ft. of the golem must succeed a DC 15 Dexterity saving throw or take 10 (3d6) acid, cold, fire, or lightning damage (type determined at random).

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) acid, cold, lightning, or fire damage.

Splash Bomb. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 21 (6d6) acid, cold, lightning, or fire damage and each creature and object within 5 ft. of the target takes 3 (1d6) damage of the same damage type.

DM Tuz Table Scraps: Carrion King *Master Embalmer Norczka*

Mormunt Monastery

In their pursuit to achieve true apotheosis through undeath, Kastivan scholars became versed in many disciplines of the arcane. Among them, alchemy played a vital role. Most of the unholy ceremonies on the path to apotheosis require the use of alchemical concoctions to prepare the mortal body for the transition to undeath.

Norczka is an ancient alchemist still loyal to Kastivan and the very individual who prepared the formula that shall return the fallen Queen to the world. He holds the prestigious title of Master Embalmer, whose task it was to prepare the bodies of nobles for ascension in Kastivan's prime. Due to his unique position, apotheosis as a true spiritual being was denied to Norczka, even if he had proven himself worthy of that honor. Too important were his skills and knowledge in the material world, so it was deemed Norczka would ascend through different means to undeath.

Norczka himself despairs over this fact, as he wishes for nothing more than to ascend to a glorious spectral form. His hope is that after the successful return of Queen Kastivan at the hands of his concoction, he will finally be granted this privilege.

MASTER EMBALMER NORCZKA

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	20 (+5)	18 (+4)	16 (+3)

Proficiency +4

Saving Throws Con +7, Int +9

Skills History +9, Medicine +9, Perception +8

Damage Resistances acid, fire, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common

Challenge 11 (7,200 XP)

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

Master of Alchemy. Whenever Norczka deals acid, fire, or poison damage with his spells (see Alchemy), he deals additional damage equal to his Intelligence modifier (included in the attack).

Turn Resistance. Norczka has advantage on saving throws against effects that turn undead.

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage and the creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Acid Splash. One or two creatures not further than 5 ft. of each other within 60 ft. of Norczka must succeed a DC 17 Dexterity saving throw or take 15 (3d6+5) acid damage.

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 21 (3d10+5) fire damage.

Poison Spray. One creature within 5 ft. of Norczka must succeed a DC 17 Constitution saving throw or take 24 (3d12+5) poison damage.

Alchemy. Norczka casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). He can cast the following spells using his Alchemist's Supplies:

At Will: *Acid Splash, Fire Bolt, Poison Spray*

Lesser Alchemy (1/day each): *Fog Cloud, Grease, Invisibility, Ray of Sickness, See Invisibility*

Greater Alchemy (1/day each): *Blight, Fireball, Flesh to Stone, Gaseous Form, Resilient Sphere*

LEGENDARY ACTION

Norczka 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. Norczka regains spent legendary actions at the start of his turn.

Throw Flask. Norczka casts Acid Splash, Fire Bolt, or Poison Spray.

Move. Norczka moves up to half of his speed.

Lesser Alchemy (2 Actions). Norczka casts a spell of his Lesser Alchemy list.

DM Tuz Table Scraps: Carrion King

Mormunt Cenobite

The Mormunt Cenobites are the original followers of Mormunt, the grand Heretic. They have committed a blasphemous ritual that has turned them into resilient undead in order to serve the revered spirits of Kastivan forever. They have maintained the monastic grounds and kept Mormunt's teachings alive for centuries. In the time since the White Duchess's arrival at the Monastery, they have become her most trusted guard. These monks, like the grand Heretic before them, are skilled practitioners of the dark arts, and they will not hesitate to use them on any intruders to the Mormunt Monastery.

Mormunt Monastery

MORMUNT CENOBITE

Medium Undead

Armor Class 16 (chain mail)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	11 (0)	18 (+4)	12 (+1)

Proficiency +3

Saving Throws Con +5, Wis +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

Active Spells. The Mormunt Cenobite is under the effect of the *Death Ward* spell.

Turning Defiance. The cenobite and any undead creature within 30 ft. of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The cenobite makes three attacks; two with its reaper scythe and one life drain attack.

Reaper Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the cenobite's control, unless the humanoid is restored to life or its body is destroyed. The cenobite can have no more than twelve zombies under its control at one time.

Spellcasting. The cenobite casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells:

At Will: *Detect Evil and Good*, *Gentle Repose*, *Inflict Wounds*, *Thaumaturgy*, *Toll the Dead*

1/day (each): *Animate Dead*, *Blindness/Deafness*, *Death Ward* (already cast) *Hold Person*, *Locate Creature*, *Spirit Guardians*, *Spiritual Weapon*

BONUS ACTIONS

Unholy Weapon (Recharges 5-6). The cenobite touches a weapon and imbues it with unholy might. Weapon attacks with it deal an additional 9 (2d8) necrotic damage for one hour or until concentration ends (as if concentrating on a spell). As a bonus action on its turn, the cenobite can dismiss the spell causing the weapon to emit a burst of necrotic energy. Each creature of the cenobite's choice within 30 ft. of the weapon must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed and half as much on a successful one.

REACTIONS

Proliferate Death. When a living creature within 60 ft. of the cenobite takes damage, the cenobite can increase the damage by 9 (2d8) necrotic damage. To use this reaction the cenobite must be able to see the creature.

DM Tuz Table Scraps: Carrion King

Mormunt Novice

When the Patreon game first started, I made a monster statblock before populating the Mormunt Monastery with Spirit Novices. The Mormunt Novices were modeled after the original adventure path's "Renchurch Novices," who were odd, unholy martial artists. After creating the Spirit Cults, I replaced the Mormunt Novices and decided the cults should be the campaign's overarching villain. As a result, this statblock was never used in my game, but I'll keep it in my Table Scraps for you to use.

MORMUNT NOVICE

Medium Undead

Armor Class 17 (monk defense)

Hit Points 68 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (0)	16 (+3)	15 (+2)

Proficiency +2

Saving Throws Dex +6, Wis +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Life Bane Poison. A creature that takes poison damage from the novice's dagger can't regain hit points until the end of the novice's next turn.

Spirit Strikes. The novice's weapon attacks are magical.

Sunlight Sensitivity. While in sunlight, the novice has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The novice makes three attacks, two with its dagger and one lifedrain attack, or the novice throws 3 deadly stars.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the novice's control, unless the humanoid is restored to life or its body is destroyed. The novice can have no more than six zombies under its control at one time.

Deadly Stars. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Flurry of Blows (Recharge 5-6). The novice makes up to four life drain attacks against a single creature. The creature makes one single Constitution saving throw to resist the collective effect of all life drain attacks made.

Mormunt Monastery

The Iron Fly

The faithful pilgrims of Kastivan gather in reverence for their once-mighty realm in the chapel deep beneath the Monastery of Mormunt. Pilgrims bring captured victims to be incinerated in raptorous fire during ritualistic sacrifices. The Iron Fly, a sadistic construct, is the tool they use for this blasphemous task. The Iron Fly torture device is shaped like a large, bulbous fly that has been blackened by the soot from countless ritual burnings. Victims were forced into the fly's abdomen via a small grate on its side.

They would be burned alive within its black carapace, resulting in the most agonizing death. Because of the suffering of its users, this cursed tool developed a malevolent entity that inhabits it. Anyone who enters the chapel and disrupts the rituals will be met with this animated horror.

THE IRON FLY

Large construct

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	3 (-4)	10 (0)	6 (-2)

Proficiency +4

Saving Throws Str +10, Con +9, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons not made out of adamantite

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft. passive Perception 10

Challenge 12 (8,400 XP)

Flame Exhaust. When the Iron Fly uses its Incinerate action, all other creatures within 10 feet of the fly each take 5 (2d4) fire damage. Additionally, after the action is resolved, the fly's attacks and actions deal only half as much fire damage until the end of its next turn.

Immutable Form. The Iron Fly is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Iron Fly's attacks are magical.

ACTIONS

Multiattack. The Iron Fly makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage plus 10 (3d6) fire damage.

Incinerate (Recharge 5-6). The Iron Fly releases a devastating blast of fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (14d6) fire damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this attack dies and is reduced to ash.

DM Tuz Table Scraps: Carrion King *Chagrined Dolru*

Dolru the Glorious was one of Kastivan's top generals. His oratory was legendary, and he served as a beacon of inspiration for all of Kastivan's few mortal forces. It was said of him that he had never known defeat and that under his command, any army would triumph. At least, that is what his legend says.

Dolru, in reality, was a sly snake who had worked his way up the ranks of Kastivan's military through deceit and manipulation. To further his own legend, he used his influence to lead battles where Dolru's victory was all but assured. This meant that he was never truly tested as a leader in the crucible of battle. However, the ignorant nobles of Kastivan saw Dolru as a role model in the field, and they advocated for him to be granted ascension so that his expertise and experience could be preserved for Kastivan's future.

Dolru, however, would have to face consequences for his treachery. When the hollow armies of Ser Vorst of Kastivan failed to breach the Bloodwall Blockade, Dolru was tasked with slowing down Ginstermark's forces as they advanced on Kastivan's

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capital. Dolru had no choice but to accept this mission; he knew that Ginstermark's forces would be significantly weakened after their previous crushing defeat. However, Dolru was unable to halt Ginstermark's forces at all. Due to Dolru's incompetence, his men were but sheep for the slaughter. In the end, Dolru failed to even have the courage to die along with his men and fled instead. He lost his position and titles as punishment for his failure. Though he was spared from execution when Kastivan fell, the necromantic cult that emerged afterward would deliver his just punishment.

He was granted eternal unlife, as he had always desired, but in the process, he became a vile monster who was used as a test subject by the necromancers to evaluate the effectiveness of their dark magic. Dolru caught the eye of Master Embalmer Norczka because he saw him as a nearly indestructible plaything. Dolru mutated even further into a bestial form as a result of Norczka's experiments. Chagrined Dolru, disgraced and humbled, now stalks the depths beneath the Mormunt Monastery.

CHAGRINED DOLRU

Medium undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	15 (+2)	17 (+3)

Proficiency +4

Saving Throws Con +6, Wis +6, Cha +7

Skills Perception +6, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Understands Common but can't speak

Challenge 12 (8,400 XP)

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

Active Spells. Dolru is under the effect of the Nondetection spell.

Keen Hearing and Smell. Dolru has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Turn Resistance. Dolru has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. Dolru makes two attacks: one with his life draining bite and one with his burning claws.

Life Draining Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage plus 13 (3d8) necrotic damage and the creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Burning Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 14 (4d6) fire damage.

Spellcasting. Dolru casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells without material components:

At Will: Fire Bolt, Mage Hand, Minor Illusion, True Strike

1/Day (each): Counter Spell, Dimension Door, Expeditious Retreat, Haste, Invisibility, Fire Ball, Nondetection (already cast), Storm Sphere

BONUS ACTIONS

Arcane Recovery (1/Day). Dolru regains the use of 2 spells from his spellcasting action.

Quickened Spell (Recharge 5-6). Dolru casts a spell that requires an action to cast.

LEGENDARY ACTION

Chagrined Dolru 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. Dolru regains spent legendary actions at the start of his turn.

Detect. Dolru makes a Wisdom (Perception) check.

Hide. Dolru hides.

Move. Dolru moves up to half of his speed without provoking opportunity attacks.

Burning Claws (2 Actions). Attacks with his burning claws.

DM Tuz Table Scraps: Carrion King

Vano the Fallen

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Vano the Fallen is a mysterious figure, though legend has it that they were present at the founding of the Kastivan kingdom. Before the discovery of the Rite of Ascension, Vano was one of the first court mages of Kastivan and a powerful necromancer in their own right.

Vano died before they could achieve undeath, for reasons that will never be known. But their remains were so potent that the worms that devoured them were infused with their consciousness. Vano had returned, degenerated into a writhing, self-aware swarm of worms, still able to draw on some of the potent necromancy that had once infused their body but now a pitiful shadow of their former self. Vano patiently waits as one of the White Duchess' finest servants until the Duchess accomplishes her mission of releasing Queen Kastivan from her bonds, at which point Vano will hopefully be restored to their former self, or at the very least, released from their wretched existence.

VANO THE FALLEN

Medium aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	22 (+6)	17 (+3)	20 (+5)	16 (+3)

Proficiency +6

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

Skills Perception +11, Religion +9

Damage Resistances necrotic, psychic; bludgeoning, piercing and slashing damage.

Damage Immunities poison

Condition Immunities charmed, grappled, frightened, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Common

Challenge 17 (18,000 XP)

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

Feed on Weakness. Whenever a creature within 20 ft. of Vano fails a saving throw against one of their effects or spells, they gain 10 temporary hit points.

Squeeze. Vano can move through any opening large enough for a tiny leech.

ACTIONS

Multiattack. Vano makes two necrotic blast attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) bludgeoning damage and the creature must succeed on a DC 20 Constitution saving throw or be poisoned until the end of Vano's next turn. A poisoned creature is stunned.

Necrotic Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 14 (2d10+3) necrotic damage.

WORMS! (Recharge 5-6). Vano releases a flood of worms in a 10 ft. radius centered on themselves. Each creature of Vano's choice in the area must make a DC 20 Dexterity saving throw. On a failed save, a target takes 22 (5d8) necrotic damage and is blinded and restrained by masses of swarming worms. A restrained creature takes 22 (5d8) necrotic damage at the start of each of Vano's turns. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Undead. Vano conjures up to 2 non-spectral (no ghosts, spectres, wraiths, etc.) undead creatures of Challenge 5 or lower and 4 Zombies^{MM}. Each of these creatures emerge in unoccupied spaces within 10 ft. of Vano and act immediately after their turn.

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

At Will: *Chill Touch*, *Infestation*, *Message*, *Minor Illusion*

1/day (each): *Animate Dead*, *Blight*, *Create Undead*, *Dispel Magic*, *Dominate Monster*, *Greater Invisibility*, *Misty Step*

REACTIONS

Unholy Protection. Vano halves the damage he takes from an attack or spell targeting them.

LEGENDARY ACTION

Vano 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. Vano regains spent legendary actions at the start of their turn.

Spawn Parasites. Vano conjures a swarm of insects in an unoccupied space within 5 ft. of themselves. The swarms act on their own initiative, and Vano can command them telepathically.

Necrotic Blast (2 Actions). Vano fires two necrotic blasts.

Slam (2 Actions). Vano makes a slam attack.

FEED! (3 Actions). Each creature restrained by Vano's worms takes 13 (3d8) necrotic damage, and Vano regains hit points equal to half of the total necrotic damage dealt.

DM Tuz Table Scraps: Carrion King

The White Duchess

One family of ancient Kastivan court mages was honored for their devoted service to the Kastivan kingdom by being elevated to the nobility and given a territory to rule over. The White Duchess was a member of this distinguished family. As a result of her strong leadership skills, she was given the Rite of Ascension and became one of Kastivan's many ghostly nobles.

However, the White Duchess was defeated in the events leading up to Kastivan's downfall, and her soul was subsequently imprisoned. The White Duchess was bound for hundreds of years, never learning the fate of her queen or the outcome of the

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final battle of Kastivan. In a fortunate turn of events, her prison was found by the Whispering Way. As soon as the Whispering Way necromancers freed her, she seized control of their operation, burning with a desire to see fallen Kastivan restored to its former glory.

Despite her significance to the Whispering Way's operation, the group was not aware of her existence or her position within the cabal. A great conspirator went to great lengths to ensure that neither the White Duchess nor the group would become aware of one another until their confrontation was at hand.

THE WHITE DUCHESS

Medium Undead

Armor Class 18 (natural armor)

Hit Points 169 (26d8 + 52)

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

STR	DEX	CON	INT	WIS	CHA
10 (0)	19 (+4)	14 (+2)	16 (+3)	19 (+4)	21 (+5)

Proficiency +5

Saving Throws Dex +9, Wis +9, Cha +10

Skills History +8, Intimidation +10, Perception +9, Persuasion +10

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

Damage Immunities cold, necrotic, poison

Condition Immunities exhausted, grappled, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 19

Languages Common, Celestial, Infernal

Challenge 15 (13,000 XP)

Incorporeal Movement. The White Duchess can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Legendary Resistance (3/Day). If the White Duchess fails a saving throw, she can choose to succeed instead.

Greater Turn Defiance. The White Duchess and any allied undead within 60 ft. of it are immune to effects that turn Undead.

ACTIONS

Multiattack. The White Duchess makes two attacks.

Subjugating Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) necrotic damage and the target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the White Duchess. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds the saving throw or the effect ends, the creature cannot be charmed by this attack for 1 hour.

Phantom Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) necrotic damage and the creature can't regain hit points until the end of the White Duchess's next turn.

Death's Bells. A creature within 60 ft. that can hear the White Duchess must succeed a DC 17 Wisdom saving throw or take 13 (3d8) necrotic damage. If the creature is below half of its maximum hit points it takes 18 (4d8) necrotic damage instead.

Reap Soul (Recharge 5-6). The White Duchess makes a subjugating strike against a living creature without forcing the creature to make a Wisdom Saving throw. On a hit the attack deals an additional 30 necrotic damage and the creature has disadvantage on attack and saving throws until the end the White Duchess's next turn. If this attack reduces the creature to 0 hit points the creature dies and the White Duchess reaps its soul. The creature cannot be resurrected by any means other than a wish as long as the White Duchess is not destroyed, or releases the soul as an action. A released soul does not ascend to the upper planes if it can find its body within 24 hours of its release. A soul that finds its body can enter it and the creature returns to live with 0 hit points.

Spellcasting. The White Duchess casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). She can cast the following spells without material components:

At Will: *Guidance, Mage Hand, Message, Thaumaturgy*

1/day (each): *Banishment, Create Undead, Destructive Wave, Detect Magic, Hold Monster, Silence, Spirit Guardians*

LEGENDARY ACTIONS

The White Duchess 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 White Duchess regains spent legendary actions at the start of her turn.

Death's Bells. The White Duchess uses Death's Bells.

Reappear. The White Duchess becomes invisible and moves up to half of her speed. At the end of the movement she becomes visible.

Phantom Bolts (2 Actions). The White Duchess makes two Phantom Bolt attacks.

Rally the Dead (2 Actions). Up to 5 undead creatures within 20 ft. of the White Duchess gain 10 temporary hit points and are immune to being charmed, or frightened.

Adivion, the Usurper

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

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

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

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

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

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

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

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

DM Tuz Table Scraps: Carrion King *Lair: The Black Thorn*

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

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

LAIR ACTIONS

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

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

Adivion the Usurper

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

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

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



Artwork by Kaion Luong

Concept and Game Design by DM Tuz

ADIVION, THE USURPER

*Medium undead, lawful evil***Armor Class** 20 (natural armor)**Hit Points** 204 (24d8 + 96)**Speed** 30 ft., burrow 30 ft.

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

Proficiency +7**Saving Throws** Dex +7, Wis +11, Cha +9**Skills** Arcana +12, History +12, Insight +9, Perception +9**Damage Resistances** cold; bludgeoning, piercing and slashing damage from nonmagical attacks**Damage Immunities** necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned**Senses** darkvision 120 ft., passive Perception 19**Languages** Common, Draconic, Elven**Challenge** 21 (33,000 XP)

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

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

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

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

ACTIONS

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

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

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

Adivion the Usurper

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

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

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

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

At Will: *Mage Hand, Message, Prestidigitation*

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

BONUS ACTIONS

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

REACTIONS

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

LEGENDARY ACTION

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

Spectral Chill. Adivion uses Spectral Chill.

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

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

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