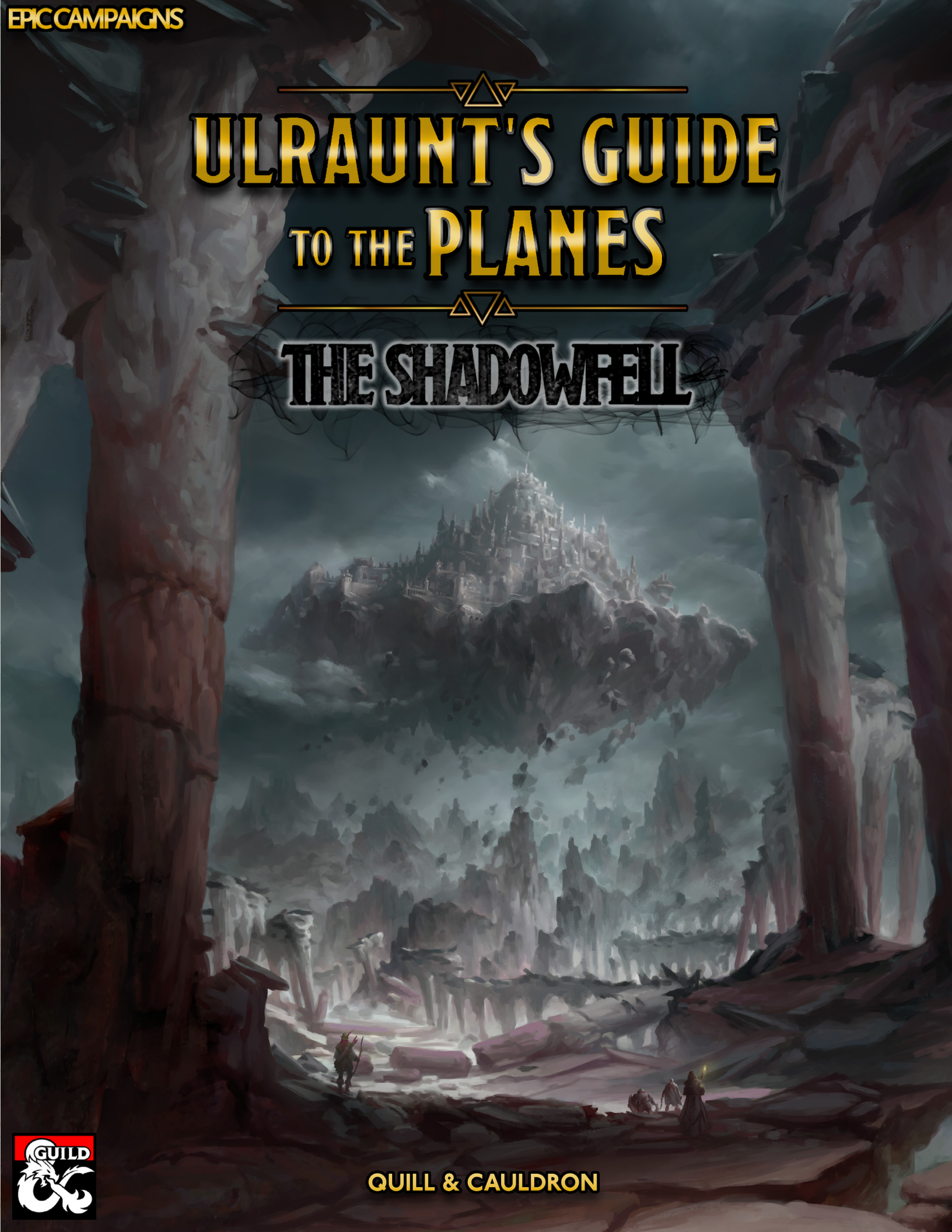
EPIC CAMPAIGNS

ULRAUNT'S GUIDE TO THE PLANES

THE SHADOWFELL



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... thank you all very much! Your assistance made this all possible!

ON THE COVER

In this gloomy illustration by Raluca Marinescu, a band of heroes make their way through the Shadowfell, the floating city of Thultanthar looming up ahead.

Artwork

The artwork in this handbook is all created by the artists below. A huge thanks goes out to them, for allowing me to include their illustrations herein.

If you find their artwork intriguing, you should check out their galleries, which are linked below.

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Senmet's Sarcophagus
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Spirit of Imrissa
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ULRAUNT'S GUIDE TO THE PLANES

THE SHADOWFELL

QUILL & CAULDRON

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What's going on with chapter 12? I haven't even begun reading the book yet, and there's prejudice already. I mean, how can secrets be evil?

-C

About This Book

This book is intended to aid storytelling and world-building, as well as provide a framework to build higher level adventures with. Many of the creatures within this title have roots in real-world myths and fantasy literature, while some are based on monsters from previous editions of *Dungeons & Dragons* (D&D) and a few are completely original.

Parts 1 and 2 delve into various locations tied to the Shadowfell, with details on three cities, five Domains of Dread, and an overview of the Fugue Plane. The locations are intended to make it easier for a Dungeon Master (DM) to bring an adventure into planes beyond the Material.

Part 3 introduces various deities and other cosmic powers such as Elder Evils or Primordials. These are exceptionally powerful creatures, each with a unique story and place in the world. Their inclusion is an easy way to make a campaign feel truly epic. It is up to you, the DM, to provide your players with the tools necessary to overcome such obstacles. If Dendar the Night Serpent is someone your party plans to fight, maybe they need a certain magic item to counter some of her particularly threatening features, or perhaps an artifact to weaken her.

Part 4 provides many new player character (PC) options that tie in with the theme of the book. Some of these options, however, might not fit into every campaign and should be subject to DM approval.

Part 5 contains game statistics for several new monsters: aberrations, undead, and various other types of other creatures with a planar theme. It is intended to serve as a companion to the official D&D 5th edition (5e) monster rulebooks such as the *Monster Manual*, and several of the monsters are designed for higher levels of play (see "Epic Level Play").

This book makes reference to material from the *Player's Handbook, Dungeon Master's Guide*, and *Monster Manual* for 5th Edition D&D. If a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in either the *Monster Manual* or this book (either part 5 or the "Monsters and NPCs" sections in parts 1 and 2). Occasional references to creatures from *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes* will also be made, as well as spells from *Xanathar's Guide to Everything*.

Ulraunt

This book is made to be read as if the powerful wizard, Ulraunt, had written it, making it an exclusive in-world portrayal that can only be read within the inner sanctum of Candlekeep. Ulraunt's own musings appear at the start of most sections in the book, which can be discerned by its font, coloring, and tone, as shown below:

Thou shall be respectful to each tome in this library and treat it with the utmost care. In fact, treat them as if your life depended on it. Because it does.

As you might have already guessed, Ulraunt can be quite arrogant, cynical, and opinionated. He can sometimes sell a subjective opinion on a matter as an indisputable fact.

However, his haughty tone is probably well-deserved. He is the Keeper of Tomes at Candlekeep, the highest title of anyone can hope to achieve at that prestigious monastery of knowledge. There, he is assisted by an order of monks known as The Avowed, as well as an extraordinarily wise cleric named Tethtoril, who is favored by several deities.

Added Notes

Throughout this book, you will find commentary from other individuals who have read Ulraunt's tome and either sincerely disagree with a statement or merely want to pontificate. The Keeper of Tomes would surely be furious if he ever saw somebody scribbling their thoughts into his precious works. The individuals who do so know this but are often powerful or influential enough to get away with it.

Below is an example of such a note:

Dear Reader.
While I don't always agree with that old haranguer, you should listen on this one occasion. Do please be mindful around these books.

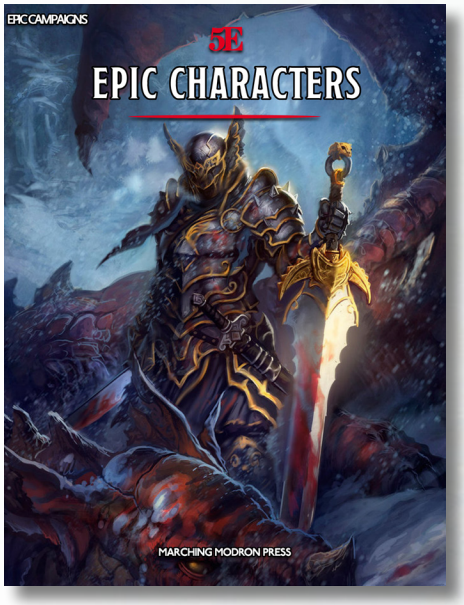
E.A.

The note above is written by the Sage of Shadowdale, Elminster Aumar. Ulraunt is not particularly fond of him, as Elminster comes and goes as he pleases and often subtly teases the Keeper of Tomes. As shown above, his notes sometimes deliberately address the shortcomings of Ulraunt's vast knowledge directly in front of other readers.

Epic Level Play

While this book provides plenty of useful information for any campaign that includes travel to the Shadowfell or the Fugue Plane, the deities and bestiary chapters provide epic level challenges for any characters that have advanced to level 20. In order to accommodate further epic level play, we have created another title called *Epic Characters*, which is also available on the Dungeon Master's Guild. That title provides details on character progression from 20th – 30th level, enabling them to take on some of the higher challenge rating (CR) creatures presented in this book.

A DM can also adjust higher CR monsters as they see fit to be suitable for play at 20th level instead. You do not need the *Epic Characters* book to make good use of this one, but it is certainly recommended.



Character Options

Within this book, you will find a host of character options, including races, subclasses, and more. By no means are any combinations of race, subclass, spells, or background essential; DMs are encouraged to pick and choose which of these are acceptable for their campaign.

Races and Subclasses

The playable races found in this title all grant an epic racial trait when a PC reaches 25th character level. Similarly, every subclass includes progression past 20th level, compatible with the *Epic Characters* book mentioned above. However, all races and subclasses work just fine, even if you never come close to 20th character level.

Backgrounds and Spells

You will also find a unique background, as well as a wide range of new spells, all of which are thematically linked to the rest of the book. Each spell is designed to work independently and concurrently with others. Some of the spells appear as options for particular subclasses, and/or on a monster's spell list. However, the DM is free to swap out some or all of them for equivalent level spells found in the *Player's Handbook*.

Core Rules

This section provides a small rule expansion for cantrips, and highlights established rules that are particularly important. This is especially important for epic level play.

Cantrips

As PCs grow in power, so do the monsters they face. Many cantrips continue to increase in potency as characters progress past 20th level. If a cantrip has a uniform progression at 5th level, 11th level, and 17th level, it continues that progression at 23rd level and 28th level. The same is true for higher CR monsters with the Spellcasting trait.

For example, the eldritch blast cantrip gains an additional beam at 23rd level for a total of five beams, and again at 28th level for a total of six beams.

Similarly, the vicious mockery cantrip increases by 1d4 damage at 23rd level for a total of 5d4 damage, and again at 28th level for a total of 6d4 damage.

If a cantrip progresses through various die types, such as from a d4 to a d6, it can also progress at 23rd and 28th level, though it can't increase in power beyond a single d12.

Magical and Nonmagical Effects

Here we'd like to illuminate a specific rule to ensure that the various monsters within this book are played at their intended power level. This rule is based on official 5th edition Sage Advice answers, and clarifies the distinction between magical and nonmagical effects.

To determine if a game feature is magical, ask yourself these questions about the feature:

- Is it a magic item?
- Is it a spell? Or does it let you create the effects of a spell that's mentioned in its description?
- Is it a spell attack?
- Is it fueled by the use of spell slots?
- Does its description say it's magical?

If your answer to any of those questions is "yes," the feature is magical. If the answer to all of these questions is no, then the effect is nonmagical.

For example, a **godswallower atropal** has a powerful aura that is beneficial to undead and detrimental to everything else. The aura does not come from a magical item. It also isn't a spell, nor does it replicate the effects of a spell. In addition, it isn't a spell attack, does not consume spell slots, and its description never mentions the word "magical." We can thus conclude that the effect isn't magical. Instead, a DM can rationalize it as a necrotic corruption that causes living flesh to wither. Amongst others, this means that it will be unaffected by the *antimagic field* spell.

Sidebars

Sidebars also break up regular text throughout this book. They usually contain information that a DM might need to reference often, making it easier to locate on a page full of text. See the "Variant Rule: Epic Die" sidebar below for an example.

Optional Rule: Epic Die

If you want your combat to feel truly epic, consider including the Epic Die. It is designed to make combat more dynamic and represents increasing adrenaline, allowing PCs to increase in power the longer they stay in combat, while monsters gain new and unique abilities to still remain an epic threat. You can also choose to only allow it for PCs, especially if they are lower level. Alternatively, if PCs are of a reasonable level and extremely well-equipped, you can opt to restrict its use for monsters only.

Setup

When initiative is rolled, a d6 is placed visibly for all and set to 1. This is the Epic Die. Whenever the creature with the lowest initiative has finished its turn, the Epic Die is increased by 1. If the Epic Die reaches 6, it cannot increase further.

Monsters and the Epic Die

Some monsters also receive bonuses based on the Epic Die, as shown in the "Optional: Epic Die Traits" sidebar for a monster. This is generally the case for monsters of CR 20 and higher.

Player Characters and the Epic Die

Below are the bonuses that players receive based on the Epic Die. When a Player Character receives a bonus from the Epic Die, it keeps that bonus until it gets a higher bonus that affects the same gameplay element. For example, if the Epic Die was on 3, giving PCs a +1 bonus to saving throws and skill checks, a PC would also retain the bonus from when the Epic Die was 2.

1. No bonus
2. +1 to attack rolls, damage rolls, and save DCs
3. +1 to saving throws and skill checks
4. +2 to attack rolls, damage rolls, and save DCs
5. +2 to saving throws and skill checks
6. +3 to attack rolls, damage rolls, save DCs, saving throws, and skill checks

Removing the Epic Die

When a session of combat is concluded, the Epic Die is decreased by 1 every 30 seconds of in-game time. After 3 minutes, the Epic Die is removed from play. If initiative is rolled again before the Epic Die is removed, treat its current number as its starting number.

What Is a Monster?

A monster is defined as any creature that can be interacted with and potentially fought and killed. Even something as harmless as a cat is a monster by this definition. The term also applies to humans, elves, dwarves, and other civilized folk who might be friends or rivals to the player characters. Most of the monsters in this book, however, are threats that are meant to be stopped: ravaging undead, zealous cultists, deities and elder evils.

This book contains ready-to-play, easy-to-run monsters of all levels. All of them have ties to the Shadowfell, the Fugue Plane, or the cycle of life and death, but can easily be run in other planes as well.

Fighting Epic Monsters

As detailed in chapter 3 of the *Dungeon Master's Guide*, you can create combat encounters based on XP thresholds and gauge how much experience a PC is expected to earn during a standard adventuring day. For expanded guidelines particular to characters 20th level and above, consider using the XP Thresholds by Epic Character Level and Adventuring Day XP tables presented here.

XP Thresholds by Epic Character Level

Character Level	- Encounter Difficulty -			
	Easy	Medium	Hard	Deadly
21	4,000	7,500	11,000	15,000
22	4,500	8,500	12,500	16,500
23	5,000	10,000	15,000	20,000
24	5,500	11,000	16,500	22,000
25	6,000	12,000	18,000	24,500
26	7,000	14,000	21,000	28,000
27	8,500	17,000	25,000	33,500
28	10,500	21,000	31,500	42,000
29	13,000	26,000	39,000	52,000
30	17,000	33,500	50,000	67,000

Adventuring Day XP

Level	Adjusted XP per Day per Character	Level	Adjusted XP per Day per Character
21	45,000	26	85,000
22	50,000	27	100,000
23	60,000	28	125,000
24	66,000	29	155,000
25	73,000	30	200,000

Ratings, Reviews and Surveys

There are many people involved and it takes a lot of time and effort to create a supplement such as this. We encourage you to leave a review or fill out one of our surveys after reading through this book, or at the very least giving it a rating - whether you enjoyed this title or not. Survey responses in particular help immensely in figuring out what works and what doesn't, making it easier to correct any errors and improving future titles. You can find links to surveys for each part of the book in a supplemental document available for download when you purchase this book.

Playtesting and Feedback

Many people have helped with the playtesting of the material in this title. If you wish to give feedback on any of the elements contained herein, please answer the questions below and email your answers to us.

- Was the feature fun? What made it fun/not fun?
- Was it under- or over tuned? What should be changed?
- Does the feature have a good story?
- Does the feature have a strong theme?
- Is the feature thoroughly explained?
- Is the feature missing something that could make it AWESOME and fun?
- For monsters and subclasses: Does their flavor text sufficiently cover their origins and motivations? If not, how could it be improved?
- Anything else you consider relevant.

If you have any questions regarding this title, be it lore, rules, or something else, you are very welcome to ask on the product page for this title. We do our best to answer all queries in a timely manner.

Contact

You can send feedback, requests, suggestions, and whatever else you can think of to us via email, join the Facebook group to partake in discussions or reach us via Twitter.

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Creating your own Epic Monsters

To create your own epic monsters, use the guidelines provided in chapter 9 of the *Dungeon Master's Guide* in conjunction with the Expanded Monster Statistics by Challenge Rating table provided here. It expands the relative monster challenge progression beyond CR 30, all the way to CR 45.

Expanded Monster Statistics by Challenge Rating

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage/ Round	Save DC	XP
0	+2	≤ 13	1-6	≤ +3	0-1	≤13	0 or 10
1/8	+2	13	7-35	+3	2-3	13	25
1/4	+2	13	36-49	+3	4-5	13	50
1/2	+2	13	50-70	+3	6-8	13	100
1	+2	13	71-85	+3	9-14	13	200
2	+2	13	86-100	+3	15-20	13	450
3	+2	13	101-115	+4	21-26	13	700
4	+2	14	116-130	+5	27-32	14	1,100
5	+3	15	131-145	+6	33-38	15	1,800
6	+3	15	146-160	+6	39-44	15	2,300
7	+3	15	161-175	+6	45-50	15	2,900
8	+3	16	176-190	+7	51-56	16	3,900
9	+4	16	191-205	+7	57-61	16	5,000
10	+4	17	206-220	+7	63-68	16	5,900
11	+4	17	221-235	+8	69-74	17	7,200
12	+4	17	236-250	+8	75-80	17	8,400
13	+5	18	251-265	+8	81-86	18	10,000
14	+5	18	266-280	+8	87-92	18	11,500
15	+5	18	281-295	+8	93-98	18	13,000
16	+5	18	296-310	+9	99-104	18	15,000
17	+6	19	311-325	+10	105-110	19	18,000
18	+6	19	326-340	+10	111-116	19	20,000
19	+6	19	341-355	+10	117-122	19	22,000
20	+6	19	356-400	+10	123-140	19	25,000
21	+7	19	401-445	+11	141-158	20	33,000
22	+7	19	446-490	+11	159-176	20	41,000
23	+7	19	491-535	+11	177-194	20	50,000
24	+7	19	536-580	+12	195-212	21	62,000
25	+8	19	581-625	+12	213-230	21	75,000
26	+8	19	626-670	+12	231-248	21	90,000
27	+8	19	671-715	+13	249-266	22	105,000
28	+8	19	716-760	+13	267-284	22	120,000
29	+9	19	761-805	+13	285-302	22	135,000
30	+9	19	806-850	+14	303-320	22	155,000
31	+9	20	851-895	+14	321-338	23	175,000
32	+9	20	896-950	+14	339-356	23	195,000
33	+10	20	951-1010	+15	357-374	23	215,000
34	+10	21	1011-1080	+15	375-392	23	240,000
35	+10	21	1081-1160	+15	393-411	24	265,000
36	+10	21	1161-1250	+16	412-430	24	290,000
37	+10	22	1251-1350	+16	431-449	24	315,000
38	+10	22	1351-1460	+16	450-469	24	340,000
39	+10	22	1461-1580	+17	470-489	24	370,000
40	+11	23	1581-1710	+17	490-509	25	400,000
41	+11	23	1711-1850	+17	510-530	25	430,000
42	+11	23	1851-2000	+18	531-551	25	460,000
43	+11	24	2001-2160	+18	552-572	25	495,000
44	+12	24	2161-2330	+18	573-594	25	530,000
45	+12	24	2331-2510	+19	595-617	26	565,000

Deities and Other Powers

Deities are extremely potent and immortal entities that possess powers beyond mortal capabilities. These powers are attributed mainly to an indefinable divine spark known as divinity (or divine energy), which can be attained in a multitude of different ways. Rather than expanding on the nature of divinity itself, the focus of this book is on the outcome of accumulated divine energy in specific cases; the nature of deities themselves.

Deities in most D&D worlds control a certain aspect of mortal life (a portfolio) that they are responsible for advancing (e.g., Kelemvor who seeks to maintain the order of life and death, and to destroy all forms of necromancy). This often compels them to either cooperate or compete with one another in administering the affairs of the universe.

Most deities are primarily sustained by the number of worshippers they have, and therefore strive to protect and expand their clergy. All deities can grant cleric, paladin, and warlock spells to exceptional followers.

Their involvement in the affairs of mortals is left up to you, the DM. You may have built your game around the idea that mortals can ultimately prevail over (and perhaps replace) particular deities. Alternatively, perhaps you are only interested in using a deity's avatar form in direct combat. On the other hand, maybe you don't want to use deities in combat at all, and are only looking for guidance on the history, clergy, and disposition of certain gods. Whatever your campaign's parameters are, this book provides lore, roleplay guidance, and sample statistics for deities and their avatars that are consistent with the theme of this book.

It is certainly a daunting task to try and quantify the immense power of such magnificent beings. In addition, the capabilities of PCs can also be very different from campaign to campaign, especially with the variable distribution of magic items and artifacts. We therefore encourage you to modify this content as you see fit (e.g., removing a deity's limited magic immunity, using some of the optional epic die rules and mythic options, or anything else you that suits your game).

Cosmic Order

As you read through a deity's backstory and stat blocks, you may be curious why the gods don't take a more active role conquering the multiverse. For example, why doesn't Shar just use a *wish* spell to instantly kill every worshipper of Selûne on the Material Plane? To address this, it is first worth noting that some particularly sadistic deities (such as Tiamat, goddess of evil dragons) are confined away by powerful magic. Such deities are unable to manifest their true forms outside of their divine realms without special rituals, and are limited in how much they can influence the Material Plane.

In addition, every deity is bound by an even greater cosmic entity, Ao, the Overgod, whose power is beyond all divine ranks. This being is chiefly responsible for ensuring that deities abide by a set of common-sense rules that govern the cosmos. Among other things, these rules prevent petty abuse of divine powers in a way that can rapidly disrupt cosmological order (e.g., the wish spell). Deities otherwise have free agency to govern over their portfolios, compete for worshippers on the Material Plane, and do anything else within the boundaries of the cosmic rules. Much has been written and speculated about these rules, and aspects of them are embedded into how godly powers are quantified in this book. However, the specific details of these rules are beyond the scope of this product and can vary from campaign to campaign. DMs are free to develop them to suit the cosmology of their worlds (see chapter 1 of the *Dungeon Master's Guide* for more guidance, especially pages 9-13).

Divine Ranks

Deities are divided into several different Divine Ranks, which reflect their individual power and status in the cosmos.

Chosen

Deities can grant a sliver of their divinity to a mortal creature, bestowing upon them great power. Such individuals are called Chosen, for they have been hand-picked by a deity to act as its instrument among mortals. The power of a Chosen varies immensely.

Avatars

All deities, no matter how nefarious, are mindful of the potential consequences of their forceful involvement with affairs in the Material Plane. Manifesting their true forms there could warp the landscape to such magnitudes that rival deities will feel obliged to reciprocate. This would ignite a cosmic battle and perpetuate a cataclysm capable of wiping out all of each other's mortal followers; an outcome that can permanently strip them of their own divine power. Conversely, the Outer Planes (or some Inner Planes like the Shadowfell) tend to be more resilient to a deity's presence, since each plane has a strong bend towards a specific alignment.

For these reasons, a deity's operations on the Material Plane are usually carried out via special members of their clergies or, in rare instances, avatars. Creating an avatar places a great strain on a deity's power, and usually also requires the completion of a great ritual by several of the deity's followers. In addition, the destruction of one of its avatars can cause a deity great harm, as they have placed much of their divine essence into creating one. As such, the gods are extremely judicious about what avatars they create, when to create one, and how inconspicuous their avatar must be.

Deities can only have avatars outside of their own divine realm, though they can sense everything their avatar senses and vice-versa. Avatars can come in many shapes and sizes, either as a certain aspect of a deity ("special" avatars, such as Shar's Nightsinger), or a "lesser" avatar that takes form as a mortal shell (e.g., Kelemvor as a human commoner, with his avatar template applied). See chapters 6-12 for avatar templates specific to particular deities.

A lesser avatar usually has most of its mortal traits, and must go through the full birthing, nurturance, and growth process of mortal life. Deities of good and (some) neutral alignments use this as an opportunity to connect with their worshippers on a deeper level, getting to understand their trials and tribulations firsthand; evil deities see this as a way to secretly advance their nefarious agendas on the Material Plane. Meanwhile, greater avatars are typically only manifested when a deity's worshippers are in dire straits, or a grand ritual has been completed to summon the avatar.

Quasi-Deities

Quasi-deities have a divine origin, but they don't hear or answer prayers, grant spells to clerics, or control aspects of mortal life.

They are still immensely powerful beings, and in theory they could ascend to godhood if they amassed enough worshipers. Quasi-deities fall into three subcategories: demigods, titans, and vestiges.

Demigods. Demigods are born from the union of a deity and a mortal being. They have some divine attributes, but their mortal parentage makes them the weakest quasi-deities. Their clergy usually ranges from a few hundred to a few thousand, and they usually preside over a small divine realm of their own. Examples of demigods in this book include Kas or Osterneth.

Titans. Titans are the divine creations of deities. They might be birthed from the union of two deities, manufactured on a divine forge, born from the blood spilled by a god, or otherwise brought about through divine will or substance. An example of a titan in this book is the Godswallower Atropal.

Vestiges. Vestiges are deities who have lost nearly all their worshipers and are considered dead, from a mortal perspective. However, in special cases, other powers can be considered vestiges as well. Esoteric rituals can sometimes contact these beings and draw on their latent power.

Lesser Deities

A lesser deity is capable of granting spells, and usually has between a few thousand to tens of thousands of followers. They rule over divine realms in various different planes of existence, including some on the Material Plane (for example, the unicorn-goddess Lurue). Others live on the Outer Planes, as Loth in the Abyss. Lesser deities are more likely to be encountered by mortals, since they consistently look for opportune moments to create avatars and expand their clergy in the hopes to achieve higher divine ranks. However, destruction of one of their avatars has the potential to drain their divine energy in and of itself, let alone the potential loss of followers that usually ensues from this.

Lesser Deities and their Stat Blocks

A lesser deity is mechanically defined by the following features.

- Has truesight out to 1 mile.
- Has a flying speed.
- Has a unique trait based on his or her portfolio.
- Is a 30th-level spellcaster.
- Can't be surprised.
- Is immune to spells of 6th level or lower.
- Has advantage on ability checks and saving throws.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Always lands on target when casting the *teleport* spell.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can be any size and can change shape into various creature types.
- Can take legendary actions.

Greater Deities

Greater deities are the most well-known across the multiverse, usually having millions of mortal followers and a strong respect among other deities. They usually can't be summoned, and they are almost always removed from direct involvement in mortal affairs. On very rare occasions they manifest avatars similar to lesser deities, but slaying a greater god's avatar has no effect on the god itself. Examples of greater deities include Jergal, Kelemvor, and Shar.

Realms. Greater deities have their own realms. These are often pocket dimensions within a particular layer on an Outer Plane or a particular region within a layer on an Outer Plane. Some realms have more than one deity, in which case a group of deities usually answer to a single deity. There are some exceptions, but a realm always only has one deity with total control of that realm. Regardless, each deity is bound to a realm and can only be truly slain within that realm.

While in a divine realm, spells and effects that allow contact with beings from other planes don't function unless the realm's deity allows it. In addition, a deity can sense when someone in its domain is casting such a spell or using such an effect and can choose to make itself the spell's or effect's recipient, so that it becomes the one who is contacted.

Greater Deities and their Stat Blocks

A greater deity is mechanically defined by everything that defines a lesser deity, as well as the following additional features.

- Has advantage on attack rolls.
- Disadvantage doesn't negate the deity's advantage.

Other Powers

These are beings whose power rivals that of the greater gods, or even surpasses them. If a rule refers to deities, such as a spell being ineffective against them, it also includes the Other Powers mentioned below.

Elder Evils

The Elder Evils are ancient beyond comprehension and older than the gods themselves. Some are even older than time itself or exist apart from reality as we know it. Elder Evils aren't believed to be real by most, though once the existence of an Elder Evil becomes known in a community, one or more cults tend to rise to spread malign influence in an area, worshipping the Elder Evil as a dark god.

As the name implies, the Elder Evils are indeed evil. In some sense, many Elder Evils are eternal and can't be permanently be destroyed - whether by mortal or divine hands.

Elder Evils and their Stat Blocks

An Elder Evil is mechanically defined by the following features.

- Can never truly die.
- Gains a bonus to initiative.
- Can't be surprised.
- Is immune to spells of 7th level or lower.
- Has advantage on attack rolls, ability checks and saving throws.
- Disadvantage doesn't negate the Elder Evil's advantage.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Great Old Ones

These otherworldly entities are similar to the Elder Evils in many ways. For that reason, they are also often mistaken for one another even by the most diligent of sages. They are all ancient beyond time and hail from the Far Realm. One big difference between the Great Old Ones and the Elder Evils is their alignment. While Elder Evils seek to destroy or devour life, the Great Old Ones are beyond mortal concepts such as morality. To them, life is utterly inconsequential and often meaningless.

Great Old Ones and their Stat Blocks

A Great Old One is mechanically defined by the following features.

- Automatically succeeds Intelligence, Wisdom, and Charisma saving throws.
- Is immune to damage from cantrips.
- Attacks always land and have exceptional reach.
- Can't score critical hits but is also immune to critical hits.
- Can concentrate on multiple spells simultaneously.
- Can indoctrinate other creatures.
- Can't be surprised.
- Has advantage on ability checks and saving throws.
- Is permanently under the effects of the *detect evil and good*, *detect magic*, and *detect thoughts* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Primordials

The primordials are the opposites of the gods, hailing from the Elemental Chaos. During the Dawn War, the gods and primordials clashed for eons. The gods were led by Selûne and Shar, who were still on good terms at the time, while the primordials were led by the mad god Tharizdun. The gods eventually won when the primordial Ubtao the Deceiver turned against his kin and helped the gods imprison the remaining primordials. While they remain confined to this day, their dark influence still reaches far and wide.

Primordials and their Stat Blocks

A primordial is mechanically defined by the following features.

- Always acts on initiative count 1 (losing ties).
- Attacks devastate entire areas and ignore resistances and immunities.
- Uses d100s for hit dice.
- Can enter the space of other creatures and stop there.
- Can't be surprised.
- Is immune to spells of 6th level or lower.
- Has advantage on attack rolls, ability checks and saving throws.
- Disadvantage doesn't negate the primordial's advantage.
- Is permanently under the effects of the *detect evil and good* and *detect magic* spells.
- Is unaffected by difficult terrain.
- Has the Legendary Resistance trait.
- Can take legendary actions.

Foreword

Murder. Pain. Hatred. Death. Most mortals stay as far away from these things as they can. One could say that is indeed the point of life, to try not to die too soon, to extend your time here as long as you can. Even better if you can do so while avoiding as much unpleasantness, as much pain and suffering as possible. What more can we ask out of life, really?

None of use are foolish enough, though, to deny that these things exist. The world is filled with malice and decay, no matter how much we wish it wasn't. And while we inherently know that it's a slippery slope when we give in to the darker side of our nature, it is always there behind the brittle societal veil of "right and wrong" to tempt us. But no, you were raised properly, weren't you hero? Oh yes, I know who will come seeking the knowledge I write on these pages. But as I said, you would never do such a thing. You know that when you embrace hatred and domination of others you only cause pain and spread fear throughout the people. You know that fear and hatred beget murder, and soon the specter of death hangs over all. It's simply best to leave such things be.

However, sometimes they might just come looking for you instead. Sometimes death has your name on its tongue and there is nothing you can do to hide yourself from it. Never forget that in a land like ours, death isn't merely a state of non-life but is a force unto itself. It has a physical presence when needed and a mind that you would be foolish to attempt to outwit.

Does that mean a god of death seeks to sow carnage as widely as it can? Of course not. Some of these gods and beings fulfill very important roles, and quite often see themselves as caretakers of the dead, responsible for ferrying lost souls to their respective afterlives. But then, some gods do thrive on the pain of others, and on having innocents slain in their name. Before you go traipsing heedlessly around divine beings, you had best know which is which, now haven't you?

So yes, the only advice you can follow is to avoid death as best you can, but know that it will come for us all in time. But heroes, ah heroes...why do you go looking for death? Why do you seek it out when it would otherwise leave you be? Are you mad? Perhaps. Who knows what spurs you adventurers on your way. Maybe you have no other option, and you are the only thing that stands in the way of certain destruction for all you know and hold dear. Or perhaps your loved ones are already lost to the void, and facing the underworld head-on is the path you must take as you search for their soul, hoping against hope to bring it home again? Or maybe you are simply tired of this life and looking for a thrilling exit by jumping into death's gaping jaws?

But I digress. Your motives are not for me to judge. Just know this, if you approach a being made of hatred and death with its demise as your goal, you are likely to only find your own death waiting and staring back at you.

For those that are merely sating their curiosity, however, I am happy to lend my assistance. In fact, what I am presenting here is a succinct set of volumes on these very topics, the culmination of many years research on my part. I consider myself fortunate, indeed blessed by Oghma himself I dare say, that my position at the library not only allows me, but requires me to read every book and scroll that is entered into our archives. What a joy this is. The ones that peak my interest the most, as always, are those pertaining to the Shadowfell, the lower planes, and the gods of death and malice. These are pet research areas of mine, I suppose you could say. This is why, finally then after many years in my post and countless nights lost to reading, where dusk slipped by carelessly into night and then gave way to the breaking dawn, I have decided at long last to gather these disparate sources, consolidate them, and distill the information into a form such that any individual who might wish to read them could instantly understand all of the concepts contained within.

So, it is with great pleasure that I present the following tomes of knowledge. Read them well and carefully and, be you traveler, warrior, or scholar, I hope the following pages serve you well in your studies.

- Ulraunt, Keeper of Tomes, Candlekeep

Part 1: The Shadowfell

When I was organizing my thoughts in order to write these manuals, or guidebooks you may decide to call them as they are written ever with the traveler I mind, I knew at once that I had to begin with the Shadowfell. That is, of course, a rather evocative name for what could more simply be called the Plane of Shadow. Now, I chose to start with the Shadowfell for entirely practical reasons. Foremost of these, that too many adventurers feel it is a safe enough journey to make, and an enticing location to visit.

You see, as an echo of the Material Plane, it (along with the Feywild) is an easy entry point for those new to the study of the planes, one of the simpler destinations to reach. Add to that that things there essentially make sense to us already, matching up at least with what our concept of a "place" should be. The air doesn't burn you and you can travel about much in the same way as you are already accustomed to, for example without the need of flight. So, it is no surprise that in my dealings with fledgling adventuring wizards over the years the Shadowfell is the plane many of them choose for their first trans-planar journey.

Of course, they are all horribly wrong. The Shadowfell is far from safe, and many new travelers promptly die, alone and hopelessly lost, far from any place they might call home.

Therefore, in the spirit of keeping these adventurers alive just a little bit longer on their foolhardy quests for glory and treasure, I felt a frank guidebook was needed, one that lays out the dangers that will undoubtably be encountered there.

Chapter 1: A Dark Mirror

I have heard storytellers say that seeing the Shadowfell is like a holding a dark mirror up to our own world. Perhaps you have heard the same? This is unfortunate as the description is confusing at best and lulls new scholars into the false promise of easy understanding at worst. You see, the Shadowfell is vastly more complex than a simple dark reflection of our own world. Repeat what I am about to write next to yourself and internalize it as a manta, right now at the start of your studies. "I do not understand the Shadowfell, and I never truly will." Say it out loud. And again. Repeat the following as well. "It is not our world, and I would be a fool to assume anything I see there will behave as I might expect." The problems stem from the fact that the Shadowfell seems so familiar, just like a dark night where our mind is playing tricks on us with what we think we see or hear. Our misguided brains tell us that everything is alright, that we will be safe as long as we keep our wits about us and stay vigilant. Don't believe it, not for a second.

I am getting ahead of myself though. This book is intended for the uninformed. To that end, first and foremost, I must provide you with some knowledge about how the cosmos are arranged. I am not going to lecture you on advanced cosmology here, for those topics are beyond the scope of this book and well above the understanding of most casual readers. Instead, I will provide the most essential information, and present it in the simplest way possible.

We, such as those of us mortals who are huddled within the relative safety of Candlekeep's walls while we read these books, are situated on the Material Plane. The Material Plane is our world, you could say, or our reality to be more specific. When we speak of other planes then, those are places that exist separate to our own world and that we cannot get to except through extraordinary means. The heavens and hells are the primary examples of other planes that most laypeople are familiar with. The Shadowfell and the Feywild, however, are not completely separated from our world. Many scholars would describe them as shadows, or echoes of our world. But even this can't truly express the relationship between the three. Consider this exercise that I insist my own students complete.

First, I have them take three large but equal sheets of parchment. On the first I have them draw a map of Candlekeep and the surrounding areas of the Sword Coast up past Baldur's Gate. This of course also doubles as an excellent exercise for their memory, not to mention penmanship. They draw this as accurately as they can, for it represents the Material Plane, our world as we know it.

Once it is done, I hand them larger, bristled brushes and tell them to place the second piece of paper on top of the first. They are then instructed to trace their first map onto the second page with the brush. "But we can barely see the lines through the parchment!" one will undoubtedly complain. "And these brushes don't allow us to draw any fine details." Soon they realize that I am in no way joking and they set to the work. It is frustrating and difficult, I will admit. At times the parchment shows the ink from the map below well enough and you can follow along, but in other sections they have to guess or reinterpret from memory. The end results are a mess, with blotches of ink obscuring what careful lines they were able to make.

Next, they put that sheet aside and place the final piece of parchment on top of the original map. "This time," I instruct. "You may cast light on the desk itself." The effect and the grins on their faces never disappoints. The lines of the map show through crisp and clear. I then pass out calligraphy brushes and ask them to trace the map again. This time, however, they are to take liberties. They should concentrate on the most iconic sections, cities, mountains, or coastlines for example, and add their own artistic touch. Make them feel more unique, more thrilling than they might be in real life. Interestingly, though they can see the original perfectly in this stage to be able to trace, when they are permitted the freedom to embellish the end results are often further removed from the original map than their previous attempt.

"These are all depictions of the same place, are they not?" I say once their brushes have stopped. "But, which shows the real Candlekeep and Baldur's Gate?"

Sensing the trick question, as all good students do, they hesitate to answer and, not to let their confusion linger too long, I quickly move along. "Stack them for me please, placing your rough bristled map on the bottom, your original map above in the middle, and your final, exaggerated map on top."

"They are all real, for they are all one in the same," I say. Then, and I do add a bit of flair to the presentation here if I might say so, with a wave of my hand I send animated needles flying out of the cupboard behind me and through the air to pierce their three papers again and again, loosely binding them together in a web of black thread.

"This is the reality of our world," I say. "The three exist separate, yet connected. The Material, the Fey, and the Shadow. We claim our world is the true one, that the others are echoes of us. But could it not be the other way around? What if we are a more tame echo of the Fey, for after all echoes are less strong each time the come back? An amusing thought, is it not?" Then with a smirk I finish class for the day. It is up to them to delve into the tomes of the library to discover the truth about the creation of the cosmos themselves, for that is the greatest lesson of all. Learning to teach yourself.

I am veering off topic though I fear. Back to the oft-cited mirror analogy. A mirror is easy to understand because it is merely you in reverse. But the Shadowfell is not the reverse of our world, which is why the analogy is so misleading. It is instead the least version of our world. It is our world, dulled and robbed of its light, without spirit and hope.

Getting to the Shadowfell

Of course, you didn't pick up this tome to read vague descriptions. Stories of my students, safe in their classroom, won't help you survive the unbearable darkness of the Shadowfell, will they? No. Well then, let us reframe the discussion to something more direct, and more personal. What follows is the tale of my first excursion into that realm.

I didn't travel to the Shadowfell until I was a full-fledged wizard in my own right, making my way in the world as a scribe and diviner. This was much later than many of my peers you see. While most wizard apprentices accompany their masters regularly on trips to the Feywild or Shadowfell to assist them in their research, my master had strictly forbidden it. In fact, for all the years of my apprenticeship, though we had already traveled together to various other planes, some much more dangerous in my opinion at the time, he had adamantly refused to take us to the Shadowfell.

Needless to say, all this did was build within me an interminable fascination, built on years of daydreaming and wild speculation. It should be no surprise to anyone then that as soon as my apprenticeship ended and I struck out on my own, I began to plan my trip.

As I was already thoroughly versed in the principles of interplanar travel, I focused my research on the properties of the Shadowfell and the creatures that inhabited it instead. It was there, in the depths of one dusty library or another that I crossed paths with two like minded fellow scholars, Adelina and Morvath. We bonded instantly and, over many a late-night meal and cask of wine, worked through all the minor details and preparations necessary for a visit to the Shadowfell. And then, in a supreme act of naiveté, we hired a competent looking half-elf woodsman named Relu to assist us and set about finding the nearest shadow crossing.

I am not going to tell you exactly how we made our way to the Shadowfell, three fresh-faced humans and our guide. Neither am I going to reveal the location of the crossing that we used. That would be beyond careless on my part. No, if you wish to travel to a place as dangerous as the Shadowfell you can very well prove that you are competent enough and find your own way. For the sake of this text though, I will at least describe the ways in which one might travel there, if they were so inclined.

The easiest and quickest way to get there, I'm afraid, is simply to die. This is not an attempt at humor either. The souls of all mortals must all pass through the Shadowfell on their way to the Fugue Plane, which of course is where they will await judgement and ultimately be sent to their respective afterlives. So, once your soul has left your body, unless you desperately cling to your old life and find yourself trapped as a ghost in the Ether, you will shortly transition into the shadow realm and begin your journey. It is interesting to note that the large amount of undead that inhabit the Shadowfell are a direct result of this. After all, any souls that wish to linger to avoid their otherwise inevitable day of judgement, it only makes sense, might choose instead to hide in the darkness and shadow. Surely the terrors of the Shadowfell pale in comparison to the bleak eternity that awaits the worst among us.

As for less permanent ways to access the Plane of Shadow, you can take your pick from searching out an existing portal and hoping you can somehow decipher the way to activate it, spending years advancing your magical abilities until you can access a powerful enough spell, or trying your luck with one of the ever-fickle shadow crossings.

Spells and portals are the obvious choices, but they take time, knowledge, and quite often large amounts of gold that you may not have. Shadow crossings, on the other hand, can be stumbled into by any fool, as is unfortunately the case at times. If you recall the exercise that my students must undertake, the three sheets of paper lashed together, places where the needle pierces two pieces of paper, where the thread penetrates both and pulls them close, that is a shadow crossing. These are places where our two worlds, the Material and the Shadow, cross or overlap on their own, where the veil between them is at its thinnest and you can pass from one world to the other effortlessly. They are most often places of death or deep shadow, locations that exist in the same form in both realms. Crypts and open graves are some of the most common places to find a shadow crossing as a result, but you would be surprised at where they will appear. I've even read of a most unfortunate outhouse that held a shadow crossing for a short while. Two tavern patrons were swallowed up before, in an incredible stroke of luck, a traveling alchemist came through, down on her luck and selling minor potions and remedies to townsfolk. She recognized the signs, knew that the end of harvest season (when death is in the air and our worlds are brought closer together) was when the crossings are most likely to be found, and was able to shut the crossing before any more were lost to it. Fortunately for all, she knew that a bright light will snap a shadow crossing shut instantly, a defensive mechanism so that no external light can enter the Shadowfell.

But merely shutting one shadow crossing doesn't remove the threat they pose, for the crossings move and reappear on their own. You can see how this is a bit of a problem when dealing with shadow crossings. You can't catalogue their locations simply because they are extremely unpredictable in where or when they might appear. Back to the paper and thread analogy, imagine if the thread constantly was unsewing and resewing itself in new locations. You can see why a shadow crossing could be hard to find, even when you think you are looking in the right spots.

Shadow Crossings

A shadow crossing is a location where the veil between the Material Plane and the Shadowfell is so thin that they effectively overlap, allowing creatures to simply walk from one plane to the other.

A shadow crossing can't be seen as it only appears in complete darkness. In fact, one might walk through a shadow crossing without even realizing it. This could happen while going into a dark basement to fetch a barrel of wine, only discovering the transition has been made when exiting the basement minutes later. One could return to the basement in an attempt to find the crossing again, but such attempts are often in vain if more time passes. A single ray of light is all it takes to close a shadow crossing.

Endless Night

Back to my own story though. When I and my three traveling companions finally entered the Shadowfell, I was immediately hit by the piercing cold, the assaulting intensity of the darkness upon my senses, and the sudden and terrible feeling that I had made an immense error in judgment, a feeling which wouldn't go away no matter how strong my convictions were to the contrary. In other words, I was terrified to my core. But, my mind was racing to make sense of it all and I was more alive, more awake than I had been in a long while. After a short discussion, my companions and I decided that we were unwilling to turn back yet, so we pressed on. We had barely made it anywhere at all, however, before the true darkness began to close in. Apparently, what I had considered to be as dark as night before was in fact...not. Actual night was descending, we soon realized, so our guide hastily suggested that we needed to start a fire and camp where we were until morning. I will tell you right now, that was one of the most unpleasant nights of my life.

I did however, in an attempt to look for the silver lining in the situation, learn quite a lot about the Shadowfell in a very short time. As it turns out, some of the common traits you hear told in stories are actually true. Ever present darkness is the obvious one, and indeed there is no sun to rise in the Plane of Shadow, no stars or moon to light your way. The time that we call day is at best graced by a faintly glowing horizon, which provides barely enough light to turn the sky from black to murky gray (as you might find at waking dawn or waning dusk) and throw long shadows about on the ground. But even that feeble light is fleeting and soon deepest night will return, as impenetrable a darkness as you have ever known.

That first night we spent in the Shadowfell was passed cowering in our encampment. I found myself swatting at my clothes to brush off what I swore was living shadow. It clings to you, you know, weighs you down as your legs wade through it. You feel its mass press against your chest and you struggle to breath it into your lungs. To make the experience even more unpleasant, impossible though I foolishly thought that was at the time, our meager campfire could barely push back the darkness and we were in constant fear that it would fail us completely. I say meager, but it was in fact a bonfire as tall as I am, inexplicably shedding only as much light as a candle would, and with its heat vanishing a few short inches from the flames. Unsure what else to do, our party sat circling the fire, our backs to the tower of logs, soaking up what little heat we could. The shadows crept ever closer though, minute by minute, and the cold numbed our hands and our resolve. Only our relentless stoking of the fire kept us from being swallowed by the night entirely. Mind you, I learned later that the darkness of night, alive though it seemed, could not harm us. Unsettling though it is to stand in a sea of pristine black, what we truly had to fear were the creatures of shadow that hunt within its depths.

Oh yes, life does persist in the Shadowfell, at least to some degree. Many will tell you it is filled with the undead, shambling mindlessly through broken and forgotten cities, and there is much truth in that as well. But the shadows hide much more than that.

I...do not enjoy reliving what happened next. How we could hear a predator circling us, for hours, until our focus was hopelessly lost. How the great shadow beast tore through our camp. How I barely even saw it, its form detaching from the shadows just prior to snatching Morvath up in its jaws, knocking our fire over into a pile of faint embers, and vanishing again into the inky abyss. The moment that followed was eternal, and it still rears up in my dreams at times. Relu frantically tried to reconstruct our fire while Adelina stood frozen in place, her hands stopped halfway through tracing arcane circles in the air, all while I futilely shouted Morvath's name and waved my dagger wildly about me.

When the deep gray of dawn finally came, we went through the necessary motions to strike camp without speaking a word to each other and then set out. We were unable to go back the same way that we entered the realm, something that we knew would be the case, so there was only one real option for us to return home unscathed. We had to find the city of Gloomwrought.

The grand experiment was over, of course. Our arrogance had cost us the life of a friend and colleague, and for a long time after my return, even hearing the name Shadowfell would bring the full weight of it all flooding back. But in that moment, I had yet to process those emotions. All we knew was we were in a race for our very lives.

Chasing Echoes

Our original plans for our return home were quickly discarded. There wasn't much of a discussion about it. We had thought that, after casually exploring and documenting what we saw there for as long as we wished, we could simply hop back through another shadow crossing. It might take some time to find another one, certainly, but that would be part of the fun. This was an adventure after all, wasn't it?

How young and inexperienced we truly were. No, we needed help and there were precious few places that would willingly offer it to us. After a quick vote we decided to make for Gloomwrought, the City of Midnight, one of the largest and best known outposts of (mostly) civilized creatures in all of the Shadowfell. Surely in a city of that size there would a scholar or wizard with the knowledge or means to get us home.

So, day by day we struggled to make our way along twisting dark paths. Since the Shadowfell's landscape is an echo of our own, we knew generally which direction to head. We knew where Gloomwrought ought to be and we tried to follow major roads that we thought should be there. But while our own land does indeed have counterparts on the other side of the veil, distorted representations one might say, the differences often turned out to be too great and our memories and instincts couldn't be trusted. At times it all made sense, that a great forest of ours would here be filled with broken and dead trees, spider webs filling the branches like woven silk leaves. Or a great mountain was instead shattered into jagged, impassable crags. But more often than not our surroundings were devoid of any remarkable landmarks. They were filled with gloom and shadow, as I would expect, but were also visually unremarkable most of the time, which led you to feel like you were walking the same section of path over and over again.

Yet even in the face of uncertainty we couldn't stop moving, couldn't take the time to scout out the top of a mountain to see the general lay of the land. To stop moving was to die, I could just feel it deep in my soul. And even if we could spare the time, the Shadowfell is known to change from on a whim, so what we might see from above could be different by the time we descended the slopes. This particular trait of the realm was amusing to me as a student, much less so now that I was experiencing it as my reality. Paths would shift on you, trees and rocks would move. Ruined buildings aged before your eyes, crumbling to dust and blowing off into the wind, only to be reformed elsewhere. Relu, proud ranger that he was, was at a complete loss and fully admitted so. How does one find your way when the map itself shifts on you?

We proceeded slowly, expecting everything to go wrong at every moment. That would normally sharpen one's senses, but instead I found it harder and harder to focus, to stay alert, and the resulting fear gripped me even more. It was without doubt one of the darkest times of my life, both literally and emotionally. We were mentally and physically exhausted at the end of every day, and night provided little to no rest. Over the weeks, my spirit wore down, the nature of the Shadowfell took root in my being, and I began to experience true despair. If not for Adelina I would surely have given up.

The Shadowfell Despair

She was the one who kept her wits about her long enough to realize what the true nature of the Shadowfell was and why we were being affected as we were. Shadow. Darkness. Cold. These are the first things that people think of with the Shadowfell and they certainly paint an accurate picture of what the realm looks like. But they don't really define its underlying essence. Think of those more like surface traits. However, to truly know the Shadowfell you must look inward. I should clarify before I continue. I don't mean look inside the realm, physically as in underground, but to look within yourself, to take note of what is happening to your own mind and body.

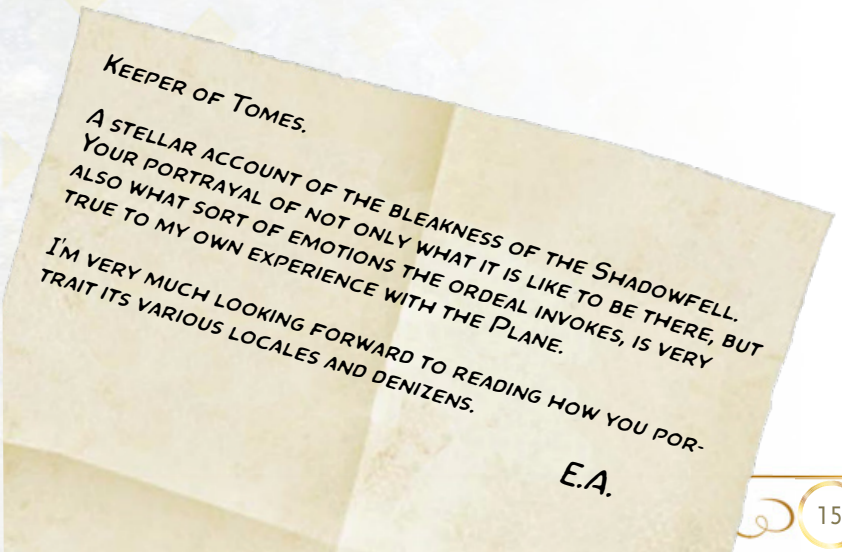
While the Shadowfell is truly a land of death, most people just assume that means it will try to kill you (which of course it will), or that it is filled with creatures of death and undeath (which it most definitely is). The underlying truth is much more subtle and sinister though. You see, the realm causes everything within it to waste away to nothingness. The Shadowfell is not the embodiment of violent death. No, it is instead decay, atrophy of body, and apathy in the mind. It is a realm of stasis and stillness, without extremes of any kind, where no sparks of passion or flashes of insight can exist. A place where even time cracks and falters to a near stop.

Nature's impulse to grow and thrive is overwhelmed and stifled by the atrophic energy. Colors are sapped of their vibrancy, leaving only a visual palette of grays. Your senses of taste and hearing are equally dulled and muffled. Over time, your movements will start to slow and your limbs weaken, your thoughts will trip over themselves and your memories fade, all while the land and structures around you erode and crumble into dust. Most unsettling of all, your goals and motivations become lost and you find yourself aimlessly wandering the same paths over and over again, stuck in a predictable rhythm that you are unaware of and unable to break free from. Far from a dark reflection of your former self, as the mirror analogy would insist, you are instead the least version of yourself, one restrained in every facet of your being.

It is no wonder then how despair sets in. It begins with depression, once your ability to laugh, hate, or love is lost. When you can no longer remember what happiness or the comfort of home feels like. All too soon you are wandering along a cliffside path above the sea, black waves breaking on the sharp rocks below. Try as you might, you can't decipher where you are going or why, and you find yourself filled with a longing to end the pointless monotony that is your life.

Hopeless, depressed, and suicidal. Relu gave in to the voices that spoke in the darkest corners of his mind and walked off that cliff into death's waiting embrace. Adelina and I were too stunned to react, and I had to fight hard against my own inner demons to not follow him to his icy demise in the waters below.

That is the last memory I can recall from my trek through the wilds of the Shadowfell. Whatever else occurred, it is lost to me now. The next I knew, the two of us walked in under the glow of the boundary lamps of Gloomwrought, through the gates, and collapsed onto the hard, gritty cobblestones. Exhausted beyond words and broken near beyond repair, I lay there unable to cry or move, yet somehow alive against all odds.



Optional Rule: Shadowfell Despair

A melancholic atmosphere pervades the Shadowfell. Extended forays to this plane can afflict characters with despair, as reflected in this optional rule.

When you deem it appropriate, though usually not more than once per day, you can require a character not native to the Shadowfell to make a DC 10 Wisdom saving throw. On a failure, the character is affected by despair. Roll a d6 to determine the effects, using the Shadowfell Despair table. You can substitute different despair effects of your own creation.

Shadowfell Despair

d6	Effect
1-3	**Apathy.** The character has disadvantage on death saving throws and on Dexterity checks for initiative, and gains the following flaw: "I don't believe I can make a difference to anyone or anything."
4-5	**Dread.** The character has disadvantage on all saving throws and gains the following flaw: "I am convinced that this place is going to kill me."
6	**Madness.** The character has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "I can't tell what's real anymore."

If a character is already suffering a despair effect and fails the saving throw, the new despair effect replaces the old one. After finishing a long rest, a character can attempt to overcome the despair with a DC 15 Wisdom saving throw. (The DC is higher because it's harder to shake off despair once it has taken hold.) On a successful save, the despair effect ends for that character.

A *calm emotions* spell removes despair, as does any spell or other magical effect that removes a curse.

Optional Rule: Shadowfell Echoes

The very nature of the Shadowfell is echoing the Material Plane. When you deem it appropriate, you can roll on or choose from the Shadowfell Echoes table to help illustrate the changing nature of the Shadowfell. You can substitute different echo effects of your own creation.

Shadowfell Echoes

d8	Echo
1	A number of trees instantly wither to dust and blow away in the wind. The dust might catch on something invisible, revealing its shape for but a second before being blown further.
2	A pond or stream of water dries up or appears out of nowhere.
3	A building collapses into a ruin and its interior instantly aging decades.
4	The feathers or fur of an animal falls off.
5	The ground is littered with thousands of insects; alive but too exhausted to move. Perhaps they cover something that attracted them here.
6	A road or path disappears into the ground, re-emerging moments later, now heading in another direction.
7	A sinkhole opens in the ground while a new hill is pushed up into existence a some distance away.
8	Strange voices echo all around, coming from nowhere in particular. Perhaps the voices speak of something of interest to the characters.

Optional Rule: Shadowfell Planar Effects

Planar effects influence the entirety of the Shadowfell, though they may not affect any demiplanes within the Shadowfell (such as Dread Domains or other pocket dimensions).

The Shadowfell has the following features:

- Nonmagical light sources only illuminate half as far.
- Nonmagical heat sources such as campfires, lanterns, and torches last only half the usual time.
- The light emitted by the sun is strangely muted, capable of creating only dim light.
- The moon's glow can never reach the ground, ensuring that nights in the Shadowfell are pitch black, making everything heavily obscured.
- Colors are desaturated and sounds are slightly muffled, making it impossible to distinguish colors and speech further than 60 feet away.

If you wish to run a particularly difficult campaign, also consider the following planar effect.

- Nights are so dark in the Shadowfell, that a creature's darkvision only functions out to half its normal range.

Chapter 2: Locales of Note

Gloomwrought

As with most of the Shadowfell, the denizens of Gloomwrought are not inherently evil, though it is certainly not a kind nor welcoming place. No, the city is dark and dismal, filled with claustrophobic alleyways that wind though decrepit buildings, ever threatening to close in on you around the next turn. A place where the structure and plan of the city itself changes on a whim, where roads rearrange themselves, buildings collapse on their sleeping tenants, and new ones spring forth from the stones of a busy marketplace. Where statues contorted in pain and misery follow the living longingly with their eyes and grotesque and morbid drawings are carved on nearly every surface.

The city is bordered to the south and east by the Stormy Sea, a dark and foreboding body of water. But, unless you are lucky enough to secure passage on a ship, you will instead enter Gloomwrought by way of the Skins, the vast, deadly marsh that surrounds the rest of the city. I do not recall how Adelina and I found our way safely across the Skins, but perhaps it is best if I don't go searching for those memories. Untold terrors lurk in those waters and I prefer to keep what little sleep I get each night intact.

Between the Skins, the sea, and the city stands a great wall of black stone, all around which lanterns are hung. The sickly green light they provide both keeps monsters at bay and helps travelers navigate in the darkest nights. The wall itself undulates and faces akin to gargoyles surface and peer out from the stones periodically, eager to see those that have come to their city. The city gates fortunately do not seem to move about the wall, but instead provide one of the few permanent features of the city, each one a massive carved skull, the path in leading through its open jaws.

I know that I am not describing Gloomwrought in the best light, but know that as far as the Shadowfell is concerned the city is a beacon that attracts all sorts. A thriving black market exists openly and unchecked, where local and far traveling merchants and their customers barter over the rarest tomes, ingredients, and magical items that you have likely never seen. It is no wonder then that power, prestige, and control in Gloomwrought is highly sought, and many factions struggle silently (and sometimes not so silently) to gain the upper hand. The mercenary bands that wear the Crimson Sash. Worshippers of the sun who spread the gospel of light under the sign of the Hooded Lantern. The criminal Veiled League. Vecna's cultists of the House of the Eye, or the merchant family House Harskel. Influence ebbs and flows in Gloomwrought with time, yet the city's lone ruler remains constant. Prince Rolan the Deathless, who has guided the city and kept it in order for over three hundred years. In all of my trips to Gloomwrought, however, I made it a point to keep my head down, my name secret, and my nose as far from political intrigue as I could. Besides my initial tragic foray into the Shadowfell, I came back only for research or the acquisition of certain materials, not to embroil myself in another plane's feuds or wars.

Dust Quarter

The Dust Quarter is the heart of Gloomwrought, and the center of its political power. Named for the thick layer of dust the coats the buildings and passageways, which always returns even when cleared away, this district houses not only the majority of the wealthy nobles in the city but also Prince Rolan himself in his Deathless Palace. Though the streets here are largely empty compared to other areas of the city, many visitors come to see the ornate manors and the palace, which rises from the midst of the surrounding city, without expansive grounds or gardens, its twisting stone towers resembling claws or shards made from bone. Others come for the famous Dark Lady, a fountain of cold dark liquid with a jet-black statue of a woman on a pedestal in the center. It is said she can tell when people are telling the truth, and glowers down at those that lie, making this a popular spot for business dealings.

A1. Harskel Acropolis

This is the seat of House Harskel, the most prominent of the merchant houses in Gloomwrought, led now by the family's youngest son, Dedrek Harskel, after all of his older siblings mysteriously died or went missing within the span of a few months. The House has its hands in every pot and every pocket, tightly controlling the flow of trade goods in the city. It also commands a sizable personal army, used to both enforce its hold on the economy and aid Prince Rolan in defense of the city walls - a relationship that has only further solidified their power.

Members of House Harskel

While a relatively new house, House Harskel has grown immensely due to two factors: First, they focused solely on trade, and second, they didn't restrict their recruitment to any one race. As such, their soldiers are a diverse bunch, consisting of dwarves, tieflings, shadar-kai, and everything in between. Each recruit undergoes rigorous training before they are equipped with expensive plate armor and utilized as soldiers.

Below are statistics for Dedrek and the soldiers of House Harskel.

Lord Dedrek Harskel

In Gloomwrought, Dedrek is both the greatest merchant and the wealthiest man. His primary motivation is profit (regardless of how it affects others). He has the statistics of a lawful evil human male **noble**.

Soldier

A soldier of House Harskel has the statistics of a lawful evil or lawful neutral **knight**.

A2. Carradh Keep

House Carradh is among the oldest and most respected families in Gloomwrought. They wield a great deal of political influence and are widely regarded as knowing the most secrets (a precious commodity in the city). Not surprising, since they make extensive use of hired agents of the Veiled League (see below). In truth, House Carradh is no more well-connected than others like the House of the Eye or the Tenebrous Cabal.

Lord Olisk Carradh is head of the Carradh family, known as the Iron Lords because of their fortress and militaristic tendencies, and is a fierce rival of House Harskel. The Iron Count, as Olisk is frequently referred to, has six adult children who routinely squabble over who will inherit the family fortune. However, none of the children are aware that ten years ago their father was subtly killed and replaced by a rakshasa named Sazha.

The fiend presents himself remarkably like Olisk when he was alive, a grumpy, elderly wizard. Sazha is as good a master as Olisk ever was, for he considers the Carradh Family business to be his own and ferociously guards its interests. During his decade-long guise as the patriarch of one of the most influential houses in the city, he has managed to replace many of the lesser members of the house and servants with other rakshasas subservient to him.

Members of House Carradh

While the number of soldiers in House Carradh's employ can't rival the vast numbers of House Harskel, they are far better trained.

The house exclusively employs humans, which they often attribute simply to tradition. In truth, however, it is due to Sazha's belief that humans are easiest to manipulate. Sazha has several **rakshasas** loyal to him in various positions within the House, which has helped ensure the safety of his secret, as well as his power.

Below are statistics for Sazha, Lord Carradh's children, and the soldiers of House Carradh.

Sazha

Sazha is a male rakshasa who killed and is now impersonating the real Olisk Carradh. He has the statistics of a **rakshasa** with the following changes:

Armor Class: 18 (natural armor)
Hit Points: 161 (19d8 + 76)
Intelligence Score: 16 (+3)
Challenge: 15 (13,000 XP)
Multiattack. Sazha makes three claw attacks.

Carradh Noble

Lord Carradh's six descendants each have the statistics of a LN human **noble**.

Soldier

A common soldier of House Harskel has the statistics of a human **knight** of any alignment.

Elite Soldier

House Carradh has about a dozen elite soldiers. An elite soldier of House Harskel is a human of any alignment with the statistics of a **hobgoblin warlord**.

A3. Deathless Palace

The Deathless Palace is the heart of Gloomwrought, the seat of power, and likely the oldest building in the city. Its name is derived from the fact that it seems impervious to both the decay of time and direct damage. It is currently occupied by Prince Rolan the Deathless.

Prince Rolan

Prince Rolan has ruled Gloomwrought from his Deathless Palace for three hundred years, which is quite the feat considering he is a mere human and looks to be no more than fifty years old. However, he is a skilled warrior both on the battlefield and in politics; a dangerous enemy to make in either arena. He also carries a well-earned reputation for being romantic, having courted many powerful eladrin lords and archdevils over the years. His current consort is the deva Feria (see below).

More details on Prince Rolan himself, as well as his statistics, can be found in chapter 19.

This grandiose structure is comprised of six wings, each with countless rooms, corridors, and a unique decorative style. Each wing also has its own vault and throne room. Below is a description of the wings.

Blackfire Hall. This wing pays homage to the city's shadar-kai origins. It is crudely adorned with chains and iron furniture. Prince Rolan's shadar-kai servants reside in this wing.

Hall of Ancients. The oldest wing in the palace remains empty to this day. Apart from the occasional roaming undead creature, the only thing found here is a horrible, bone-chilling sense of unease that can tear into even the most strong-willed individual. Unknown to all except Prince Rolan, this hall was once dedicated to the worship of Orcus, the Demon Prince of Undeath. The foul rituals conducted here have forever tainted it with the stench of decay. Creatures who die in the Hall of Ancients immediately spring back to their feet as shambling undead.

Hall of Blades. This wing is where Prince Rolan spends most of his time, primarily because of the fighting pit it contains. Agents of his personal guard, the Deathless Watch, put on gladiatorial fights here to entertain their prince.

Hall of Darkness. This entire wing is dedicated to Shar, the Goddess of Darkness and Loss. Everything, from the walls to the smallest piece of furniture, is painted black. The wing is also enchanted by powerful transmutation magic, causing candles to spread darkness rather than light. Sharran **priests** ensure candles are lit within each room and corridor at all times.

Hall of Silver. The wing is dedicated to the Faerûnian pantheon and the Astral Plane. Mostly everything in this room in this room is coated in silver, including the candelabras, picture frames, and cutlery. A vividly bright painting provides additional variety to the color of the room, dispelling the dreariness of the Shadowfell for a moment. The wing's sole occupant is Rolan's consort, the **shadow angel** Feria. Very few others are allowed entrance.

The Hall of Silver

A creature is unaffected by the despairing nature of the Shadowfell (see "Optional rule: Shadowfell Despair" in chapter 1) while within the Hall of Silver.

Midwinter Hall. Adorned and furnished with beautifully crafted wood and furs, this wing permeates a tingling sensation of joy within those who walk here without ever taking root, much as if one could almost grasp it but never quite reach it. Most natives, and shadar-kai especially, despise this feeling. The wing itself is proof that a previous ruler was on good terms (and maybe even had an alliance) with somebody in the Feywild. The vault, located beneath the throne room, contains a portal that leads there, but it has been inactive for centuries. If anybody knows how to reactivate it, it must surely be Prince Rolan himself.

Feria the Shadow Angel

A deva and the consort of Prince Rolan, Feria lends an air of elegance and majesty to the Prince's palace. While most of his fellow nobles assume the Prince was drawn to her beauty, he was more intrigued by her immortality. After long study, he discovered a ritual to tap into her life force and siphon it off to bolster his own, in effect halting his own aging.

She remains in Gloomwrought to find her long-lost twin sister, Ashe, whom she has tracked to the city. Whether Ashe remains in Gloomwrought is unknown, yet Rolan continues to promise Feria to aid her in her endeavors for as long as she remains by his side: a compromise she is willing to accept knowing full well that Rolan is drawing upon her immortality to extend his own life. What she doesn't know, is that the ritual is slowly tainting her divine essence, gradually transforming her into a dark reflection of her former glorious self.

Feria has the statistics of a **shadow angel**.

Drowned Quarter

Goods and passengers alike flow in and out through the Drowned Quarter, the port of Gloomwrought. The green outer lanterns of the city wall, which continues around in a broken line through the water, guide ships to the gaps and on into the city proper. Once inside, the port is much like any other waterside district, full of merchant lords, ambitious traders, and opportunistic ruffians. Two things in particular make these docks stand out though. First, like the rest of the city the docks are in a constant cycle of decay and reemergence. It is not uncommon for a wharf to collapse into the water without warning, often taking a load of goods and sailors with it, and a new one to push up out of the depths a ways farther down. The protocol is then that anyone can lay claim to the new wharf, which is quite clearly worth a large amount of gold in either rental income or sale to a merchant house, and violence erupts around these events, sometimes with fatal consequences. The second thing of note is that the docks are the favored site for public executions by the city guard, the Deathless Watch. A lone pier at the far end of the docks holds an empty cage, hanging from a sturdy iron chain. Condemned prisoners are lowered during low tide and forced to ponder their life and wrongdoings as the tide slowly comes in and engulfs them. After the sea creatures have picked their bones clean, what is left of their body is placed in one of the cages that dot the outside of the city wall, placed prominently near the gates and lanterns, as a warning to newcomers.

B1. House of Sterling

Streaks of silver adorn the sides of this towering building, which can easily be seen from afar. This is the where the Veiled League make their headquarters.

The Veiled league is foremost a brokering organization of secrets and information, two precious commodities in a city full of political unrest. They run the House of Sterling, a den of pleasure situated between the Dust Quarter and the docks. Such an establishment makes their job easier, as people are more likely to open up in such a unique atmosphere. The nightly entertainment is offered in different rooms, with some priced exceptionally low to accommodate the common citizens of Gloomwrought (who often have heard more secrets than nobles themselves).

Any information gathered by the league is sold to the highest bidder, with payment often demanded in favors (e.g., protection) rather than gold. However, if this information is likely to compromise someone else, the league often sends a messenger to warn that individual, allowing them to make a competing offer to "bury" the secret.

Agents of the Veiled League

All Agents of the Veiled League have sworn a binding oath to remain politically neutral, and are hence respected by both the common folk as well as the nobility of Gloomwrought. Each member fills a unique role, answering to a mystery leader known simply as The Raven.

Below are statistics for the different agents of the Veiled League.

Beak

A Beak's role is the secure delivery of information, goods, or whatever else a client might require delivered physically. They often wear a symbol of a raven carrying a scroll, openly revealing their affiliation with the Veiled League. This ensures they can move mostly unhindered throughout Gloomwrought. A Beak has the statistics of a lawful neutral **scout**.

Talon

There are few Talons in the Veiled League as they are rarely utilized. Their role is mostly as a deterrent against hostilities towards the league. If a Beak or a Wing is threatened or stopped from carrying out their duties, they will remind the offender that doing so is an attack on the league and can have dire consequences. The Talons are that consequence. A Talon has the statistics of a lawful neutral **assassin**.

Wing

A Wing gathers information through infiltration, manipulation, and subtlety. A Wing has the statistics of a lawful neutral **master thief** (as found in *Volo's Guide to Monsters*).

The Raven

The identity of the leader of the Veiled League is a closely guarded secret. It could be anything, from the highest noble to the lowest commoner.

B2. The Cracked Keel

This tavern is constructed from the mismatched timbers of ships that have run aground outside of Gloomwrought. A cracked sign hangs from the tip of a ship's mast that protrudes from above the entrance. The sign is broken in such a way that it separates the words "The cracked" and "keel."

On the inside, the nature of the establishment is equally evident as it is constructed in the same manner as the outside. Knotted ropes hang from the ceiling and keels protrude from the walls. The walls themselves are covered in countless documents. These are mostly pages torn from various books aboard ships that provided timber for the establishment. In recent times, however, it has become customary for patrons to add to the decor by pinning additional parchments on the walls. These can be anything from bard's tales, job offers, or coded messages.

The Cracked Keel is considered a good luck charm by sailors, who superstitiously believe that drinking within sunken ships appeases the sea gods. A common toast heard here is "No one but the drowned here."

Plaza District

Every city has its merchant quarter, the heart that pumps the lifeblood of gold into each citizen's pocket and keeps the machinery of civilization turning. In Gloomwrought, however, trade is carried out in the Plaza of Gargoyles, so aptly named because the roofline surrounding the open-air marketplace is lined with statues of the beasts. Some are simple stone but others quite magical, quite dangerous, and tasked with keeping the peace. Few thieves are willing to pick a pocket or lift an item from a shop counter in order to find out which ones are which.

Situated next to the Drowned Quarter, the Plaza District is also bordered by the water for large parts, and is even connected to two populated islands in the bay by way of a bridge. It is on these islands that you find some of the more interesting attractions the district has to offer. On the Isle of Stars, the mansions have mirrored exteriors that reflect the lights from the city across the water like so many stars in the sky. This was originally orchestrated in an effort to spread light and suppress the gloom of night. However, the end result proved to be less than successful, and the island now serves more as a tourist attraction for natives of the Shadowfell who have never seen a star filled sky. Much more impressive is the Lightwell, also located on the Isle of Stars, in the garden of the Fizbarn mansion. Thirteen mirrors are precisely attached to the underside of a dome and angled to focus the light from as many lamps. The result is an intense, blinding light, such as you can't find anywhere else in the realm. It is so bright that it can serve as a sort of reverse shadow crossing, stretching the veil between worlds so thin that travel to and from the Material Plane is possible.

C1. Plaza of Gargoyles

This bazaar holds dozens of shops, taverns, and eateries, and is by far the safest place to conduct honest business. However, hostile emotions are difficult to contain in the Shadowfell. Violent disagreements still happen a lot in the plaza, despite the many watchful gargoyles that Prince Rolan has stationed on the surrounding rooftops.

Golthor

Golthor is chief of the **gargoyles** that guard the Plaza District. He had entered into a deal with Prince Rolan to guard the marketplaces (and drive off the Prince's competition). The bargain Golthor and Rolan struck was such that the gargoyles agreed to stay until Rolan's power was solidified. Much to Golthor's dismay, the constant warring between factions in the city means that Rolan is never safe, and thus the gargoyles are still duty-bound to serve him.

Golthor has the statistics of a Large **gargoyle** with the following modifications:

Hit Points 93 (11d10 + 33)
Strength score 18 (+4)
Languages Common, Terran
Challenge 5 (1,800 XP)
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

When a fight breaks out, the gargoyles swoop in to break it up, regardless of who started the ordeal. In their eyes, all participants are equally to blame, and their only concern is stopping the fight (and amuse themselves in the process). They attack indiscriminately and usually fight until one or both parties surrender, or one side is defeated.

C2. Trip's

A rickety building with shuttered windows, signaling clearly that prying eyes are unwelcome. Several times each day people can be observed entering the building while carrying bags or crates, only to leave shortly after with nothing in hand. Some of the clientele use Trip's because of its official function,

Golthor

namely that of a pawn shop. In reality, however, this is merely a front for a much more lucrative business: trafficking stolen goods.

Triptam and Associates

Triptam, known simply as Trip by most, had a long career as a master thief. In recent years, however, he has halted his thieving to instead fence the goods of others. After all, why spend your time stealing when you can have others do it for you?

Although several fences conducted business in the city when Trip switched careers, they somehow all died from a single knife wound between the ribs before long. Since then, Trip has been the only fence in town, buying and promptly re-selling valuable stolen goods via his extensive networks within the city.

Triptam has the statistics of a NE male human **master thief** (as found in *Volo's Guide to Monsters*). His associates all have the statistics of a NE **spy**.

C3. Harskel's Emporium

This three-story building is easily noticeable from afar with its sprawling exterior and well-dressed mannequins standing outside. Harskel's Emporium is where the wealthy go shopping for clothes, cutlery, furnishings, rare pets, and anything else they can think of.

The emporium sells wares that aren't available anywhere else; most things can be ordered and there are is always an acquisitions expert on the lookout for rare new items. If they discover a must-have item, their bulging coffers allow them to outbid anybody else in the city, making this the best place for vendors to fetch a good price for magic items and other rare objects.

The clerks who work here carry the crest of House Harskel on their fine clothing. They conduct their business with the utmost courtesy and scrupulously track all purchases, sales, and trades. These records are sent to the Hall of Ledgers at Harskel Akropolis at the end of every business day, where House Harskel employs several analysts to comb through the information. This allows the noble family to deduce the financial situation of everyone who matters, giving them a tremendous political advantage over the other noble houses.

C4. Crimson Freehold

This is the base of operations for the Crimson Sashes, the most respected mercenary company in Gloomwrought. Formed under the tiefling warrior Balaren, its members are hired as body guards, security experts, and assassins for the wealthy elites.

Mercenaries of the Crimson Sashes

Members of the Crimson Sashes all wear leather armor and a crimson sash, embroidered with white skulls. They wield spears and shields as extensions of themselves, showing no fear in battle. Every noble house in Gloomwrought has at least one of these mercenaries working for them.

Below are statistics for Balaren and the mercenaries of the Crimson Sashes.

Balaren, Captain of the Crimson Sashes

Many years ago, Balaren was a brave adventurer who got tangled up in a death giant siege on Gloomwrought. After landing the killing blow on the death giant commander atop the city walls, he became revered as a local hero and praised by Prince Rolan himself. Capitalizing on his newfound fame, he hired his adventuring companions to form the Crimson Sashes. Since then, several other capable warriors and mages have been recruited..

Balaren is a man of his word and is generally kind and helpful to those around him, though he always seeks to improve upon his own position and expand his profits. The Crimson Sashes' loyalty to him is unwavering. His one fault is his lust for women, though he often manages to turn this into a strength as well, having amassed a sizable network of former consorts throughout various noble houses.

Balaren has the statistics of a **champion** (as found in *Volo's Guide to Monsters*) with the following modifications:

- Balaren has a Charisma score of 19 (+4).
- He has a +8 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks
- He has darkvision out to a range of 60 feet.
- He has resistance to fire damage.
- He speaks Common and Infernal.
- Balaren's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the *thaumaturgy* cantrip. Once per long rest, he can also cast the *darkness* spell and the *hellish rebuke* spell as a 2nd-level spell.
- Balaren can use his reaction to add 4 to his AC against one melee attack that would hit him. To do so, Balaren must see the attacker and be wielding a melee weapon.
- He has a challenge rating of 10 (5,900 XP).

Crimson Sash

Depending on their skillset, a crimson sash has the statistics of a lawful neutral **assassin**, **gladiator**, or **mage**.

C5. Fizbarn Estate

Located on the Isle of Stars, this mansion is owned by Fizzet Fizbarn, a wealthy halfling merchant who has struggled to ascend to the status of nobility. His fortunes changed when his servants discovered a glowing portal to the Material Plane called the Lightwell.

The Lightwell is located behind the mansion, inside a giant dome rigged with magical lamps that shine at the Lightwell within. This concentration of light supposedly feeds the shadow crossing, sustaining its function. This route has enabled Fizzet to import fresh food and drink into Gloomwrought, making his sales skyrocket.

Other noble houses constantly plot against him as they are unable to compete with the exceptional quality of his goods, not to mention their disdain for the light that emanates from his estate.

Fizzet Fizbarn

Fizzet and his family deal primarily in food and drink. Since his wealth now grows daily, he has spent a sizable fortune on protecting his interests, namely his estate and most of all the Lightwell. His estate is now warded by several symbol spells and guarded by many iron golems, all purchased from archmages on the Material Plane. This has helped him ward off many attempts to infiltrate his estate.

Fizzet has the statistics of a LN male halfling **noble**.

Fettered Ward

The Fettered Ward presents an unlikely combination of activities. It is the city's center of entertainment, filled with spectacle and opportunities for pleasure of any sort, literally anything to make you feel alive for just a moment a day. From brothels to gladiatorial games, cabals of shadow magic practitioners to Vistani caravans, if you have a dark urge or strong desire, you will find satisfaction here. But the ward also houses the city's jail, graveyard, and wall for hanging lesser criminals (where the condemned are tossed off the wall and hung to the amusement of the crowd below, who often bet on whether or not the prisoners will be cleanly killed or suffer). It is as if the city is actively encouraging citizens to break every taboo and law only to in turn punish them mercilessly.

D1. Carnival Grounds

A sinkhole has turned this area into a concave and made it unfit for erecting proper buildings. Instead, it is now used to host the city's carnival. Rows of seats are placed around the slopes, allowing for hundreds of spectators to observe the grounds - and the gladiatorial combat that is performed there each month. This is an event that is always sure to attract a bloodthirsty crowd.

Tents, both large and small, are also found around the area. In a few of them, one might see a fortune teller, a hypnotist, or a merchant selling ointments and potions. The largest of the tents are reserved for members of a circus crew, who perform each day.

D2. Hanging Wall

The hanging wall is where justice is carried out in Gloomwrought. Each week, hundreds of citizens gather outside the city wall to watch prisoners be strung up, tossed over, and left to hang to death. The other end of the rope is usually attached to a spike that is hammered into the top of the wall. Most of the time this results in a quick death. Sometimes, however, the rope breaks or the spike dislodges, causing the prisoner to fall 50 feet to the ground below. Few survive the fall.

Regardless of the outcome, the duty of the Deathless Watch is concluded as soon as a prisoner is tossed from the wall. If they somehow escape death, the sentence is still considered complete, and they are free. The common folk enjoy placing wagers on the ifs and hows of an execution, and several bookmakers carry out their services during one. If enough people have wagered that a prisoner will die, and they somehow survive, the mob is very likely to trample the poor soul to death, simply to avoid losing their money.

The Deathless Watch is the de facto city guard and is comprised of various humanoid races. They work for Prince Rolan, ensuring a semblance of order within Gloomwrought. However, they are just as corrupt as anyone else in the city, openly accepting bribes and looking out for their own interests, often at the expense of others. Prince Rolan always takes their side in case of a dispute.

D3. Tenebrous Cabal

The Tenebrous Cabal is a shadow organization made up of shadow mages. No member speaks aloud of the organization and would never confirm its existence. Their goals are not clear to anyone outside the organization, nor to most within it. Those that learn of their existence either join their ranks or return to the dirt. The cabal strives to remain an enigma, though their shapechanging abilities, and powerful divination and illusion magic keeps them well-informed and politically influential.

The leader of the cabal is known simply as the Lord of Hexes, appearing as a dark silhouette only to inform the most powerful cabalists of upcoming tasks, promptly disappearing in wisps of darkness afterwards. The true identity of the Lord of Hexes remains a mystery.

Members of the Tenebrous Cabal

Most members of the cabal have the statistics of a **cultist** or a **cult fanatic**. The most powerful among them have the statistics as described in chapter 18 of this book.

D4. City Jail

The jail is managed by the Deathless Watch. Prisoners are shackled to the ground in dank, solitary cells and forced to go without food for days at a time. While cruel and detached, the members of the Deathless Watch are willing to listen to any plea for mercy - so long as it is backed by enough coin. They also take cheap bribes from passersby on the streets, granting them the privilege to spit and hurl rocks at prisoners within the cells.

Agents of the Deathless Watch

The dented and torn armor of the watch reveals every member to be battle-hardened and worthy of their position. Officers come in four types, as outlined below. Each officer carries a horrid smell, with dried blood on their armor and weapons, as they aren't allowed to clean their gear. While not particularly sanitary, Prince Rolan believes it grants them a grim appearance that helps ensure compliance from the populace.

Agents of the Deathless Watch who are not assigned to patrol the streets or guard the jail are instead recruited either as Prince Rolan's bodyguards or watchmen at the city gates, extorting registration fees from visitors.

Below are statistics for the various members of the Deathless Watch.

Deathless Berserker

A deathless berserker has the statistics of a lawful evil **berserker**.

Deathless Blademaster

A deathless blademaster has the statistics of a lawful evil **veteran**.

Deathless Mage

A deathless mage has the statistics of a lawful evil **mage**. They have the following spells prepared:

Cantrips (at will): *chill touch, mage hand, message, prestidigitation*
1st level (4 slots): *alter self, mage armor, magic missile, shield*
2nd level (3 slots): *detect thoughts, knock*
3rd level (3 slots): *counterspell, major image, slow*
4th level (3 slots): *fire shield, locate creature*
5th level (1 slot): *Bigby's hand*

Deathless Sniper

A deathless sniper has the statistics of a lawful evil **assassin**. They lurk on the rooftops of Gloomwrought, favoring engagement from afar.

D5. "The Red Door"

Located on the street known as the Avenue of Chains (which stretches all the way from the graveyard and to the Dust Quarter) is a seemingly ordinary house with a red door. There is no sign outside to signify it as being anything other than just another house on the avenue. The avenue itself is named for the many iron chains that hang between the house on either side, almost creating a roof over the street.

The door opens and closes many times each day as people come and go, though nobody ever references any of the establishment's residents. They refer to it simply as "the Red Door." Those who are allowed access can be heard usually introducing themselves as "friends of Niall," and acquiescing to requests of hefty donations as a "gesture of friendship." Once inside, the Red Door offers lavish luxuries like fine wines, exquisite dining, and other pleasures delivered by the establishment's many servants of various races and genders. All of these services are sustained by the "gestures of friendship" collected at the door.

The proprietress of the establishment is a half-elf named Madam Kryssa Halfheart, who denies that she is a businesswoman, claiming instead to be an organizer of festivities for "friends" - in which case she sure has a lot of them. Kryssa also claims that Niall Halfheart is her late husband, but nobody in the city has ever seen him, nor is there any proof that he ever existed. Nevertheless, a large number of citizens claim to be his friends, even if disingenuously. Kryssa has two sons, a battle-scarred half-orc named Atun and a burly dragonborn named Arcrax, who both work as guards. They forcibly remove anyone who refuses to donate or doubts their brotherhood, believing such offenders to be "non-friends."

Dedrek Harskel (see area A1) has formed a secret alliance with Kryssa. He provides her with the most beautiful silks, linens, and other furnishings, and in return, all in Harskel's employ are exempted from donating for access to the establishment's services. This has allowed the Red Door to have the most elaborate interior design of any establishment in Gloomwrought, helping it stay competitive with the House of Sterling (see area B1). The popularity of her establishment has disincentivized any major political action against Kryssa.

The Deathless Watch

D6. Graveyard

Everything seems exceptionally dull here, even compared to the rest of the Shadowfell. The mausoleums that litter the area are in a state of extreme disrepair, cracked and broken stone somehow refusing to break apart, as if held together by some invisible force.

The graveyard is home to countless undead and handful of reclusive necromancers who are interested in "studying" them. While dangerous in their own right, they are mere pests compared to the Charnel Fang, a gang of vampires led by the Charnel brothers: Grigori Charnel, a fierce and treasure-hungry vampire clad in a suit of full plate, and his brother, Nikolai Charnel, loyal to the bone and wielding a life-draining greataxe. The gloom of the Shadowfell has accentuated their primal urges and drained any residual longing for life that is typical of a vampire.

The Charnel Brothers and the Charnel Fang

The brothers aren't interested in influence or power, but simply seek to spread terror and malice, and grow their "nest." They have bribed the Deathless Watch to give them freedom to kidnap, torture, and feed on the common folk of Gloomwrought, eventually converting them into vampire spawn under their command. In return, the brothers agree to stay out of the affairs of the city's wealthy elite. However, some lesser noble houses recognize the power of this group and sometimes try and entreat with them to win their services.

Grigori Charnel

Grigori is a chaotic evil **vampire** with the following modifications:

Armor Class 18 (plate armor)
Hit Points 170 (20d8 + 80)
Languages Common
Challenge 15 (13,000 XP)
Lacks the Charm action.

Nikolai Charnel

Nikolai is a chaotic evil **vampire** with the following modifications:

Hit Points 170 (20d8 + 80)
Speed 40 ft.
Languages Common
Challenge 15 (13,000 XP)
Kinslayer Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 7 (2d6) necrotic damage. Nikolai regains hit points equal to the necrotic damage done.
Lacks the Charm action.

The Charnel Fang

The rest of their gang are chaotic evil **vampire spawn**, formed from their dead victims.

D7. Ghost Hall

Several formidable-looking shadar-kai stand vigilant outside this otherwise ordinary building, armed with spiked chains. This is the headquarters of the Ghost Talon, a militaristic organization of shadar-kai whose sole purpose is to usher in the birth of a shadar-kai empire. The first step is to bring the entirety of Gloomwrought under shadar-kai control (see chapter 13 for more on the shadar-kai race).

The Ghost Talon conducts missions all over the city, attempting to weaken other factions and terrorize all non-shadar-kai. With their excellent stealth and speed, they kidnap high-ranking individuals of noble houses, ransoming them back for a hefty price, or interrogating them for secrets.

The Ghost Hall itself is a two-story building that is heavily guarded, both outside and inside. Powerful abjuration magic is also used for added protection, such as alarms and traps. The most closely watched is the main chamber on the second floor, which has a vault containing a ledger that details all past and current members of the faction, as well as mission reports and intelligence documents.

Dear reader.

You now know a lot about Gloomwrought. I trust you realize this is a place you have little reason to visit. If you, contrary to common sense and an interest in your own wellbeing, find you must visit the City of Midnight anyway, remember these five facts:

1. *Several lords and organizations continuously struggle for dominance within the city. Don't become a pawn in their games.*
2. *Otherworldly creatures called Keepers roam the city in complete silence. Their purpose is unknown to all. Stay away.*
3. *The city changes slightly with every passing day as roads or buildings are moved. I suspect the Keepers are at work.*
4. *Money talks. Most inhabitants (including the city watch) love coin. And they'll do all they can to get yours.*
5. *Don't go. Seriously, just stay home.*

E.A.

Fanatics of the Ghost Talon

All Ghost Talon are shadar-kai and they believe their fate is to make way for the first shadar-kai nation; an empire based on their values and a place they can truly call home. As such, the Talon is hated by all other factions in Gloomwrought, including the morally-bankrupt Deathless Watch, who would much rather enjoy their bribes instead of risking their lives against competent foes. While the shadar-kai insurgence is limited to sporadic acts of terror for now, it could start to get more dire as their numbers continue to swell.

The Ghost Talon was founded by a young shadar-kai called Oristus many years ago. His merciless outlook and unwavering convictions have suppressed opposition and attracted many new recruits to the organization. With time, his xenophobia combined with his magical prowess has granted him the power to leech the life force of those around him.

Below are statistics for the various members of the Ghost Talon.

Oristus, Marshal of the Talon

Oristus is a LE **soul monger** (as found in *Mordenkainen's Tome of Foes*) with a Charisma score of 18 (+4).

The Talon

Each of the remaining members of the Ghost Talon have the statistics of either a LE **gloom weaver**, or a LE **shadow dancer** (both found in *Mordenkainen's Tome of Foes*).

Temple District

The Shadowfell is not a place of great faith. Few gods reach out to find worshippers there, where the constant gloom and despair destroys what sense of hope and purpose that religion normally provides their followers. A few temples do persist in Gloomwrought, mostly located here, but those that frequent them do so for less than traditional reasons. Many enter into a religion simply out of a desire to be bound by their strict doctrines and subject to harsh penalties when they are broken. The inner struggle between following either doctrine or your own personal nature keeps one's mind sharp and awake, aware of every choice you make. And then, should you give in to your mortal urges and bring the ire of the church upon yourself, the resulting punishment and pain can only raise you further out of the fog of the Shadowfell, when the world turns blood red for you every time the whip flails and you recite your mea culpas. Yes, religion does provide relief from the encroaching shadows for those that live in the City of Midnight, just not in the ways that you might have guessed.

The center of the district is Penance Square, a wide stone courtyard filled with shouting street preachers, never-ending philosophical debates, and the occasional riot between the devout of different religious sects. It is a place for hot tempers to boil over, one that even the non-religious seek out for the inevitable life affirming threat of violence that often flares up. In addition, the Temple District holds the City Conservatory, a storehouse and center for the efforts to retrieve the all-important items and tomes of knowledge that were otherwise lost when the Shattered Isles were broken off of the main city.

E1. Belvedere of Loss

Ten 50-foot-tall black statues bend forwards to carry this black marble temple on their backs with sad expressions on their faces. The temple itself is dedicated to Shar and gives off an aura of darkness, obscuring most of its exquisitely crafted exterior from view. Centrally beneath the temple is the Darkway; a place where shadows grow darkest and no light can shine. Entering the Darkway and speaking the words "darkness engulf me" instantly transports a person to a platform within the temple above. Standing on the platform while speaking the words "darkness release me" allows passage to the Darkway below - if Shar wills it so. A visitor who doesn't pay respect to the Lady of Loss might find it difficult to leave.

Looking out through the stained glass from within the temple grants a magnificent view of Gloomwrought. Although this view tends to magnify the dreary outlook of the city, all who experience the sight are somehow instilled with a genuine sense of reverence for the city's appearance.

People travel from all over the Shadowfell (and sometimes other planes as well) to experience the Belvedere of Loss firsthand.

E2. Fane of Night

This simple stone temple is obscured by an inky mist that clings to its outside and moves as if it has a will of its own. This temple is devoted to Zehir, a cruel and utterly evil deity. While his following is rather small in Gloomwrought, the Fane of Night provides a safe haven for newcomers who are true believers - most of whom are yuan-ti.

The Dark Haze

The inky mist surrounding the Fane of Night is a blessing bestowed upon the building by Zehir himself. It completely obscures the building within, blocking all vision. The mist itself is called the Dark Haze by the followers of Zehir and is dangerous to nonbelievers.

When a creature who doesn't revere Zehir above all other gods touches the Dark Haze, the creature becomes poisoned until it finishes a short or long rest. While poisoned in this manner, the target is blinded.

E3. Undercity Entrance

Resembling a mausoleum, as many of the structures of the Temple District do, the Undercity entrance can only be identified as such by the two hooded statues that flank it. Though they lack eyes, any who approach get a sense of being watched by something otherworldly.

Abandoned buildings in Gloomwrought are usually dragged into the ground, leaving room for a new structure to be erected. This is often how burials take place in the city; a dead occupant of a building seemingly disappearing along with the structure itself. This mostly happens to lone nobles, as their abodes aren't seized by the common folk upon their deaths. This event has also given birth to the phrase of being "sent downstairs." Some of these buildings end up within the Undercity while others might go somewhere else entirely.

The Undercity itself is simply a vast network of connected structures that often trade places with each other. Each of these structures was once a building in the city above. There are many undead and other monsters to be found here, as well as long-lost treasures. Entering the Undercity might easily prove to be the final destination for a would-be adventurer as the creatures within aren't the only danger to be found. The constant shifting of structures can make navigation impossible, and many newcomers often end up joining the roster of the roaming undead.

E4. Oratory of Shadows

This small temple has none of the grandiose features temples usually have. Instead, it is almost featureless. The only peculiarity is the fact that neither the windows nor doors have locks. The temple is dedicated to Mask, God of Thievery, and all but the most ignorant of people know better than to steal anything from within (for more on Mask, see chapter 10).

A small thieves' guild operates from here, led by a Maskarran priest. They are on good terms with Triptam (see area C2), whom they use to fence their goods.

E5. City Conservatory

The conservatory, founded by Prince Rolan, is an institute that seeks to recover and catalog the lost lore and treasures of the islands that now make up the Ghost Quarter (although some folk simply call it the Shattered Isles). Many common folk make a living scouring through those ruins and selling their findings to the clerks of the conservatory. Almost anything fetches some price here, but rare tomes, scrolls, and magic items are in hottest demand.

Ghost Quarter

Many years ago, a group of dissatisfied nobles sought to overthrow Prince Rolan and seize control of Gloomwrought for themselves. They plotted and planned in secret until their day finally arrived and open rebellion tore through the streets of the city. However, scarcely had the fighting begun than the land shook and heaved violently, breaking stone work free and showering it down from the rooftops onto the rioters below. The cataclysm, known now as the Sever, sundered entire neighborhoods away from the rest of the city, which broke off and fell into the surrounding waters. Most curiously, those areas where the renegade nobles had lived were the hardest hit. Whether this was by design or a coincidence remains unclear. Regardless, when the damage was done, and the tremors subsided, the rebellion was no more, and five new islands sat in the bay.

Only the poorest citizens of Gloomwrought are willing to live alongside the numerous ghosts, shambling undead, and other terrors that hide among the ruins of the Shattered Isles. Of course, as is the case everywhere, the poor and destitute are not in short supply. They crowd the alleyways and fill the city squares, scavenging and stealing from each other to survive. It is no wonder then that the isles are also known as the Ghost Quarter, a forgotten and forsaken part of the city. Partially collapsed walls and towers lean at impossible angles, ready to fall and crush the passersby below at any time. Two large stone bridges (Lethos and Archtus) connect the islands to the city. Both have gatehouses on the city side with three portcullises each and a gargoyle statue perched above, a declaration that any future rebellions will not take Prince Rolan by surprise quite so easily.

Monsters of the Shattered Isles

Plenty of monsters roam the Shattered Isles. Below is a short resume of what one might find on the various isles.

Isle of Thoughts
The undead found here are primarily skeletons **flameskulls**, **owbs**, and **skeletal mages**.

Isle of Groves
Dominated by spectral undead who relentlessly protect the isle's abnormal plant growth. In this eerie place one might encounter **banshees**, **ghosts**, **shadows**, **specters**, **will-o'-wisps**, or **wraiths**. The truly unlucky might find themselves face-to-faces with a **caller in darkness**.

Briarborne Isle
Lesser undead such as **ghouls**, **skeletons**, and **zombies** "live" here.

Sunken Isle
Infested with eldritch horrors, the Sunken Isle is best left alone entirely: **gibbering mouthers** and **chuul** are frequently encountered, and becoming the plaything of an **aboleth** is far from an impossibility. The true horror, however, is the presence of otherworldly predators known at **skean**.

F1. Isle of Lost Thoughts

This island contains several libraries, an academy, and other places of learning. Before the Sever, people came from near and far to conduct research and share lore. While every structure is now a ruin from the outside, their interiors look exactly as they did before the Sever, untouched and unaffected by age.

Many ancient tomes and scrolls can be discovered here, but the scores of ravenous undead make it exceedingly difficult to recover anything. What's worse, the number of undead never seems to dwindle. Despite numerous successful expeditions by mercenaries and veterans to purge these creatures and recover tomes, the undead populace rises back to its regular level within mere hours (see "Monsters of the Isles" sidebar below).

F2. Isle of Groves

Before the Sever, the part of the city that now makes up the Isle of Groves was a place visited only by the city's elite. Greenhouses, walled gardens, and arboretums allowed visitors to surround themselves with exotic plants. Horticulture was a struggle, but many of the great noble houses all contributed to the project, ensuring skilled gardeners were paid well and had the necessary tools.

After the Sever, the plants have begun growing at an uncontrollable rate. While vegetation in and of itself is rare and slow growing in Shadowfell, here they seem to thrive in excess, outgrowing the remaining structures and creating what resembles a small jungle protruding from the island. The cause of this remains a mystery, but it might be connected to the ghosts, specters, and other incorporeal undead that seem to be protecting and nurturing the plant life here. If any creature so much as steps on a single flower, several of these undead descend upon the trespasser from all over the isle.

F3. Briarborne Isle

This is the most populated of the isles, where the living and the undead live side-by-side in relative peace. The Midnight Market is found on the southern part of the isle, and is the only place most of the citizens can afford to go to.

Unbeknown to the populace, a hag by the name of Glurinda lives amongst them, thriving on their misery.

Glurinda the Hag

A **night hag** from the Skins who preyed on unprepared travelers, Glurinda was able to slip unnoticed into the city during the chaos of the Sever. She now lives in the slums of the Ghost Quarter where, disguised as a young human, she thrives unchecked. She is especially fond of befriending newcomers and feeding them lies.

Briarborn Isle connects to Cauldron Isle via Widow's Walk, a bridge haunted by and named after a mournful ghost. Her name long-forgotten, she is now simply referred to as the Widow of the Walk.

The Widow of the Walk

This spirit was the matriarch of a wealthy mercantile family that sought to overthrow Prince Rolan centuries ago. However, the coup proved to be a failure, and her husband and sons were executed for treason. The Widow now wanders the bridge that connects Cauldron Isle and Briarborne Isle, staring longingly at the city where her family was slaughtered. She knows a lot of what has happened in Gloomwrought over the past centuries, including undocumented details about the Sever and Prince Rolan. She would be willing to exchange this information if someone helped retrieve any remains of her children (such as a weapon or piece of jewelery).

The Widow of the Walk has the statistics of a LN female **ghost** that speaks Common and lacks the Possession action.

F4. Sunken Isle

The sunken isle is perhaps the greatest mystery in the Ghost Quarter. The sunken isle is perhaps the greatest mystery in the Ghost Quarter. When the Sever first happened, this part of the city sank into the harbor and vanished underwater while the other isles locked into their new places. Three days after the Sever, the Sunken Isle somehow reemerged and positioned itself in the cluster of islands.

While the shape of the buildings on the isle looked the same from afar, they have a very drenched and waterlogged appearance; cold, black water oozes continually from the between the stones, doors creek with an unnatural whine when opened or closed, and every window has murals depicting horrible, tentacled monstrosities. Half of the isle is flooded by water, making it even more dangerous to search for lost lore and treasure.

Nobody lives on the Sunken Isle, and the few who have ventured there never returned.

F5. Cauldron Isle

Many shadar-kai make their home on Cauldron Isle. They live in small and simple houses, much less impressive than the large structures on the other isles, and the streets are lit by dull lanterns that hang outside of each house. The island itself is also much smaller than the other isles, but its placement makes it ideal for ships to dock. The inhabitants earn a living by allowing pirates and smugglers to dock here for a nominal fee. Other factions have forcibly tried to capture Cauldron Isle on many occasions, seeking to exploit its dock for their own gain, but the ever-vigilant shadar-kai have repelled invasions at every turn.

Prince Rolan

The Keepers

The Keepers are the caretakers of Gloomwrought and have existed as long as the city itself. Nobody knows their true purpose or how they do the things they do, yet one thing is certain: they have a symbiotic relationship with the city. They seem to reshape the city at will, causing a building to grow by adding a story to it with a mere touch, moving a structure or a city block to another location, or even sinking a building into the earth to merge it with the Undercity (see area E3).

While the Keepers resemble gaunt humanoids, their true nature is utterly alien. Their bodies are comprised of a black, tar-like substance, and they are able to assume humanoid shape simply to blend in as well as they can. They never interfere with the daily lives of the city's inhabitants and seemingly ignore what goes on around them. They just go about their business, moving about the town in complete silence. If provoked, a Keeper usually turns into a gooey blob, skittering along the street and into the nearest sewage drain. If attacked, however, a Keeper is surprisingly dangerous and very capable of defending itself.

The Keepers

While normally nonviolent, the Keepers will fight to the death to protect the Shadowheart from anyone who as much as approaches it.

A Keeper has the statistics of a **Gloomwrought Keeper**, as found in the bestiary section of this book.

The Shadowheart

The Shadowheart is an otherworldly pool of think, inky liquid, located in an underground cavern beneath the Deathless Palace. Its fluid is in constant motion, as though there are creatures lurking just under its surface. This movement is disturbed by ripples that extend from the center of the pool, caused by an audible beat, similar to a heartbeat, which echoes down the winding tunnels that lead into the cavern. Prince Rolan is the only person in Gloomwrought who knows of the hidden entrance to the cavern, located within the Deathless Palace itself. The only other route to it is a dangerous journey through the Undercity.

That the Shadowheart and the Keepers are connected is indisputable, but whether the Keepers arose from the Shadowheart to then build the city or the Shadowheart was birthed by the Keepers who came from somewhere beyond the Outer Planes is a mystery. It might also be that the city itself sprung from the Shadowheart and the Keepers simply are an extension of that creation.

Other Factions

Several other factions are at play within Gloomwrought.

House of the Eye

At odds with the more traditional nobles and merchants, the House of the Eye is nothing less than a secretive cult devoted to upending social order and handing Vecna control of the city. They are quite willing to go to any length to achieve their goal and assassinations and dark magic are two of their preferred methods.

Cultists of the Eye

The members of the House of the Eye come from a variety of families, all masking their ties to the cult. Within the cult, they have a strict hierarchy, as described below. The House of the Eye is but one Organ (or sect) of the Cult of Vecna. Each Organ is led by a Thought, who has several Memories working to advance its agenda. In fact, the cult has the same structure as any other Organ devoted to Vecna (see "Vecna's Clergy" in chapter 12).

While most cult members don't know the identity of other cultists, they can identify each other by the onyx ring they wear on their thumbs. The inside of such a ring reveals the cultist's rank, written in a secret language. In addition, each ring is magically attuned to a specific cultist, making it vibrate in an unmistakable manner when it touches another ring that is being worn by its rightfully-attuned owner. This ensures that cultists can positively identify each other as true members by simply shaking hands.

Cult meetings involve sharing secrets and devising schemes to further their influence in Gloomwrought. However, cultists often keep secrets to themselves as well, striving to advance their own standing in the hierarchy. As a result, there are just as many schemes to undermine other cultists as there are plots that attempt to advance their common goals. It is perfectly acceptable to replace your superiors within the cult, but it must be done with finesse and subtlety, ensuring the cultist who does so is fit for the position.

Midnight's Own

This odd group of like-minded peasants and commoners cause various atrocities against their own city for no obvious gain. They make sure that the crimes they commit are a public display of corruption and violence, such as sabotaging trade goods, raiding caravans, and even killing innocent civilians. Their reasoning is that they can never combat the corruption of Gloomwrought themselves, but by committing these heinous acts, they might attract heroes to the city who might stand a chance at ending the tyranny.

The Hooded Lantern

When you see a lighted iron lantern hung above a door, you are at the home of a worshiper of the sun god Amaunator, who some believe was reborn as Lathander. These cultists are collectively known as the Hooded Lantern and they maintain shrines all over the city, tirelessly promoting the sun god as an alternative to any of the native gods of the Shadowfell. Most in the city believe they are wasting their time, but the cultists refuse to give up hope. They persevere just as the sun still shines in the Shadowfell sky, albeit only as a dim star.

Members of the Hooded Lantern

Devotees of the Hooded Lantern walk the streets of Gloomwrought, preaching that no shadows can exist without light. The priests remain near the various shrines spread throughout the city, ensuring the light never goes out, and providing healing and shelter to anyone in need. Those who have benefited from the Lantern's kindness might end up joining the organization themselves. Each devotee carries a hooded lantern, always keeping the hood lowered.

While the Hooded Lantern keeps out of the affairs of most prominent organizations in Gloomwrought, they are the bane of the nefarious Charnel Fang (see area D2), constantly stifling the vampires' operations and keeping their numbers in check.

Below are statistics for kinds of the Hooded Lantern's members.

Devotee

A devotee of the Hooded Lantern has the statistics of a lawful good **acolyte**.

Priest

A priest of the Hooded Lantern has the statistics of a lawful good **priest**.

The Sorrowguard

The Sorrowguard are zealots, seeking to destroy clergies not devoted to Shar. They keep their identities secret even from each other, gathering by the dozens only when it's time to destroy a shrine or church devoted to another deity. While a few members might be priests from the Church of Shar, the Sorrowguard as a whole have no direct connection to the church - they follow their own whims blindly in an attempt to further the influence of the Dark Lady.

Zealots of the Sorrowguard

The Sorrowguard is made up of a wide variety of people, many being human or tiefling **commoners**. However, the most zealous of them earn special titles depending on their skillset.

Darkseeker

A Sorrowguard Darkseeker has the statistics of a lawful evil **archer** with the following additional trait:

Shadow Walk. While in dim light or darkness, the darkseeker doesn't provoke opportunity attacks.

Knight

A Sorrowguard Knight has the statistics of a lawful evil **knight** with the following additional action:

Silence Nonbeliever. The knight makes a greatsword attack. When attacking in this manner, the knight scores a critical hit on a roll of 18, 19, or 20. On a critical hit, the target is stunned until the end of its next turn.

Thurifer

A Sorrowguard Thurifer has the statistics of a lawful evil **priest** with a CR of 3 (700 XP) and the following additional trait and action in place of its Mace action:

Bewildering Aura. While within 10 feet of the thurifer, a hostile creature can only attack or cast spells on its turn, not both, and it can't take any other actions.

Thurible Flail. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 7 (2d6) necrotic damage.

Evernight

I cannot adequately describe how surreal it is to observe the city of Evernight, the shadowy twin of our own city of Neverwinter, but I shall try. Evernight is not a city for the living, you see. It is a forsaken city where its undead citizens mindlessly work and toil among the decaying buildings, where they shuffle along through their daily unlives, bizarrely attempting to play the roles of shopkeepers and street cleaners. Of course, many of the undead don't require new clothes, nor food, nor lodging in the sense that we do. Most do not sleep or eat, as you well know. Certainly, vampires and ghouls do feed on the living. Even in the Shadowfell, where the natural energies there decrease their urges and sustain them for longer periods, eventually they must find a warm, bloody meal. Fortunately, for them at least, Neverwinter and Evernight are exceedingly similar, and they shadow each other to such a degree that the already gossamer thin veil is always in danger of splintering. In alleyways, cupboards, or under beds these cracks can form, crevices of dusk as they are more commonly known. Not large enough to be considered a true shadow crossing, this does not keep a ravenous hunter from his prey Many a Neverwinter citizen has disappeared in the night, pulled through to the other side into waiting claws and fangs.

So then, back to the main question at hand, what are the undead to do day in and day out, without any outside direction or the pressure to work to survive (as we mortals are all too familiar with)? Furthermore, what is an entire city of undead to do? Zombies. Vampires. Skeletons, and wights. Without the need to rely on each other in any meaningful way, how does society hold itself together? The answer, so it seems, is to just act as if they were still alive. They curiously cling to the rituals and routines of their former lives and, as best I can tell, this is enough to establish a basic social network. In other words, each of them plays their part and just like that when put all together they are effectively a functioning city. The routines give them just enough meaning and sense of belonging. Also, it gives them something to do I gather, and keeps them from getting too bored during their eternal unlife.

I realize of course how absurd this all sounds, but in no way let that fool you. For Evernight is a place of pure evil. Merciless, ever-present, takes delight in the most terrible of deeds sort of evil. How do I put this? To reconcile my above description with the reality of the city, perhaps think of Evernight as an ongoing absurdist tale of horror. Parts of it may make you laugh, certainly. However, the completed picture is so dark and thoroughly demented that in the end you will want nothing more than to turn away and forget what you have seen.

Evernight Effects

While Evernight feels like home to all undead, among the living only the mightiest necromancers feel at ease. In fact, the ground and very air is so infused with unholy energy that the fabric of the Shadowfell itself is changed within the city walls. With the exception of Castle Nowhere, the following effects are in place within the city:

Defiled Ground. When a non-undead creature has hit points restored through magic, roll a d6. On a roll of 3 or lower, the creature regains no hit points. On a roll of 4 or higher, the creature gains half the number of hit points it otherwise would.

Necrotic Influx. If damage reduces an undead creature to 0 hit points, roll a d6, unless the damage is radiant or from a critical hit. On a 4 or higher, the undead drops to 1 hit point instead.

Ah, one last note, which bears mentioning. There are living beings that reside in Evernight, mortal men and elves and the like. Some are necromancers who value the company of death over the living, others simply mad beyond repair. For any living citizen in the city though, they will have permission to be there, granted on high by the ruling caste of ghouls. Without this protection, the living will meet a timely (though not always quick and tidy) end.

The Black Mound

Just like their living counterparts, the most powerful and influential undead in the city would rather die than intermix among their inferiors (perhaps the turn of phrase among the undead is 'would rather live', but I never have the focus and clarity of mind when in the presence of a vampire to quiz them on their lexicon). So, as any true nobleman would do, they separate themselves physically and hole up in great manors in a rather unwelcoming section of town. In Evernight, that is the Black Mound, a true mound of earth rising in the southwest section of the city, near the castle and sea, and dotted with manors and large houses. Here you will also find the House of Screams, which serves as city hall and courthouse when one is needed. If a matter is brought before the tribunal, a ruling body comprised of powerful ghouls, ghasts, and the occasional living follower of Orcus, here is where they pass judgement. To be fair though, not many are willing to bother the tribunal, especially since in most cases the party found to be in the wrong is punished by being eaten on the spot.

A1. House of Screams

This simple two-story stone building is the center of power within the city. It is here that the tribunal gathers to decide on matters of importance - which is primarily settling disputes. The ground floor contains the waiting area, which is guarded by several dozen ghouls. The first floor is where the tribunal makes its rulings. The doors that lead into and out of those chambers are reinforced with iron portcullises, ensuring that anyone who stands trial can't easily flee. The basement can best be described as an arena. It is here that citizens can formally work out their differences - by fighting to the death.

Statistics of the Tribunes

Each member of the tribunal has the statistics of a **ghast king**.

Evernight Victim

Dear reader.

Be warned that Evernight is not a place that takes too kindly to the living. Its undead residents are permitted to treat you however they like. That is unless you can get the blessing of the tribunal which has the power to declare a living creature off limits. The only law within Evernight is that the word of the tribunal IS law. If this is your plan, just make sure you have their blessing BEFORE entering the city. Otherwise, you probably won't make it a hundred feet beyond the city walls.

Evernight might just be the most unforgiving city in the Shadowfell and the last place you should ever go. You'll likely be killed and eaten, and this isn't the worst fate that might await you. Some of the more cruel undead would enjoy crippling you and storing you in the larder, only to feast on you little by little. The worst fate of all though, is to be given a funeral. If this is your fate, I suggest you end your life as quickly as you can.

E.A.

A2. Thayan Outpost

As part of their ongoing war with the Netherese, the Red Wizards of Thay have long thought it was in their best interest to watch for Netherese spies here. They struck a mysterious bargain with the undead ruling class of Evernight, which allows them to move freely about the city and maintain a small outpost in a burnt-out building near the old pier. Nearby, on the crest of a small hill, two twisted iron gates stand on their own, seemingly leading to nowhere. The Thayans use an obscure ritual to power these gates, enabling them to serve as a unique shadow crossing, connecting them directly to the cemetery of Neverdeath in Neverwinter.

Red Wizards of Thay
The Thayans that reside in the Thayan outpost are Red Wizards. Each wizard has the statistics of a LE human **mage**.

A3. Graveyard

The graveyard is where the living end up after Lamantha has performed her gruesome work on them (see area C1).

The undead above ground soak in the terrified screams that filter up through the packed earth here, patiently waiting for the victim to die and properly decay before digging the coffin back up for the feast that awaits them.

A4. Corpse Market

Ah, the noisy bustle of a city market. Perhaps the only thing that makes Evernight resemble a regular city.

Vendors hawking their wares, shouting at passersby to call them over to their stall (before they see the lower prices at the next one). The scene is nearly identical from one city to the next, from one culture to another. When you want to truly experience a place, to soak in the essence of its people and all their subtleties, you head to the marketplace. There you will find a hypnotic swirling collage of clothes, customs, and language, weaving around as you saunter throughout stalls filled with pungent spices, intricate woven rugs, and cheap tourist souvenirs.

Dear reader.
Don't eat the mystery meat.
E.A.

Evernight is no different, though I doubt I need to warn you at this point that their market is not likely one that you will want to seek out. Known as the Corpse Market, and for good reason, anything that a thriving city of sentient undead might need can be found in plentiful supply. Looking for a specific cut of human or elf for a midnight snack, a tender thigh perhaps? Would you like that from a male or female? Young or old? The market vendors have it all, though I suggest you don't think too hard on where the bodies come from. How about an array of blood samples for the vampire population? Laid out in decorative crystal decanters for their discerning tastes, of course. Normal goods can be acquired as well, since there is the occasional need for building supplies, tools, and clothes. Mind you, even the mundane items are quite literally stolen from the dead, plundered from the graves when bodies are dug up to be quartered and sold at the next booth over.

The Resurrectionist
A hooded man, seemingly frail and old, walks the corpse market for hours each day, methodically sniffing every piece of flesh in each shop. He is looking for the remains of somebody he lost long ago, though he can't remember who exactly. He does know, however, that he can bring that somebody back to life if he has all the remains.

The Resurrectionist has the statistics of a **shadow angel** without a flying speed (his wings have been clipped long ago) and without an astral staff. In addition, he knows the *true resurrection* spell instead of the *raise dead* spell. When he casts it, there is no limitation on how long ago a creature can have died.

A5. The Haunted Pier

Ships never docked in Evernight; not really. The river that flowed through the center of the city was swift and treacherous. It dared captains to enter the seemingly straight and easy passage, only to crash them into the stone walls and wash the wreckage out to sea. Now the river is no more, instead replaced by a steady flow of lava from the neighboring Mount Hotenow. Even so, ghost ships are sometimes seen at the pier, floating unaware on the molten rock and finishing the task that was set out for them years before.

A6. Temple of Filth

The ancient stone walls of this temple have been desecrated and scoured of their holy icons numerous times over the ages, as gods have gone in and out of favor. The current tenants are followers of Orcus, Demon Prince of Undeath. They have turned the inner sanctuary into a garish nightmare spectacle. Crimson light fills the hall, the product of clever if disturbing engineering. To mimic stained glass windows, and without much light streaming in from outside to work with, the temple acolytes placed lanterns in the alcoves and tightly stretched and stitched panels of skin across the openings. The resulting light bleeds down over an altar of corpses, sewn in place on their hands and knees, with the weight of the altar table supported on their backs.

Ursuntos, Grand Disciple of the temple, leads profane rituals in the depths of its halls. Whispers even tell of a secret chamber that holds a pool of pure radiance, within which is kept an artifact with the power to destroy unknown numbers of undead. Whether true or not, merely the rumor of such an item in Ursuntos' possession is enough to cement his place in the hierarchy of Evernight, and keep his enemies bickering among themselves instead of clawing at his doors.

Ursontos and his Disciples of Filth

Ursontos's disciples follow his command unquestioningly.

Ursontos

Ursontos is a **ghoul king**.

Disciples of Filth

Ursontos's disciples are **ghouls**, **ghasts**, and **vampires**.

Deadlake District

The Deadlake district is known for two things: Castle Nowhere and the Deadlake. Both horrible places in their own right.

I must admit, I scoffed at the name Castle Nowhere when I first encountered it. Evernight is a truthful enough name for any city (or spot at all really) in the Shadowfell, but Castle Nowhere struck me as a needless poetic attempt to sound mysterious and foreboding. Little did I know at the time how appropriate the name really is. Castle Nowhere is, you see, for a large part of the time, no where at all. It does exist, and is rather impressive in a bleak way with its spindly towers clawing at the sky, but is only present in the city of Evernight for a few sparse days every fortnight or so. Curiously, no one has the faintest idea where the castle goes when it disappears from the city. Even more curiously, creatures that are in the castle when it vanishes are never seen again, not returning when the castle makes its next appearance. Needless to say, you would be hard pressed to find anyone, undead or alive, willing to pass those castle gates. The irony is not lost on anyone either that a city of undead is afraid of a haunted castle, though most of the residents aren't too happy when you point it out.

B1. Castle Nowhere

When it is present, entering Castle Nowhere is as easy as pushing open the gates and walking in. On the inside, the castle is an intricate maze of rooms, hallways, and grandiose chambers. The entire castle is affected by an inverted magic circle spell that targets undead. As a result, undead who walk inside can't escape again, and other creatures are well protected against undead while here. At first glance, this might seem like a good place to call home if one is to stay in Evernight. The security that the castle offers, however, disappears when the castle does, as its destination reveals its true purpose.

When the castle disappears from Evernight, it travels to the Negative Plane where anyone still inside is torn apart by the life devouring energies of the midnight realm as the castle's magic ceases to function. Undead who find themselves here are simply torn apart and become one with the realm itself, while the living transform into horrible nightshades: the apex creatures among the undead (see "Nightshades" in chapter 18).

Sometimes, a living creature that has become a nightshade doesn't escape the castle before it is once again transported to Evernight, ensuring a horrible surprise for whomever might enter the castle next. Luckily, the magic that protects against undead also ensures that such a nightshade can't escape the confines of the castle.

B2. Deadlake

While the Deadlake is a twisted reflection of the Blacklake in Neverwinter, it isn't actually a lake. Instead, it is a writhing mass of moaning souls, constantly clawing at the air and seemingly unable to escape.

The souls that are locked here are the humanoids that have died horribly within the city or those who have made the unwise decision to go for a swim within the lake. The inhabitants of Evernight know full well to stay away from the Deadlake, but much to their entertainment, newcomers don't always know this.

The Deadlake

For the living to interact with the Deadlake is not a good idea. If a creature touches the Deadlake, it takes 33 (6d10) necrotic damage. A creature that is fully submerged, takes 99 (18d10) necrotic damage at the start of each of its turns. Constructs and undead are immune to this damage.

In addition, a creature that touches the lake must succeed on a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled. A creature that is submerged is grappled automatically (escape DC 18). On initiative count 20 of each round, a creature grappled in this manner must succeed on a DC 18 Strength saving throw or be moved 20 feet towards the center of the lake.

A creature that is reduced to 0 hit points while submerged in the lake is annihilated and its soul becomes locked in the Deadlake for eternity. Not even a *wish* spell can undo this assimilation.

Sepulchral District

This part of the city no doubt has the most eerie vibe to it. Its structures tower over the rest of the city, each building resembling a spire-shaped mausoleum. This is the bleak reflection of Neverwinter's Tower District. While this part of the city has the most living inhabitants, it is by no means any less grim than the other districts. Most of the living who decide to live in Evernight are, after all, rarely particularly welcoming. Yet, the cruelest of all the mortals who dwell here is surely the old crone Lamantha, who has become renowned even among the undead for many dark talents. She is under the protection of the Tribunal of Ghouls, ensuring the destruction of any who would dare harm her.

C1. Mortuary

One might think that a funeral in a city of undead would have an opposite meaning, that it could be a sort of celebration. This would only make sense, as the time of death is the equivalent of the start of a new life for the undead. In Evernight, however, the term "funeral" has a very specific connotation, one steeped in dark ritual and tradition. These funerals are overseen by Evernight's chief mortician and taxidermist, a crazed human necromancer named Lamantha.

It all begins when a live victim is captured, whether snatched through a crevice of dusk or acquired by any other means. As fear-inducing as the thought of being pulled through shadow into the claws of a ravenous undead beast is, the truth that awaits those hapless mortals is much more terrifying. Fresh victims are first taken to Lamantha's Mortuary, where they are injected with a paralytic serum. After ensuring the victim is unable to move, she cleans them and dresses them in the finest attire as any undertaker would, taking great care to make sure they look their best. Once her work is done, their body is transported to the Temple of Filth, where elaborate funeral rites and rituals are performed, and they are at last placed into a simple (and often blood-stained) coffin. Still unable to so much as scream, the victim can do little more than listen as the coffin is raised and carried through town in a procession to the graveyard, where it is lowered into a fresh hole. If Lamantha has done her job properly, the paralysis will begin to wear off just after the last shovelful of dirt has been tossed over the grave.

When not performing these horrific funerals, Lamantha embalms body parts as trophies or decorations for the undead population of Evernight.

Lamantha

Lamanta is a cruel old crone, having lost all empathy after a lifetime of wickedness, now only capable of feeling joy by inflicting pain and terror in others.

Lamantha the statistics of a NE **mage**.

Lamantha's Paralytic (Injury)

Only Lamantha knows the secret to creating this horrible poison. It involves extracting the unholy essence from multiple ghouls and distilling it into a potent compound. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. While poisoned in this manner, the target is also paralyzed. The target can repeat the saving throw at the end of each minute, ending the effect on itself on a success.

Lamantha sometimes uses multiple doses of the poison. Applying two doses gives the victim disadvantage on Constitution saving throws against the poison, and every dose after the second increases the duration by 1 hour.

Denizens of Evernight

All undead are welcome in Evernight, provided they abide by the rulings of the tribunal. Below is an overview of the most common inhabitants.

Ghouls

Evernight is inhabited by thousands of ghouls, who comprise the bulk of the population. Their vast numbers arguably makes them the most dangerous inhabitants of the city.

Types of Ghouls in Evernight

Several types of ghouls reside in Evernight.

Ghouls

There is only a sparse population of regular **ghouls**, as their low intelligence is frowned upon. They are often treated as outsiders unless they prove their worth, in which case the tribunal might reward them with Gravetouch.

Gravetouched Ghouls

The **gravetouched ghouls** are quite numerous, though they are still considered lowest amongst the accepted ghouls. Only regular ghouls and zombies are viewed in lower esteem.

Ghasts

Regular **ghasts** are the most numerous of the ghouls.

Ghast Knights

Only the most ambitious and powerful of ghasts can ever home to become a **ghast knight**; a transformation that only happens when a ghast is picked out by Orcus himself and blessed with his mark. While low in number, they are one of the most feared and respected sub-type of ghouls, second only to the tribunal, whom they often serve as personal guards.

Hags

Only hags of the undead variety dwell in Evernight.

Types of Hags in Evernight

Several types of hags reside in Evernight.

Grave Hags

A handful of **grave hags** call Evernight home, m, many of whom are vendors in the corpse market.

Spectral Hags

The only spectral undead one is likely to find in Evernight is a **spectral hag**.

Liches and Boneclaws

There are few **liches** and **demiliches** in Evernight, though they are each very skilled at exerting their influence on the rest of the city. Their opinion is often well-respected, even by the tribunal.

The city also hosts plenty of **boneclaws** (as found in *Mordenkainen's Tome of Foes*). Their presence is barely tolerated by the liches and demiliches, who view them as inferior, but they are widely accepted by the rest of the city's population.

A pair of zombies

Living Creatures

There are always plenty of living creatures of various races in the city. After all, most of the population has to feed on something. They either come here willingly or are snatched up in Neverwinter and dragged through a shadow crossing to suddenly find themselves in this city of undeath.

Types of Living Creatures in Evernight

Most living creatures that inhabit Evernight fall into one of two main categories.

Commoners

Commoners are usually dragged from Neverwinter to Evernight against their will. They are either used as slaves or as somebody's dinner - or both.

Necromancers

Most of the **necromancers** (as found in *Volo's Guide to Monsters*) in Evernight are of evil alignment, and just as likely to murder any newcomers as the undead are. These are the only types of living creatures generally accepted by the undead populus.

Vampires

Plenty of vampires call Evernight home. While many vampires prefer to surround themselves with living slaves, some of them enjoy the opportunities that Evernight offers. A vampire who trains in wizardry can do so without constantly having to hunt for mortal blood or being interrupted by annoying would-be heroes.

Types of Vampires in Evernight

Several types of vampires reside in Evernight.

Alps

The second largest group of vampires is the **alps**. To them, Evernight is the perfect home as they can use the city's numerous shadow crossings to quietly enter Neverwinter and haunt the dreams of mortals, before eventually kidnapping one of them.

Common Vampires

Most **vampires** are those of the regular variety, or **spellcaster vampires**. Very few of them are **warrior vampires**.

Visages

It is widely believed that at least one **visage** calls Evernight home. The exact number of visages, or their names for that matter, is unknown. A common belief is that they have grown hateful after Orcus abandoned them and now wish to bring ruin to Evernight, either as an act of vengeance or to regain his favor

Wights

Wights make up a rather sizable portion of the population as well. They easily adapt to Evernight society as most of them have been created by local necromancers or even the tribunal itself.

Zombies

The **zombies** of Evernight are lowest in the hierarchy. In fact, they are hardly recognized at all and seen mostly as cheap labor. It is quite common for a household to have a "house zombie." Only the living commoners are deemed equally as worthless as these shambling creatures.

Thultanthar, City of Shade

Ah Thultanthar. What more could a child wish for in a story? Flying cities and cataclysmic wizard battles, such is the stuff of myth and legend. You will be hard-pressed to find a more intriguing or ultimately tragic tale.

Thultanthar was the Shade Enclave, the City of Shade, a flying city on the Material Plane, born in the ancient days of the Netheril Empire and led by the nefarious Telamont Tanthul, the Chosen of Shar. I'll not recount the entirely of Thultanthar's history here, for it covers many thousands of years, though let me quickly cover the most important parts, for those readers who have been negligent in their studies. Among the floating cities of the Netheril Empire, the mages of Thultanthar were known particularly for their early experiments manipulating shadow energy. In a staggering stroke of coincidence or luck, they were able to shift the entire city to the Plane of Shadow mere days before the Netherese archmage Karsus cast a spell that temporarily destroyed the Weave of magic and ultimately led to the fall of Netheril itself. When Thultanthar returned to their now ruined empire, Telamont chose instead to retreat with his city back to the Plane of Shadow, where they stayed for the next 1,700 years, perfecting their studies of shadow magic. Eventually though, Telamont and the princes of Thultanthar deemed the time right for the City of Shade to return the Material Plane, to reclaim their power and reestablish the Netheril Empire. The reappearance of the ancient city shook the existing powers of Faerûn and for nearly 115 years Telamont worked towards his goal, until none other than Elminster himself brought the city to the ground. It plummeted spectacularly onto the city of Myth Drannor, destroying them both in the process.

At this point, you may well be wondering why I am devoting an entire section of my text to an extinct city and civilization. Surely these words would fit better in a history book, rather than in a practical guide for travelers to the Shadowfell. But, what if I told you that I have good reason to believe Thultanthar may not, in fact, be gone? Oh yes, surely the city that crashed into Myth Drannor was obliterated. But was that the real city, or merely its shadow? To understand my theory, you first need to know what powerful shadow magic is capable of, and how it operates. Spells exist that tie a person to the Shadowfell and create a shadowy duplicate of themselves in that place, so that when their real body is killed or destroyed on the Material Plane their soul travels to the duplicate in the Shadowfell, which in turn and in time becomes real. Could not the greatest shadow mage in history replicate this spell and apply it to all the citizens of Thultanthar, if not the physical city itself?

I might be grasping at straws here. What reason, other than pure academic speculation, could I have to believe in such far-fetched theories? Well, as happens to be the case, I have personally seen an image of Thultanthar resting in the Shadowfell during a scrying attempt. Was it the real thing, or an echo of what used to be? Divination magic is a tricky discipline to master, let alone the challenge of accurately interpreting what one sees. Time streams slips out of the grasp of even the most skilled diviner and muddle our senses. But what if I wasn't looking into the past, but was instead glimpsing the present? The implications could be astounding, if not rather dangerous for those of us who call the Material Plane home.

So then, for the sake of preparing you readers for anything that one might or might not come across in your travels, I will continue to describe Thultanthar as it is, or rather was known to exist.

Dear reader.

Don't believe everything you read. Thultanthar is long gone. I should know; I witnessed its destruction first hand.

I expect more than fairy tales from you, Keeper of Tomes.

E.A.

Karsus District

Before the Netherese wizard Karsus had risen to prominence among the greatest minds of his era, he was merely a brilliant student, the youngest to ever raise his own floating city (at age 22, no less). It was in his own enclave, his own school of magic that he encountered a young Telamont Tanthul, the self-titled Lord of Shadow. Telamont learned much from Karsus and it is likely that much of his understanding of how to fully exploit the Plane of Shadow came from conversations with Karsus. In an homage to their relationship, when Telamont created his own floating city of Thultanthar, he named the residential section after his former mentor.

Originally the hub of life in a thriving city of mages, centuries of exposure to the energy of the Shadowfell has corrupted every stone in the city. Darkness oozes out of cracks in the stone facades of the manor homes now, and their shadowy residents glide in and out, scarcely seen or heard under the weight of endless night.

A1. Karsus Keep

This great, obsidian-crafted keep stands out in comparison to the rest of the district. The building itself towers above all of its surrounding structures, but what truly makes it stand out is the constant traffic of Shadovar common folk it tends to receive.

Thultanthar produces no food or drink of its own, instead relying solely on imported goods to sustain its population. Karsus Keep is the only place for hungry lower-class citizens to receive their daily rations, which are transported here through the Underbelly Entrance of the Shade Plaza. Meanwhile, wealthier citizens don't need any sustenance, as they have all been transformed into **shades** (see "Shades" in chapter 18).

A2. Sharran Shrines

These dark shrines, dedicated to the Dark Lady, Shar, emanate an eerie sensation that causes numbness in the extremities as one approaches it. Each shrine has a particular purpose, as described below.

A2a. Shrine of Secrets and Vengeance

The Shadovar come here to show their devotion to Shar and their dedication to two primary causes: to return to the Material Plane and rule over all of Anauroch, and to bring an end to the wizard Elminster Aumar, who foiled their plans in the past.

A2b. Shrine of Pain and Forgetfulness

This shrine is sought by those who are weighed down by painful memories that they wish to forget. It is mostly used by common folk who are tormented by memories of the fall of the Netheril empire.

A2c. Shrine of Loss and Recovery

In order to avoid succumbing to despair, many of the Shadovar ask for Shar's protection. Prayer at this shrine can also help them learn to accept a significant loss or tragedy so they can continue to serve the Dark Lady.

A2d. Shrine of Dark Whispers

Only shades are permitted to use this shrine. It stands close to a number of night spires and is guarded by several **Nightbringers**. While most shades use the shrine simply to feel closer to Shar or gain her blessing, the Tanthuls and Nightbringers use it to communicate directly with their dark goddess.

A3. Night Spire

Several looming towers stand vigilant around the Karsus District. The common folk know to avoid going near them as the **Nightbringers** who reside there are an extension of Shar herself, with little patience for those of low status. The lower class Shadovar would dare approach here only to alert the Nightbringers of matters of great importance.

The Nightbringers will mercilessly hunt down and slay any intruders that are discovered in the city.

Blessings of Shar

When a creature prays at one of the Sharran shrines, the Dark Lady might bestow a blessing upon them. Shar only grants blessings to those truly devoted to her. She knows if a shrine is touched by a creature who has other gods beside her or feigns devotion to her.

If a creature touches one of the shrines, Shar can force the creature to make a DC 26 Charisma saving throw. On a failed save, Shar learns the creature's identity and its primary motivation for being in Thultanthar.

Blessing of Secrets and Vengeance
The creature gains advantage on Charisma (Deception) checks for 24 hours.

Blessing of Pain and Forgetfulness
The creature forgets a painful memory or is cured of one madness effect.

Blessing of Loss and Recovery
The creature gains the mental strength to accept and move past a great loss, or one effect causes by the Shadowfell Despair ends for the creature.

Blessing of Dark Whispers
The creature gains darkvision out to 120 feet for 24 hours. This darkvision is not impeded by magical darkness. In addition, the creature can communicate telepathically with any creature it can see while both it and the target are in darkness.

Krinth Quarter

As with most of the old Netheril Empire, the Shadovar (as the citizens of the City of Shade are collectively known) do not have the greatest reputation for kindness or mercy towards other nations or races. Slavery was quite common among their kind, and that legacy of conscripted or enslaved armies fighting for them lives on in Thultanthar. In this specific case, the bulk of their army was comprised of the Krinth, a rather unfortunate race native to the Shadowfell. Tall humanoids with dark features such as black hair and eyes and skin as gray as twilight, the Krinth share much with Tieflings, insofar as their heritage is that of mixed fiend and mortal blood. Specifically, the Krinth (those not born of two Krinth parents) are the spawn of a shadow demon and one of a variety of humanoid races (human, dwarf, orc, etc.). The Krinth Quarter, as one might then guess, is where these armies are housed, kept separate from the rest of Shadovar society.

B1. Tower of Command

This is where the **krinth** officers gather to receive orders from the magocracy and plan battles. However, most days are spent discussing tactics for various war games that the army will partake in within the Dusk Fields. The krinth officers here are also responsible for ensuring enough food and drink is brought to each platoon.

B2. Enclave of Elevation

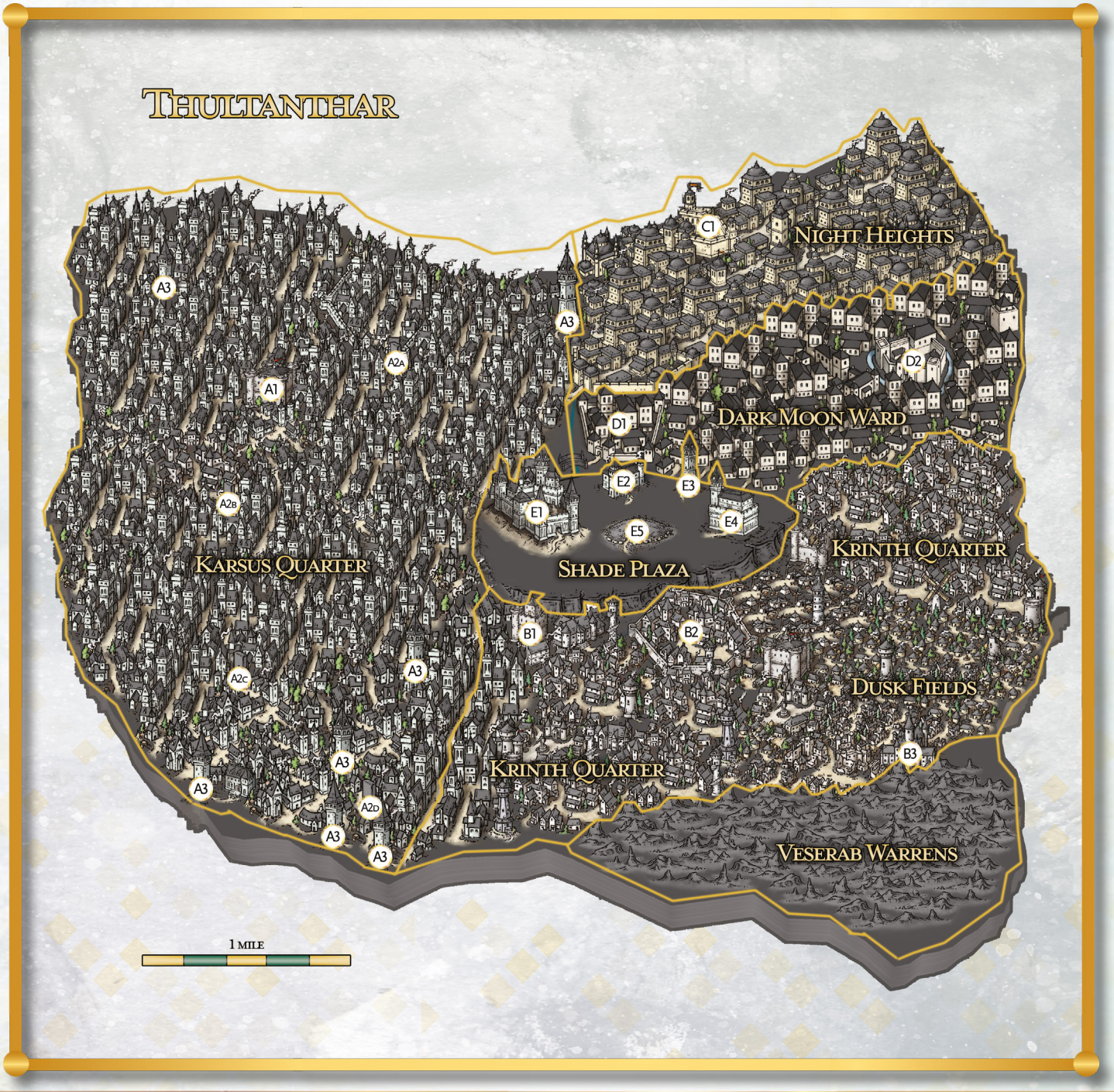
Although the krinth are lowest in the Thultanthar hierarchy, they have as many ranks among themselves as any army would. The Enclave of Elevation is a small, closed off section within the Krinth Quarter that is exclusive to the higher ranked officers amongst their ranks. Most krinth dream of one day being promoted to this region of their quarter.

B3. Brood Aviary

The brood aviary is where veserab riders train for aerial combat, providing support for ground troops and ensuring the city is well-protected against aerial assault.

The Dusk Fields

On the middle of the Krinth Quarter, you will also find the Dusk Fields, the training grounds for the Krinth army. A combination of open fields, hills, and old ruined buildings no longer in use, the space is adequate to train in all forms of warfare, and even large enough to incorporate some forms of siege machinery.



Night Heights

From a religious standpoint, Thultanthar is exclusively the domain of the goddess Shar, and Telamont is her devoted follower. In fact, Telamont's second oldest son (and Prince of Shade, as they are all known) Rivalen Tanthul was the Nightseer, the high priest of Shar on Faerûn, and the destruction of Thultanthar was the direct result of Telamont pursuing her wishes. Since your curiosity is likely peaked at this point, I will elaborate. He was attempting no less than to steal the mythal from Myth Drannor so that Shar could use its power to become the new goddess of magic. Our world would certainly be a much different, and quite literally darker place if he had succeeded.

Nevertheless, it should come as no surprise that an entire ward of the city is devoted to worshipping her. The Nightbringers operate out of this section of the city, and it is here that you will find the Fane of Shar, a great temple in her honor.

C1. Fane of Shar

Cloud-like darkness clings to the ground surrounding this massive temple, seemingly clawing upwards at the walls. The walls enclose a large courtyard within the temple proper, located at the very end. Four NE **acolytes** tend the doors leading in and out of the temple, opening them when approached by a Shadovar of status. No windows can be found on the temple, ensuring that no light can enter.

The inside of the Fane of Shar is all black stone and wood and is suffused with magical darkness. Upon entry, the great Altar of Shar becomes evident immediately to those who can see in this darkness. At the center of the altar stands a 20-foot-tall obsidian statue in the likeness of the Dark Lady. There are no pews in front of the altar, as one is expected to bow in the presence of the goddess. Behind the altar are doors that lead deeper into the Fane, towards the chambers of Rivalen Tanthul and the archives beneath the temple.

Dark Moon Ward

It is to be expected that within the city that pioneered shadow magic manipulation there would be a school devoted to passing on and furthering those very arts. The Dark Moon Academy is that school, where young Shadovar mages learn to harness the power of shadow from an early age. The academy library is open to monks and other religious scholars as well, and contains possibly the greatest collection of knowledge on the Shadowfell in existence.

D1. Determinist's Guild

Being a tyrannical caste-based society, the Shadovar have little room for hopes and dreams. Instead, to ensure the continued growth and prosperity of the Shade Enclave, every citizen is tested and assigned to the work most fitting for their station and abilities. This rigorous process is overseen by the Determinist's Guild. Upon coming of age, all adults must present themselves here and undergo whatever testing the guild members ask of them.

The guild is led by Lamorak Tanthul (commonly addressed as Night Father), one of the Princes of Shade. He, along with a handful of **Dark Moon magisters**, oversee the assignment of roles and responsibilities to citizens of the city.

D2. Dark Moon Academy

Every 14 months comes the Day of the Dark Moon, where all adult Shadovar are to present themselves at the academy if they have noticed any magical prowess manifesting in themselves. Acceptance into the academy is considered a great honor, so much so that some might try to gain it by lying about either their age, innate magical abilities, or devotion to Shar. Any applicant exposed for lying is slain and hung from the walls of the academy, where they will remain for the next 14 months as a warning to others.

The Dark Moon Academy is a school of strict rules and even stricter enforcement. Shar herself has decreed that no children shall be initiated into the order and that no neophytes will be taken from her clergy. She wants the Order to function as a separate body, answerable solely to her. Naturally, only the most zealous of the Shadovar are ever accepted, and a demonstration of zeal is required.

A successful applicant becomes an Initiate and trains at the academy for the next 14 months. After this period, the Initiate is either deemed ready to serve Shar or slain for their inadequacy. Those deemed worthy of servitude undergo a rigorous ritual where they gain Shar's blessing and are formally accepted into the Order of the Dark Moon as an Ascendant. The most dedicated of the Ascendants will eventually rise to become a Magister within the Order, commanding others or training new Initiates at the academy.

Order of the Dark Moon
See the entry for the Order of the Dark Moon in chapter 18 of this book for details on the Order's statistics and purpose.

Shade Plaza

The seat of power in Thultanthar, Shade Plaza, where the ruling elite of the magocracy live. Of course, by that I mean Telamont and his thirteen sons, the Princes of Shade. The center of their government, where they meet in council, is known as the Palace of Eternity, while Telamont's mansion is called the Seat of Shadow and his sons live in Shade Manor. All rather evocative names, and unusually appropriate in their case.

Also, you must understand, I do not throw around the term Shade here lightly. I am not simply alluding to their control of shadow magic, nor the ever-present darkness. No, a Shade in Thultanthar is quite specifically a being of both life and shadow. It is someone who has undergone a forbidden ritual to imbue their very being with the essence of shadow energy, replacing a sliver of their soul in the process. This Ritual of Dark Ascension is performed in the Underbelly of the city, a network of tunnels accessed through Shade Plaza, and is one of the most closely guarded secrets among the Shadovar. Telamont and his sons are all such creatures now, as well as a few more of his most trusted followers, for example Telamont's right hand and advisor, the elven Shade Hadrhune. Their lives are extended greatly as Shades, and their abilities are bolstered significantly when standing in shadow, which together has allowed the Tanthul family to rule Thultanthar unopposed for centuries.

E1. Palace of Eternity

The Palace of Eternity is the second largest structure in Thultanthar, rivaled only by the Fane of Shar. This soaring structure can be seen from all over the city, perched atop the Shade Plaza. It is crafted from Shadowstuff, in a myriad of shapes that cause it to seem both beautiful and threatening. This is where the magocracy convenes and exercises its power. Only shades are allowed within its halls.

Several **Nightbringers** stand guard at the palace entrance at all times.

E2. Seat of Shadow

This is the residence of the Most High, Lord Shadow himself, Telamont Tanthul, the Chosen of Shar. There are no guards here, nor can one expect any interference upon entering. While arrogance might be Telamont's greatest weakness, he has little reason to fear anyone or anything within his own abode. The Seat of Shadow is magically enchanted by Shar, ensuring perpetual magical darkness within its halls.

E3. Hadrhune's Tower

Hadrhune, an ambitious elven shade and Chief Counselor to the Most High, resides in this black, foreboding tower. Each level of this seven-story structure is magically enchanted to function like the inside of an extradimensional dwelling, created with the *Mordenkainen's magnificent mansion* spell. The effect can't be dispelled. Hadrhune likes to fill each extradimensional space with illusory serpents of various shapes and sizes.

Two ***blackstar knights*** of Hadrhune's creation stand guard at the tower's entrance, under orders to only let members of the magocracy pass.

Hadrhune
Hadrhune has served Telamont for centuries. He has died countless times in the service of the Most High, who in turn has had to resurrect him every time. Disappointed by Hadrhune's failures, Telamont refused to have him revived for a time. Since then, he has somewhat changed his perspective. To ensure that Hadrhune can continue to serve him without further setbacks, Telamont used his vast arcane knowledge to grant Hadrhune his greatest wish: lichdom. Quite fittingly, Telamont possesses Hadrhune's phylactery, which ensures his absolute loyalty.

Hadrhune's Statistics
Hadrhune has the statistics of a **lich**. He wields the *Gloomstaff*.

The Gloomstaff
The Gloomstaff is a sentient staff, adorned with Hadrhune's symbol: a winged serpent, silver on a black field and a gray stone tower within the serpent's coils. As the staff's creator, Hadrhune is the only one who can become attuned to it. Hadrhune enjoys trapping the souls of his victims in the staff, so he can revel in their torment.

The Gloomstaff has the magical properties of a *staff of power* (see the *Dungeon Master's Guide*) in addition to the following properties.

Trap Soul. You can expend 5 of the staff's charges to target one creature you can see within 30 feet of you. The target must make a DC 15 Charisma saving throw. On a failed save, the target's soul is magically trapped inside the staff. While the soul is trapped, the target's body and all the equipment it is carrying cease to exist. If the target is a dead creature, the creature automatically fails the saving throw and its soul is pulled into the staff. A soul trapped in the staff for 24 hours is completely devoured and ceases to exist.

Sentience. The Gloomstaff is a sentient staff of no alignment, with an Intelligence, Wisdom, and Charisma of 10. It has hearing out to a range of 30 feet, and it can communicate its emotions to any creature that is holding it.

Personality. The staff has the spirits of Hadrhune's victims trapped within it who all vie for control. Each trapped soul is in perpetual torment, so the emotions they convey to the staff's wielder are those of pain, dread, and despair.

E4. Shade Manor

Most of the Tanthuls live in this exquisite manor. This includes many of Telamont's living sons, as well as their wives and children. The Shade Manor is the most well- protected structure in the city, with dozens of **Nightbringers** standing guard at the entrance and patrolling the area.

E5. Underbelly Entrance

The Underbelly in Thultanthar is a vast maze of interconnected tunnels. One such tunnel connects to Karsus Keep (area A1), and is used daily to transport food and drink for the populace. Another tunnel leads the Blue Cave. Three tunnels lead to the Mythallar, a magical device that keeps the city afloat. Most tunnels, however, end suddenly or lead into a trap intended for trespassers.

Blue Cave

This enormous cave is bathed in dim, blue light, created by an abundance of azure crystals protruding from the cave walls. These crystals aren't naturally formed. Rather, they were brought here and hammered into the walls at the behest of the cave's sole resident: Malygris.

Malygris is a dracolich in service to Telamont Tanthul, acting as the Most High's guardian, executioner, and mount. In life, he was a blue dragon that hailed from Anauroch, but in death his loyalty to Telamont is unwavering. He will mercilessly devour any who stumble into his cave. Only a gift of shiny, blue objects of some value might persuade the undead dragon to let a trespasser leave unharmed.

Malygris
Malygris has the statistics of an **ancient blue dracolich**.

The Mythallar

The mythallar is an enormous, 300-foot diameter sphere hovering in the center of a circular, 360-foot-wide cavern. The entire cavern seems to vibrate with mystical energy as the sphere continually spins due to its own, magical inertia. The mythallar itself is completely vantablack, resembling a perfectly round hole in reality itself.

The mythallar was once much smaller and looked more like an enlarged crystal ball. Prolonged exposure to the Shadowfell has corrupted it, however, causing it to grow exponentially and extend its reach far beyond what it once was. As it continues to absorb energy from the Shadowfell and grow in size, so too does the city of Thultanthar, which has grown tremendously.

Telamont Tanthul controls the mythallar, giving him ultimate power over the entire city. He decides where the city goes and can transform or rearrange the city on a whim. With the power that the mythallar now holds, Telamont could easily transport the entire city across planar boundaries, traveling from plane to plane as he sees fit, appearing one instant only to disappear again the next.

Controlling and Destroying the Mythallar
The mythallar has become so corrupted by Shar's influence that she alone has ultimate control over it. She can, however, bestow control upon other individuals if she wishes it. Currently, Telamont Tanthul has been given this blessing. Should Telamont die, however, Shar might choose another to bear that power.

Anyone who has been granted control over the mythallar can safely touch it and can innately cast the *plane shift* spell on themselves at will, without any components, and always land on point. Any other creature that touches the mythallar is annihilated and can't be brought back to life by anything short of a *wish* spell.

The mythallar has 750 hit points and can only be harmed by a *disintegrate* spell. It regains 150 hit points at the end of every minute.

If the mythallar is destroyed, the city of Thultanthar will plummet towards the ground, killing all inhabitants in the city and its underbelly upon impact. The offending party will have earned the eternal enmity of Shar.

The Nethergate

The nethergate is a platform constructed from shadowstuff. It draws power from the mythallar, allowing it to intercept teleportation magic or connect to existing teleportation circles.

Sometimes the Shadovar will use the nethergate to "catch" unsuspecting travelers (e.g., those entering by means of a *teleportation circle* spell) causing them to be transported to the nethergate instead of their intended destination. The nethergate's grasp even stretches across planar boundaries, allowing the Shadovar to intercept teleportation on other planes of existence. When travelers are captured in this manner, they are usually tortured for information and slain. If a prisoner turns out to be someone of high status, the Shadovar seize the opportunity and have one of their own magically take on the appearance of the captive in order to infiltrate places of importance.

Most commonly, however, the Shadovar use the nethergate to transport food and drink into the city. The supplies come from various locations across the planes, wherever worshipers of Shar can be found.

Veserab Warrens

On the edge of the city, nestled in the stone cliffs that fall off precariously to darkness below, lie the warrens of the veserab, the chosen war mounts of the Shadovar. While I personally cannot imagine riding a giant, winged leech into combat (or anywhere at all really), one can see the qualities that would make them sought after for just such a role. Besides being rather vicious, with a mouth filled with countless needle-sharp teeth and the ability to spew corrosive acid, the creatures are also fiercely loyal. They will bond to a single rider and faithfully serve them as long as they live.

A human shade

The Thultanthar Magocracy

Thultanthar was led by a council of mages, making it a magocracy by definition of course, but that is nonsense. The council was led by Telamont and every other member was one of his sons. How then is that anything other than a totalitarian government system with Telamont at the head? I'm sure his sons take care of the minor tasks and decisions (though I also imagine the council meetings are little more than sibling arguments), but Telamont would certainly have the final say on any matters of importance.

As is always the case, some of his sons have led more interesting lives than others. They have all lived for centuries, however, so instead of inundating you with the minutia of each and every one of their histories, I will do my best to summarize their lives into as short and memorable tidbits as I can.

Aglarel Tanthul

Aglarel commanded the High Prince's personal guard. His father's safety was his primary concern. He was a capable and renowned military leader and cunning strategist.

Clariburnus Tanthul

Officially Clariburnus was the overseer of Shadovar ambassadors. As the Shadovar didn't necessarily have a lot of ambassadors out in the larger cosmos, Clariburnus didn't spend a lot of time overseeing ambassadorial work. What instead filled his schedule, was his position as Master of Espionage where he commanded a vast network of Shadovar spies.

Dethud Tanthul

Also known as the Silent Prince, Dethud rarely spoke unless pressed by his father. He chose his words with care and great insight, finding favorable outcomes, which often meant peaceful solutions for both military and political matters. He favored his brother Melegaunt's approach of subtle manipulations over less elegant methods.

Lamorak Tanthul

Lamorak oversaw the Determinist's Guild, an organization that tested all Shadovar and assigned them responsibilities, so they may best serve the Thultanthar. He was also responsible for transforming Shadovar into shades, a ritual that all Shadovar wished to undergo but only a select few ever did. Only Lamorak and Telamont knew the secrets of the Ritual of Dark Ascension.

Mattick and Vattic Tanthul

These twins were often found accompanying their younger brother Brennus as they assisted him in uncovering forgotten lore. They also doubled as his personal guard. Since his death, however, I am unsure as to what they would be doing.

Melegaunt Tanthul

Even as a shade, Melegaunt was charming and beautiful, and excelled at the art of manipulating others. He often acted as Telamont's personal emissary in matters of great importance.

Rivalen Tanthul

Known as the Nightseer or Father Night, Rivalen was the head of Shadovar religion. While his father was the military and political leader of the Thultanthar, Rivalen was the spiritual leader. His devotion became unquestioningly clear when he slew his own mother at the behest of his dark goddess. Since then he has had Shar's favor and ensured her will was upheld.

Yder Tanthul

Yder was a fierce warrior, dedicated to his father's rule and Rivalen's most devout follower.

The Dead Princes

Long before the Shadovar met their end, the council used to be comprised of twelve princes - however, three of Telamont's sons died. I know more have died, but these three are the ones that stayed dead.

Telamont's firstborn son, Escanor, was murdered in his bed long ago. Perhaps as part of an elaborate scheme on Hadrhune's part or perhaps for some other reason. The mystery remains unsolved.

Malath Tanthul was a revered warrior who also died long ago in battle while fighting several of Mystra's chosen.

Brennus Tanthul was the youngest of the princes and somewhat of an arcane prodigy. He was an adept historian, intimately familiar with the lore on the Thultanthar and its Netherese roots. I recall hearing somewhere that he slew his brother, Rivalen, and was later killed himself. If this is true, I suspect he remains dead due to his betrayal.

Statistics of the Thultanthar Magocracy

Telamont Tanthul

See the bestiary section in this book for Telamont's statistics.

Aglarel Tanthul

Aglarel is a neutral evil **warlord** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Clariburnus Tanthul

Clariburnus is a neutral evil **tenebrous infiltrator** with the Shadovar Prince template applied.

Dethud Tanthul

Dethud is a lawful evil **diviner** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Lamorak Tanthul

Lamorak is a neutral evil **transmuter** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Mattick and Vattick Tanthul

Both Mattick and Vattick have the statistics of a **blackguard** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Melegaunt Tanthul

Melegaunt is a lawful evil **warlock of the great old one** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Rivalen Tanthul

Rivalen is a neutral evil **warpriest** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied, though he retains his Spellcasting trait while also gaining the Spellcasting trait from the template.

Yder Tanthul

Yder is a neutral evil **champion** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Dead Princes

Brennus Tanthul. Brennus was a chaotic neutral **enchanter** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Escanor Tanthul. Escanor was a neutral evil **warlock of the fiend** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Malath Tanthul. Malath was a neutral evil **champion** (as found in *Volo's Guide to Monsters*) with the Shadovar Prince template applied.

Shadovar Prince Template

The Shadovar princes are modified with the following.

Type. The prince's type changes to human (shade), and he no longer requires sleep.
Senses. The prince gains darkvision with a radius of 60 feet.
Languages. Common, Loross, Netherese
New Trait: Innate Spellcasting. The prince's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:
At will: *spare the dying*
3/day each: *darkness*
1/day each: *armor of Agathys (2nd level), invisibility*
New Trait: Sunlight Sensitivity. While in sunlight, the prince has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
New Trait: Telepathic Shroud. The prince is immune to any effect that would sense his emotions or read his thoughts, as well as to all divination spells.
New Trait: Twilight Torch. The prince sheds nonmagical darkness in a 10-foot radius. Only magical light can pierce this darkness.

In addition, a Shadovar prince gains the Spellcasting trait. If a prince already has the Spellcasting trait, the following replaces it.

New Trait: Spellcasting. The prince is a 20th level spellcaster. His spellcasting ability is Intelligence. He regains expended spell slots when he finishes a long rest. He has the following wizard spells prepared:

Cantrips (at will): *black candle, chill touch, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, mage armor, shield, spark of Moil, unseen servant*
2nd level (3 slots): *darkbolt, invisibility, magic mouth, mirror image*
3rd level (3 slots): *counterspell, dispel magic, shadow conjuration, shadow evocation*
4th level (3 slots): arcane eye, *greater invisibility, wall of gloom*
5th level (3 slots): *dream, seeming, mislead, teleportation circle*
6th level (3 slots): *contingency, disintegrate, globe of invulnerability*
7th level (3 slots): *darkest night, forcecage*
8th level (2 slots): *black lore of Moil, incendiary cloud*
9th level (2 slots): *time stop*

Ooh wee!

I don't think the City of Shade is necessarily a bad place. I mean, they mostly keep to themselves. They just have their own unique culture. That should surely be preserved, right?

Also, didn't that city already sort of crash once already?

- C

Chapter 3: Domains of Dread

Surely you have heard the tales of Count Strahd von Zarovich. Some years ago now there was a mania around the Count and his realm of Barovia, a sort of hysterical fascination. While many of the details about Barovia had been known to us scholars for what already seemed like a very long time, it wasn't until that moment that they caught on in the public's eye and took hold of their collective imagination.

From the perspective of someone who values truth and knowledge above all else, what followed was a near unbearable onslaught of cheap romantic fiction, idealizing the shadowy mystique of Barovia and translating vampire lords from the diabolical monsters that they are into misunderstood aristocrats who really just want to be loved by the right person. Our library here at Candlekeep prides itself on obtaining copies of every single book in existence, and I do my best to read each and every one before it enters our archives. I'm honestly not sure how I made it through those years. I feel like hours upon hours were stripped away from my life, reading titles like *Barovia and Back Again*, *The Count Strahd Diaries*, or *The Ravenloft Reliquary*. What a tragic waste of my time. Really, how many unwitting peasant girls does a vampire Count need to seduce?

Enough about that though. There is some truth to those ridiculous interpretations of course, statistically they were bound to get something right. There is no romance to be found in those realms mind you, unless in grotesque mockery of the real thing. But Barovia is indeed one of the Domains of Dread, isolated demiplanes within the Shadowfell which are led by Darklords, persons of great evil who are both in complete control of their realm and unable to leave, hopeless prisoners trapped there by the whims of the Dark Powers. Additionally, shadowmist is very much a real thing, disquieting as that may be. So beware patches of mist in the Shadowfell lest they engulf you and drag you into a Darklord's realm. When that does happen your chances of escape are rather unlikely. Not even Shar herself, she who shaped the Shadowefell, holds sway over those domains.

Moving on, I have decided to provide detailed overviews for a few of the less well known Domains of Dread, though I will not be discussing Barovia. That one has had enough words wasted on it already and I don't have the patience to revisit any of those books a second time to consolidate and compare notes. Feel free to read Undeath Becomes You on your own time.

Dear reader.

You should know that there are far more Dread Domains than those listed here. While I won't be adding details on any additional domains, I do wish to address one subject in particular: the nature of the Darklords.

Irredeemably evil, each Darklord is a tormented soul. Punished eternally by unknown forces, often refereed to as Dark Powers. While a Darklord is the master of his or her Dread Domain, that very same domain is also their prison. They can't ever leave, nor can they ever achieve what they really want. It is always just out of reach. However, hope never leaves them as their power IS immense. In this way, a domain is designed to be its Darklord's own personal hell.

And this brings me to my final point: Why would anyone want to go there? Don't meddle in these things. Each Darklord most assuredly deserves their predicament and no more good lives should be wasted trying to change that.

E.A.

Amber Sarcophagus

Burning Peaks

The Burning Peaks are quite possibly the second best known of the Domains of Dread due to the fame of the two Darklords who reside there, the Arch-Lich Vecna and his nemesis Kas the Betrayer.

A relatively small and simple demiplane, geographically, the Burning Peaks is comprised of two sections: Cavitius to the west and Tovag to the east, split down the middle by a range of volcanic mountains and surrounded on all sides by the mist of the Shadowfell which, like with all of the Domains of Dread, prevents anyone from escaping. The mountain range itself is as dangerous as you would rightly guess. Unheard of in our own mortal world, the Peaks are an entire range of active volcanos. Toxic fumes and broad flows of lava carve their way through the valleys, while earth tremors cause frequent avalanches of searing stone to rain down from the heights above. It is a terrible and frightening place to traverse, let alone do battle.

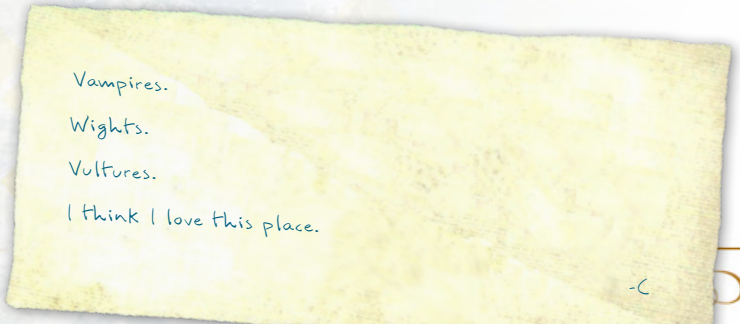
The Darklords

Ah yes, Vecna and Kas. I wonder sometimes if most people realize that these two were imprisoned within the Shadowfell, in the Burning Peaks, for as long as they were. It is not the most repeated part of their tale, that is certain. We quite often hear tavern storytellers recount the how the powerful lich Vecna was betrayed by his most trusted servant, Kas, armed with his powerful magic sword. We hear fantastic descriptions of their fight, which left Vecna's own tower in rubble, obliterated both of the combatants, and left only Vecna's hand and eye behind (and of course we know that these two items later became powerful artifacts of their own). We also know that the cult of Vecna has fallen from power and risen again over the years, and that it is currently strong enough that we know better than to speak his name too loudly in the streets. However, Kas and Vecna's time in the Burning Peaks, held against their wills and locked in eternal, unchanging warfare with each other, is often glossed over in the tavern. It is not surprising, really. The monotony of it all, where the Darklords sat in their fortresses year after year and sent their troops to fight and die time and time again, hardly makes for an exhilarating tale.

Yet this is what I will discuss in this section, the Burning Peaks themselves and the fortresses of Vecna and Kas. While with the other domains of dread I will reveal the full histories of their respective Darklords, with Vecna and Kas things are more complicated. Vecna is, after all, a god. As such, I have chosen to save his full tale for later in my book, to be included with his fellow gods where I feel it belongs. As for Kas, he is cursed to be forever a player in Vecna's tale, and as such his own story plays out in the Undying King's formidable shadow.

Now, before we move on I must mention one more thing about their history.

The Darkest of Darklords. Today both Kas and Vecna roam freely, able to leave the Burning Peaks whenever they please, though their hatred for each other remains like an unquenchable flame. In fact, there is some evidence that they not only escaped their imprisonment, but that they can in fact come and go as they please, returning whenever they like. While I have no evidence to back this claim, I can only imagine that if one can break out of prison, one can also break back into prison. How Vecna succeeds in doing this is linked to his ascension to godhood, which will be discussed in more detail later. However, I must confess that in Kas' case I have no inkling as to how he gained his freedom. Perhaps the dark powers just allow him free passage so he can continue to be a thorn in Vecna's side. Regardless, it appears that both Kas and Vecna can indeed walk through the Mists as they please. Even so, the Burning Peaks is no doubt the location where the majority of their battles are still fought. For even without the Darklords present at all times, their soldiers continue the eternal fight in their stead.



The Abandoned Dread Domain

Vecna and Kas are both able to come and go as they please, yet somehow the domain remains. Usually a Dread Domain would cease to exist without its Darklord, but it seems the Dark Powers made an exception with the Burning Peaks, though the reason remains a mystery. Perhaps they wish to fuel their seemingly eternal struggle by continuing to provide them with a battleground. Another theory is that when the Darklords escaped they also tore away dominion over the domain. But then again, maybe the Dark Powers are simply biding their time to once again imprison the Darklords.

Lay of the Land

The Burning Peaks really is a twin domain, one half called Cavitius and the other Tovag. These two lands are divided by the domain's namesake; a mountain range consisting entirely of volcanoes called the Burning Peaks.

Mists of The Burning Peaks

A deadly fog surrounds the Burning Peaks and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in the Burning Peaks.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

The fog might operate slightly differently depending on your choice of possible ways to escape the domain. See Escaping the Burning Peaks for more information.

Alterations to Magic

The Burning Peaks resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell - not even *wish* - allows one to escape from this twin domain. *Astral projection, teleport, plane shift*, and similar spells cast for the purpose of leaving the Burning Peaks simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from the Burning Peaks is pulled back there upon leaving the Border Ethereal.

In similar fashion, no spell that restores hit points works within the domain. The exception to this is within Citadel Cavitius where healing magic is possible.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), the Burning Peaks is considered its own plane. Magic that summons creatures or objects from other planes functions normally in the Burning Peaks, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in the Burning Peaks.

While in this domain, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally - with one proviso: while in Cavitius, Vecna can sense when someone is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted. While in Tovag, the same is true for Kas. However, none of them can intercept such a casting if it is cast within the mountain range that splits the domain.

Domain Effects

The combined will of the Darklords has left its mark on the entirety of the domain.

- There is no cycle of night and day within the domain. Left in a constant state of twilight the entire domain is bathed in dim light. This light isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight.
- The Burning Slopes are gray in color as the ground is covered in the ash that is constinuisly spewed by the volcanoes. Foot prints are immediately covered by the falling ash ensuring that tracking is nigh impossible, causing Wisdom (Survival) checks made to track to be made with disadvantage.
- The air in the Burning Slopes is also heavy with falling ash, ensuring sight is limited to 60 feet at any given time.
- Regardless of a character's foraging skills or other abilities, no food or water can be found in the Burning Slopes.
- The immense heat from the Burning Slopes can bring even the most strong-willed to their knees. A creature in the Burning Slopes must drink 1 gallon of water for every hour in the area or make a DC 20 Constitution saving throw, gaining one level of exhaustion on a failed save. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do undead and creatures naturally adapted to hot climates.

Cavitius

The land of Cavitius is bleak and gray, filled with nothing but choking fields of blowing ash clouds, which blot out the little light that perpetual twilight would otherwise provide. These Ashen Wastes drain the life force from any living beings hapless enough to find themselves lost there. Even worse, the ash renders healing of any sort, even through magical means, impossible.

The only structure in Cavitius is Citadel Cavitius itself, located on the far side of the realm and with a singular road of paved stones leading forth from the castle. The road is well maintained but also worn down by the constant flow of troops between the two sides of the realm. It eventually splits into three paths that wind through the volcanic mountain passes on their way to Tovag. Since the Citadel and roads are exempt from the life draining (and healing preventing) attributes of the ash fields, much of the fighting against Tovag takes place on or near the roads, and the flagstones become increasingly browned and blackened with dried blood the nearer you come to the mountains.

Regional Effects

Vecna's part of the domain is warped by his unmatched malice and the never-ending ashen rain. The effects below are valid in the deserts of Cavitius, called the Ashen Wastes. They are not in effect within Citadel Cavitius.

- The Ashen Wastes are gray in color as the ground is covered in the ash that is constantly spewed by the volcanoes. Tracking a creature that has walked through the Ashen Wastes within the last 30 minutes is done with advantage.
- The air in the Ashen Wastes is also heavy with falling ash, limiting sight to 120 feet at any given time.
- Regardless of a character's foraging skills or other abilities, no food or water can be found in the Ashen Wastes. It can only be purchased in Citadel Cavitius.

In addition, the following effects are in place throughout the Ashen Wastes but not in Citadel Cavitius or on the Bloody Road.

- Cavitius is a land of death and causes the living to slowly wither away. The higher a creature's resilience, the faster it withers. For each hour spent in the Ashen Wastes, a creature's hit point maximum is reduced by an amount equal to its Constitution modifier. The reduction lasts until it is removed by a *greater restoration* or *wish* spell outside of the Ashen Wastes. Citadel Cavitius is free of this effect. Constructs and undead are unaffected.
- Creatures in the Ashen Wastes can't gain temporary hit points or regain lost hit points by any means.

Tovag

The sister of Cavitius on the other side of the Burning Peaks, Tovag attempts to cling to life in a way that Cavitius does not. Small, scrubby plants and trees grow in the ashy soil and the citizens of Tovag do their best to work the land and produce enough crops to sustain their population. A web of roads crosses the land, weaving from the town of Tor Gorak on through and around farmers' fields and finally on to the imposing Fortress of Kas.

The Vampire Lord Kas rules over Tovag. He was a general of Vecna's army in life. In undeath, while just as brutal and authoritarian with his tactics, he is also obsessed with defeating his old master at any cost. Unable to close the gaps over the mountains, he keeps his people in a constant state of war readiness, sending them on frequent excursions into Cavitius to harry Vecna's undead forces.

Regional Effects

Kas's part of the domain is twisted by his bloodlust and desire to defeat Vecna. The effects below are valid in all of Tovag.

- A character ages twice as fast as normal.
- A long rest takes an additional two hours to complete.

Areas of the Burning Peaks

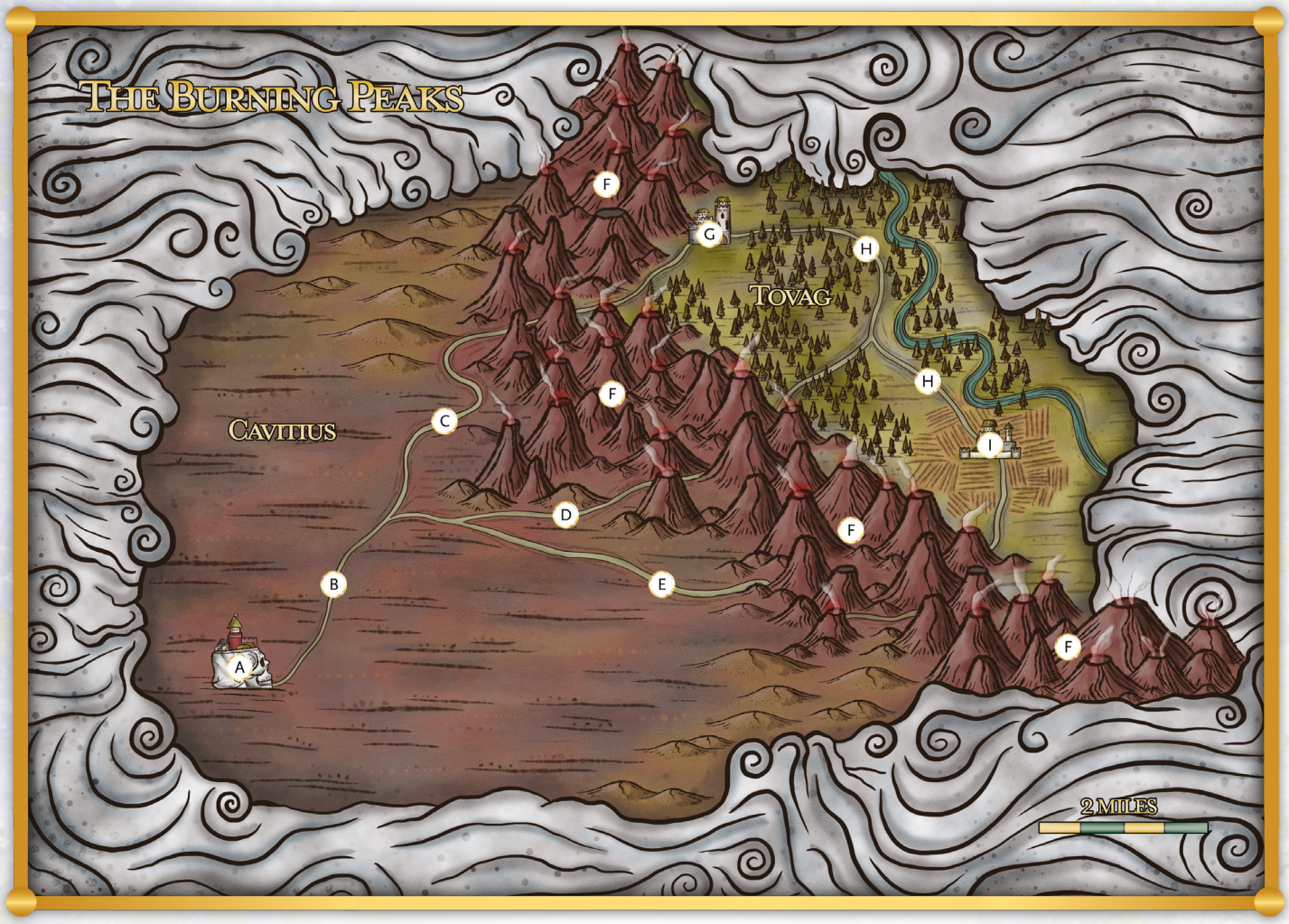
The following areas correspond to labels on the map of the Burning Peaks.

A. Citadel Cavitius

The section "The Citadel" describes Citadel Cavitius and its residents.

B. Roadway of the Brethren

This dust-covered flagstone road is flanked by 10-foot tall sandstone heads every hundred feet or so. Their dead gaze is accompanied by an eerie sensation, watching travelers in complete silence.



C. The Bloody Road

This road has gained its name from the frequent battles that take place along it. It branches off of the Ashen Road and leads through the northernmost pass in the Burning Slopes.

Random Encounters on the Bloody Road

Each hour of travel on the Bloody Road, check to see if the characters encounter anything unusual (don't check if they have already had a random encounter on this road in the past 12 hours). An encounter occurs on a roll of 18 or higher on a d20.

d12	Encounter
1-6	Lava comes crashing down the slopes and any creature caught on the road must escape the lava as described in the Lava Escape sidebar. This encounter only occurs while traveling through the Burning Slopes. Outside of the Burning Slopes, there is instead no encounter.
7-9	1d6 **wights** or 1d4 - 1 **vampires** (50%)
10	A lone **lich** seeking to prove itself to Vecna.
11-12	2d6 **wights** and 1d4 **wraiths** (50%) or 1d4 **vampires** (50%)

D. The Scorched Road

The Scorched Road is named for the dangers of following it. While all roads that pass through the Burning Slopes see some amount of volcanic activity, this road sees the most. Earthquakes and rivers of molten hot lava threaten those who tread its winding ways.

Random Encounters on the Scorched Road

Each hour of travel on the Scorched Road, check to see if the characters encounter anything unusual (don't check if they have already had a random encounter on this road in the past 12 hours). An encounter occurs on a roll of 15 or higher on a d20.

d20	Encounter
1-17	Lava comes crashing down the slopes and any creature caught on the road must escape the lava as described in the Lava Escape sidebar. This encounter only occurs while traveling through the Burning Slopes. Outside of the Burning Slopes, there is instead no encounter.
18-19	The scorched remains of one or more creatures.
20	A crazed but friendly **magma mephit** that speaks Druidic in addition to its other languages. It can't remember anything from its past, including how it got here. Reroll if this event has already occured.

E. The Ashen Road

The Ashen Road leads from Citadel Cavitius and all the way to the city of Tor Gorak, through the southernmost pass in the Burning Slopes. Along the way, two other roads branch off of it.

Random Encounters on the Ashen Road

Each hour of travel on the Ashen Road, check to see if the characters encounter anything unusual (don't check if they have already had a random encounter on this road in the past 12 hours). An encounter occurs on a roll of 19 or higher on a d20.

d10	Encounter
1-6	Lava comes crashing down the slopes and any creature caught on the road must escape the lava as described in the Lava Escape sidebar. This encounter only occurs while traveling through the Burning Slopes. Outside of the Burning Slopes, there is instead no encounter.
7-9	1d4 **Cavitian vultures** (50%) or 2d4 **vampire spawn** (50%)
10	A **secret eater** appears, seemingly out of nowhere. If he doesn't know already, Vecna becomes aware of the characters' presence.

F. The Burning Slopes

The Burning Slopes are about as inhospitable a place as one could possible imagine. Unfortunately, the three passes that cut through the Slopes are the only way to get from Cavitius to Tovag, or vice versa.

G. Fortress of Kas

The section "The Fortress" describes the Fortress of Kas and its residents.

H. The Karsician Way

This flagstone road connects the Fortress of Kas with the city of Tor Gorak.

I. Tor Gorak

The section "Tor Gorak, City of Dread" describes the city of Tor Gorak and its residents.

Lava Escape

While traveling through the Burning Slopes a creature might be at risk of being caught by an advancing river of molten hot lava. If this happens, roll initiative for each creature caught in the lava's path. As in combat, each participant in the escape can take one action and move on its turn.

When an escape begins, determine the starting distance between the lava and each creature. Track the distance between the lava and each creature as they move.

Running the Escape

Creatures in the escape are strongly motivated to use the Dash action every round. Creatures who stop to cast spells and make attacks run the risk of being caught by the lava.

Dashing. During the escape, a creature can freely use the Dash action a number of times equal to 3 + its Constitution modifier. Each additional Dash action it takes during the chase requires the creature to succeed on a DC 10 Constitution check at the end of its turn or gain one level of exhaustion.

A creature can no longer move if its exhaustion reaches level 5, since its speed becomes 0. A creature can remove the levels of exhaustion it gained during the escape by finishing a short or long rest.

Spells and Attacks. A creature in an escape can make attacks and cast spells against other creatures within range. Apply the normal rules for cover, terrain, and so on to the attacks and spells.

Creatures who take part in the escape don't make opportunity attacks against each other, since they are all assumed to be moving in the same direction at the same time.

Getting Caught by the Lava. A creature takes 33 (6d10) fire damage when it enters the lava for the first time on a turn or ends its turn there. If a creature is overtaken by 30 feet of lava or more, the lava counts as difficult terrain until the creature is within 30 feet of the lava's front.

The DM decides the difficulty of acquiring the corpse of a creature that died in the lava.

Moving the Lava. The lava moves on initiative count 20 on each turn. The lava's minimum speed is determined by which road the lava escape occurs on as seen in the table below. Roll 2d4 and move the lava a number of feet equal to its speed X the total of the dice roll.

Road	Minimum Lava Speed	Cooling Die
Ashen Road	25 feet	1d6
Blood Road	25 feet	1d6
Scorched Road	40 feet	1d10

Ending the Escape

Before moving the lava for the first time, roll a cooling die and place it to a side. The type of die is determined by which road the lava escape occurs on, as seen in the table above. The cooling die shows how many rounds the lava continues to advance. After each time the lava has moved, reduce the cooling die by 1. When it reaches 0, the lava stops moving.

A creature that is caught in the lava at this point takes half the damage it otherwise would have as the lava has begun to cool.

Keeper of Tomes,
a suggestion, if I may:

If you were to put as much time and effort into researching how your readers could escape this most wretched of places, rather than just how the former Dark-lords did so, you might actually provide some insight. Afterall, ascension to godhood isn't really something most people can, or even should, aspire to, nor should the layman wish it upon himself to be blessed by the Dark Powers.

Could you add a paragraph or two on this subject?

E.A.

The Citadel

Vecna's Citadel Cavitius is, in my opinion at least, a humorously absurd skull-shaped castle. Clearly, Vecna isn't afraid to have a little fun at his own expense, choosing to live in a giant homage to his own lichdom. One might ask why I don't feel the use of undead imagery in the architecture is sincere. Quite simply, he repeats the pattern elsewhere in even more brazen and ridiculous ways. He knows full well that no one would dare laugh at any of his creations, yet seems to taunt them to do so all the same. I can only guess that any who do would be swiftly executed, which might be the exact game that he is playing. But yes, the macabre sense of self-mocking humor extends beyond this castle itself. His two greatest lieutenants in the Citadel are sentient golems named the Eye and the Hand. With an obvious reference to his own missing eye and hand, the Eye is a roughly humanoid golem crafted entirely of eyes torn from the sockets of still living murderers or traitors. Meanwhile, the Hand is likewise pieced together from their hands. To continue the theme further, even the brutal enforcers within his church are known as the Fingers of Vecna. Whatever ill things you can rightfully say about the Arch-Lich, it is clear that at least his sense of humor survived the transition to undeath.

The Living in the Dead City. Cavitius was originally inhabited by roughly ten thousand Shadowfell humans when Vecna first came to power as a Darklord. While that number has remained fairly constant, the Dying King routinely turns any who die (through natural or unnatural means) into members of his five thousand strong army of undead. While these undead residents largely ignore their living counterparts, those with warm blood still flowing are understandably terrified and certain that at any moment their lord could unleash a plague through the city to bolster his fighting forces at their expense.

Limitations on Magic. It should be noted that one area where Vecna's sense of humor does not extend is to his paranoia of betrayal from within his own church or army. Magic is strictly banned in the Citadel in an effort to suppress any other bids for power and spells will only function in the Temple of Vecna, though magic items still work elsewhere. Since he has also (a bit cruelly) made it impossible to leave the city through non-magical means, he truly holds the fate of each of his people firmly in his skeletal hand.

Law Enforcement

Citadel Cavitius is policed by **Cavitian reavers**; ironclad skeletal warriors that ride skeletal horses and carry large, spectral scythes. The laws they enforce are simple. None outside of Vecna's clergy are allowed to use magic, non-undead can't harm the undead, and the undead are not allowed infighting. If a transgressor is undead they are usually tracked down and tried, while a non-undead always suffers the punishment of death.

The Hierarchy

Citadel Cavitius has a strict hierarchy although several inhabitants aspire to break the established order.

The Eye and The Hand

These two golems, created by Vecna himself, are the defacto rulers of the citadel when Vecna is not present to rule himself. The remaining populace is almost as afraid of these two abominations as they are of Vecna.

Out of the two, **The Eye** has the most influence. It is said that The Eye sees everything and thus knows everything. **The Hand** acts more like an enforcer and it is supposedly to be impossible to escape its grasp.

The Clergy

The clergy in the Citadel has the same structure as any other Organ devoted to Vecna (see "The Cult of Vecna" in the entry for Vecna in chapter 12) with one notable exception: there is no Thought. Instead, The Eye and The Hand fill that position and command all of Vecna's followers, both living and dead.

The remainder of the clergy is comprised exclusively of the living. Towards all other living creatures within the Citadel, their word is law. Apart from The Eye and The Hand, only a Memory can command the undead followers of the Lich-God, however.

The Lords of the Citadel

Several lords and ladies lay claim to portions of the Citadel and parts of its population, while some even aspire to eventually claim the entire Citadel for themselves. Vecna allows their existence because they can't ever pose a real threat to him and because they often prove useful.

Antir

While he doesn't command any minions, Antir the Loquacious commands a great deal of admiration among the other lords. He was hurled to the Burning Peaks after a battle with Orcus, the Demon Prince of Undeath. While a curse had already made him undead, he didn't become a **lich** until arriving in this Dread Domain. He is mostly harmless, often simply reciting tales of when he was still an adventurer and sharing unfunny jokes.

Haroln

A **vampire priest** who is fiercely dedicated to Vecna and wishes to become his favored much like Kas once was. He commands several vampires and countless vampire spawn. The Maimed God has secretly taken a liking to Haroln and his utterly merciless methods, which might account for the vampire's growing influence.

Jacairn

This **spectral hag** is infamous for murdering her coven sisters because she detested the sharing of power. Numerous hags swear loyalty to her and none dare cross her. She aspires to one day claim the entirety of the Citadel as her domain and surpass Vecna in might. Watching her try to further her own position is mere amusement to the Arch-Lich, who lets her plot and scheme to her heart's content.

Qoolarn

Qoolarn is a **ghast king** and no doubt the lord who commands the largest numbers. Thousands of ghouls follow his every whim. He is feared even by the clergy itself as they can't simply slay him; should they do so, the ghouls would surely run rampant and tear the Citadel apart before they could all be put to the sword, thus leaving it open to attack by Kas.

Variant: Vampire Priest

Some vampires are priests devout to a dark god. A **vampire priest** spellcaster has a challenge rating of 15 (13,000 XP) and the following trait:

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The vampire has the following cleric spells prepared:

Cantrips (at will): *death grimace, resistance, thaumaturgy*
1st level (4 slots): *command, detect evil and good, shield of faith*
2nd level (3 slots): *blindness/deafness, silence, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, dispel magic*
4th level (3 slots): *freedom of movement, guardian of faith*
5th level (1 slot): *Nulathoe's concussive demise*

The City Entrance

The enormous staircase leads from the Roadway of the Brethren to the city entrance. There are no gates here but a portcullis can be raised or lowered to either grant or deny entry. The portcullis is usually closed, but simply knocking or calling out from the outside is likely to cause it to be raised. The guards that control the entrance are **Cavitian reavers** and they aren't particularly interested in who arrives. However, only undead and devout living are allowed to leave the city.

Temple of Vecna

The Temple of Vecna is where Vecna's clergy conduct their foul rituals and sit in prayer. It is located on a platform 500 feet above the ground, reachable via a narrow staircase that runs along the inside of the giant skull. Walking the stairs at a normal pace takes roughly two hours.

On the platform at the top of the stairs is a **shadow demon** named Threndilla, who is hiding in the shadows and observes all newcomers. Threndilla has been devoted to Vecna for many centuries but his prolonged absence has caused Threndilla to find a new master in Haroln, one of the Lords of the Citadel.

The Bone Guardians

The staircase leading to the Temple of Vecna has 1d6 bone guardians protecting it along the way. A bone guardian consists of three large skeletal arms that protrude from the wall, blocking passage along the stairs. Each arm has the statistics of a **skeleton**, with a movement speed of 0 and wielding only a shortsword.

Passing a bone guardian can be accomplished by either destroying all of its three arms, or by uttering a phrase that praises Vecna, such as "*Praise almighty Vecna*" or "*None rival the power of the Whispered One.*"

The Main Temple

The temple itself is bone-white with countless fiendish faces engraved in its walls. Numerous banners hang down the walls, displaying the holy symbol of Vecna. There are no windows and just a single door to gain entrance. The temple is on the left side of the platform when arriving via the stairs.

Inside is a circular stone platform, 40 feet across, suspended 10 feet from the ground by black chains that connect it to the ceiling. The underside of the platform is painted red and bears the holy symbol of Vecna. A hidden ladder on the outside of the temple allows the priests to climb up to the roof of the temple, descending onto the raised stone platform through a hatch in the roof. Here, the priests perform human sacrifices at least once each day .

Those in attendance of a sacrifice are gifted small stones with strange carvings on them. The carvings are read by the clergy to determine when a citizen has last attended a sacrifice. Anyone who has been absent from the sacrifices within the previous tenday is eligible to be sacrificed themselves. This system compels even the most innocent of citizens to attend. Daily observation of this foul ritual gradually withers even the most resilient minds, lowly indoctrinating them to evil.

Priests' Quarters

When arriving via the stairs, the priests' quarters are on the right side, carved inside the wall of the giant skull. Two doors lead into the priests' quarters. There is a common room, a study, dozens of rooms shared by the clergy, and a large room known as the Chamber of Spines, home to the clergy's Memory. Consistent with the name, the very walls of this chamber are adorned with innumerable humanoid spines, all taken from sacrifices performed in the main temple throughout the years.

The Mirror Room

One of the floor tiles in the main temple can be lifted to reveal a ladder that leads downwards. A DC 18 Wisdom (Perception) check ensures a character notices the tiny scratch marks on the floor tiles adjacent to the tile that can be lifted.

A character that descends the ladder enters into a dark room with a solid stone door at the far end, and the following three symbols drawn on the walls:

Three pedestals protrude from the ground, each with an oval stone placed on top of it. Each stone has one of these three symbols drawn on it:

Once the three stones have been picked up, the door at the far end swings open, revealing a circular room known as the Mirror Room. A single mirror stands in the center of the room, with the following three symbols drawn on it:

The goal is to hold up the stones so that the symbols drawn on them align with those on the mirror, resembling the three symbols on the walls in the previous room. Once this is accomplished, the symbols on the mirror become magically drawn on the stones, and the mirror loses its reflective capacity, turns completely black, and begins to radiate an aura of menace.

In this form, the mirror acts as a portal. The portal remains for 1½ hours, after which it reverts back into a mirror.

The Forbidden Library

A creature that steps through the mirror, finds itself in the Forbidden Library. This library is vast, and one can easily spend countless days here in search of long-lost lore. The library isn't just a different place, however, but also a different time. It is an echo of Vecna's personal library, now existing outside of time, enveloped by shadow, and accessible only through the Mirror Room.

Translucent images of other creatures, including many of Vecna himself and a few of Kas, wander the halls, reading books and scrolls, and search through chests. Each image is an echo of a creature that was (or is) in the tower - such is its nature, for it is outside of time and space. This means that all visitors can see each other and are instantly informed about each other's presence.

If a character spends an hour or more searching for treasure, roll on the Forbidden Library Treasure table to determine what the character finds.

Forbidden Library Treasure

d8	Treasure
1	A *Tome of the Stilled Tongue.*
2-6	Roll twice on the Treasure Hoard: Challenge 5-10 table in the *Dungeon Master's Guide.*
7-8	A spellbook containing 2d6 randomly determined wizard spells.
9-14	Roll on the Treasure Hoard: Challenge 11-16 table in the *Dungeon Master's Guide.*
15-19	Roll on the Treasure Hoard: Challenge 17+ table in the *Dungeon Master's Guide.*
20	The *Sword of Kas.*

Plaza of the Whispered One

The plaza is directly beneath the Temple of Vecna and is where the stairs that lead to the temple begin. This large, open area is surrounded by numerous shops, some run by the living, some by the dead.

The Deathmeet

At the edge of the plaza is the Deathmeet; a tall, looming structure built entirely from blackened bones. This is where the Lords of the Citadel convene with The Eye and The Hand (or Vecna himself, if he is present) once every tenday like clockwork to settle important matters.

The Black Tower

The Black Tower stands 600 feet tall at the far end of the Citadel and can be seen from almost anywhere within the city. The tower is home to **The Eye** and **The Hand**, the de facto rulers in Vecna's absence. The tower also functions as a barracks for the **Cavitian reavers**.

The Citadel Sewers

The sewers are accessible through a drainage ditch near the Black Tower. They offer an alternative path to freedom, leading to the Ashen Wastes behind Citadel Cavitius. The sewers are entirely submerged in murky water, requiring a creature to holding their breath. Swimming through the sewers takes 3 minutes without a swim speed. Bloated corpses float around here, many of whom have fresh bitemarks, signifying that something lurks in the waters. Indeed, the sewers are home to 2d4 lacedons (see **ghouls**) that prey on whatever enters their territory.

The Remnants

The remnants are guardians of Citadel Cavitius, created by Vecna and bound to the giant skull. They are indiscernible and without form, floating around throughout the entire citadel, listening on everything that occurs. Everything the remnants know, Vecna knows. Apart from observing, they are tasked with one simple assignment: prevent the living from leaving the citadel.

If a living creature attempts to leave Citadel Cavitius through the city entrance, it is sure to be assaulted by a remnant. A remnant can't be fought, and it can't make physical attacks. Instead, it attempts to invoke despair, fear, and loathing in its target. A creature that makes it to the outside is safe from the remnants, as they are bound to the citadel and can't leave its confines.

A creature that is assaulted by a remnant must make a DC 20 Wisdom saving throw. On a failed save, a creature gains the following madness until cured by a greater restoration spell or similar magic: "*Citadel Cavitius is my home and I must never leave. Everything I hold dear is right here.*" A creature that fails the saving throw by 5 or more, is also paralyzed for 1 hour.

Citadel Cavitius

The Fortress

Not many have seen inside the Fortress of Kas. It is substantially smaller than the Citadel Cavitius, though that is hardly surprising when Cavitius also houses the entire city within its skull exterior. The Fortress of Kas is instead a true impenetrable and unbreakable walled keep, built purely with unending war in mind. Constructed of razor edged stone and twisted metal, blacker than the sky above, the keep has no entrances at the ground level, nor windows until the upper floors. Humans are not allowed within its walls. Instead, Kas relies on a minimal staff of undead to run the castle. He otherwise surrounds himself with a growing cadre of elite vampire warriors, which he trains himself and indoctrinates into his cause.

Tor Gorak, City of Dread

Larger than Cavitius at around eighteen thousand in total human population, Tor Gorak appears at first glance much like any other similar sized town, with its farmers and merchants, carpenters and blacksmiths, and taverns and town hall. However, nothing comes easily here, and the farmers must work themselves half to death merely to keep their plants alive in the ash-filled soil, always under the veil of eternal dusk and the threat of constant invasion. The survival instincts of humans are stronger than their fears though, fortunately, or else the entire population would quickly starve.

Kas is much more concerned with his war against Vecna than the mundane affairs of the peasants he rules and generally leaves them to run their own lives. His police force, known as the Daggers and comprised of loyal humans, led by the ruthless Tejen the Grim, see to it that order in the town is maintained and that no one speaks so much as an ill whisper against their master. Their authority is absolute and each of them has the power to judge and punish whomever they wish in whatever manner they see fit.

However, even for those that keep their heads down and their mouths shut, life isn't easy here. Most men are conscripted into the army as soon as they reach maturity and have the strength to hold a sword properly. This curiously is around the age of nine in Tovag, where the aging process has been accelerated by their Darklord in an effort to keep his armies filled with new blood. Even visitors from other planes will start to feel the effects after a month's exposure to the realm. The townsfolk struggle sleep soundly at night, fearful that their your vampire overlord and his kin might choose one of them for their next meal. Despite this, the people of Tor Gorak accept their lot, unwilling to utter a word against their master. They know full well that the lives of those in Cavitius are far worse than their own.

Castle Xiphos

Centrally within the city, rocky cliffs spring from the ground to create a large plateau high above the city. There stands Castle Xiphos, Kas's abode when he is in the city. Only a single road leads from the plateau to the base of the cliffs, where it is protected by Dagger Keep; home of the Daggers.

The Library of Kas

In the cliff beneath the plateau that holds Castle Xiphos is a black, iron door that leads to the Library of Kas. The iron door has three locks, two of which are mundane and one of which is magical. A creature proficient with thieves' tools can pick each of the mundane locks with a successful DC 20 Dexterity check, while the magical lock can only be unlocked with a *knock* spell or similar magic. The door can also be destroyed by damaging it (AC 19; 50 hit points; immunity to piercing, poison, psychic, and slashing damage), which can be heard up to 200 feet away.

Behind the door is a 10-foot wide corridor. The corridor is interrupted after 40 feet by a 25-foot diameter shaft that plummets downward into darkness and continues upwards for 10 feet to a barred lid that leads to the basement of Castle Xiphos. A pool of 30-foot deep water lies 150 feet below the corridor, at the bottom of the shaft. The corridor continues on the other side of the shaft, though the only way to get there is to walk around the 2.5-foot wide ledge that surrounds the shaft that a creature can traverse by squeezing.

Right before the shaft are three levers that protrude from the wall. Each lever can have three possible positions: down, center, and up. Pulling a lever causes a clearly audible mechanism inside the wall to wind and churn.

Beyond the shaft, the corridor continues for 65 feet before turning left another 20 feet and ending at an adamantine door that is magically protected with no visible locks. The door can only be opened via the levers on the opposite side of the shaft. For the door to be unlocked, the leftmost lever must be in the down position, the middle lever must be in the central position, and the rightmost lever must be in the up position. Once this is achieved, the door simply unlocks without a subtle click-sound, revealing a 30- by 25-foot library on the other side.

The Thing in the Shaft. Unlocking the door isn't as easy as pulling the levers and walking in, however, as a creature of unimaginable horror lives in the shaft. The creature is fiercely intelligent and finds joy only in the pain of others, which it will do its utmost to inflict.

The Thing in the Shaft

Kas fathered many children before he was turned into a vampire. Knowledge of these children have been lost to time, as most have suffered death or worse - often at the hands of their father. He could not allow them to challenge him.

One of Kas' progenies was a young man by the name of Narek, who had great potential as sorcerer if only his talents would be nurtured - which Vecna intended to do. Afraid that his son would replace him, Kas imprisoned Narek in these halls, hoping that either madness or starvation would claim his life. Although Narek's arcane prowess was still weak, and his spells wouldn't let him escape, he studied the texts in the Library of Kas hoping that one of Vecna's scrolls would grant him the power to do so. This turned out to be a foolish endeavor, as Narek had nowhere near the capacity to wield such powerful magic, which didn't fizzle, but instead transformed Narek into a monstrosity crafted from pure horror. And here he is, to this day, still trapped in this forsaken place, his mind long gone.

Narek has the statistics of a **roper** with the following modifications:

Hit Points 195 (23d10 + 69)
Speed 20 ft., climb 20 ft.
Intelligence Score 15 (+2)
Languages understands Common but can't speak
Challenge 8 (3,900 XP)
Grasping Tendrils. The Thing in the Shaft can have up to twelve tendrils at a time. Each tendril can be attacked (AC 20; 20 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the Thing, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it.
Magic Resistance. The Thing in the Shaft has advantage on saving throws against spells and other magical effects.
Multiattack. The Thing in the Shaft makes six attacks with its tendrils, uses Reel twice, and makes four attack with its bite.

Treasure. Countless scrolls and tomes can be found within the library itself, though most are written in an ancient tongue using cyphers. There are a few things of interest though: A note explaining a hidden "Mirror Room" beneath the Temple of Vecna within Citadel Cavitius, a bag containing two doses of *dust of disappearance*, and 1d8 spell scrolls. For each spell scroll, roll a d10 to determine its spell level (10s are cantrips). A scroll has a randomly determined wizard spell of the rolled level. Additionally, roll on the Treasure Hoard: Challenge 11-16 table in the *Dungeon Master's Guide* to determine what additional treasure can be found.

The Daggers

The Daggers are the local law enforcement of Tor Gorak. They are ruthless and act as both judge, jury, and executioners. Their grasp on the city is so tight that the streets are empty most of the time. The inhabitants go outside only when they must and walk quickly to their destination without ever lingering about. The Daggers have also placed a curfew on the city, denying citizens the right to be outside after dark.

Citizens are allowed possession of only a single weapon (they can't stockpile arms) and are fed through rations which are handed out by the Daggers. The most serious offense of all is the possession of books or anything else that can help to educate. The citizens are trained only in the art of war and in trades that can support warfare.

The Daggers

A member of the Daggers has the statistics of a LE human **veteran**.

The Daggers are led by Tejen the Grim, an exceptionally cruel man who rules the Daggers with an iron fist. The mere mention of his name is often enough to bring a citizen into complete submission. Tejen has the statistics of a LE human **gladiator**.

Roleplaying Tejen

The Daggers both respect and fear Tejen who was granted his authority by Kas himself. Commanding others complements his sadism. Much of Tejen's reputation comes from how he approaches potential transgressors; he doesn't believe in gathering evidence or assuming innocence, nor does he wait until an actual crime has been committed. Instead, he picks random bypassers for "questioning," only to torture them for days on end in an attempt to force a confession of a crime - whether true or not.

Tejen's Traits

Ideal. "Order must be upheld through the harshest means necessary."
Bond. "I am the personification of justice."
Flaw. "I have little respect for those beneath me."

The Army

Most of the able-bodied men and some women are drafted for the army. As such, most of the inhabitants in Tor Gorak itself are women (most of whom are pregnant), elderly, and children. In order for the supply lines to remain efficient, some soldiers become exempt from service in the army after a time, so they can instead work as farmers, craftsmen, or merchants.

The Army
Most of the army consists of simple soldiers (human **veterans**). Those who rise to the rank of officer (human **knights**) usually do so because of their cruelty.

Soldiers and officers are exempt from most laws in Tor Gorak and aren't pestered by the Daggers unless they commit an actual offense.

Clutch of Vecna

An Organ dedicated to Vecna operates in secrecy within the city. It has the same structure as any other Organ devoted to Vecna (see "The Cult of Vecna" in the entry for Vecna in chapter 12).

The Organ's Thought is a cruel, elderly man named Vocar. He uses his Organ to carry out acts of terrorism on the city of Tor Gorak (such as murder and sabotage) to hamstring the forces of Kas.

Lefty's

Unlikely as it may sound, the sign that hangs loosely outside of this establishment carries the name of the only inn in the city: Lefty's. The inn is 60 feet square and four stories tall. The inn's owner is a nervous old man named Skreyn Guravra (LN human **commoner**). His wife died of an illness years ago and his son, Lemoh Guravra (LN human **thug**), is currently serving in Kas's army.

Renting a room costs 5 sp per week for each person and a humble meal of bread and water costs 10 cp. He will only rent rooms to humans and even then, he will charge twice his normal rate.

Roleplaying Skreyn

Skreyn is xenophobic and afraid to get on the bad side of the Daggers. If a character is obviously hostile towards the Daggers or lands on their bad side, Skreyn will either refuse his services to them or reveal everything he knows about the character to the Daggers.

Skreyn's Traits

Ideal. "I keep my head down and don't cause trouble."
Bond. "Outsiders are always trouble."
Flaw. "I will listen in on conversations and pass on interesting information to the Daggers in return for their favor."

Temple of the Penates

A few clerics (all LE human **priests**) operate this massive, black cathedral. It is beautifully constructed from both ebony and obsidian, and is ornamented with hundreds of brass holy symbols, each dedicated to a different deity. The people are encouraged to pray to whatever god they like, so long as it isn't Vecna, and confess their sins and transgressions to the clergy. However, any such secrets that are passed on to the clerics will also fall on the ears of the Daggers, who ensure that "justice" is carried out swiftly.

The Madhouse

People afflicted with one form of madness or another are usually slain by the Daggers. More compassionate folk thus bring the afflicted to the madhouse and under the care of Virianis (NG male human **commoner**).

Roleplaying Virianis

Virianis is a middle-aged man who owns and operates the madhouse with a reputation for kindness and charity. He is an exceptionally wealthy man, though the source of his wealth remains unknown. He wears a *headband of mental speech* that functions as a *helm of comprehending languages*.

Virianis's Traits

Ideal. "I must do what I can to aid those who have lost everything."
Bond. "Those under my care are my responsibility."
Flaw. "I can never divulge to anyone where my wealth comes from."

The Mad

Below are descriptions of several of the madhouse's occupants.

Dast, King of the Madmen

Dast (LG male human **scout** with an Armor Class of 12, wearing no armor and wielding no weapons) believes himself to be the rightful ruler of Tovag. Years ago, he served in Kas's army, repelling many Cavitian invasions. At some point during his service he lost his sanity. He claims to have seen ancient kings manifest before him and reveal that he has royal blood. In truth, Dast's ancestry is unknown, but he nevertheless holds his beliefs with such conviction that he has convinced the remaining patients at the madhouse that he is in fact their king. Varianis plays along, for it hasn't caused much harm, and has even supplied Dast with a wooden throne.

Alberta Spinwitovich

Alberta (CN female human **commoner**) believes she is at sea regardless of her whereabouts. Curiously enough she is an expert at tying knots and has intricate knowledge of seafaring. Most Tovagians believe Alberta to be the maddest of all the madhouse's occupants as they have a hard time reconciling the idea that so much water could even be theoretically gathered in one place to create what Alberta calls an "ocean." Alberta has no family in Tor Gorak and, like Dast, her origin remains a mystery.

Vasilij Horngaard

Vasilij (LG male human **commoner**) believes himself to be a descendant of a knightly order dedicated to the service of a silver dragon called Arguin the Vast. He feels he is still bound to this service which requires him to guard evil artifacts and keep them out of the hands of those who would harm others. As a result, he steals various objects such as mugs and paintings from the madhouse and hides them under his bed.

Unknown to all, Vasilij is an actual descendant of a knight who was slain while in the Order of the Silver Dragon, an order established by a (now long-dead) silver dragon called Argynvost.

Notable NPC's

These are the most notable people in Tor Gorak.

Larossa Baru

Larossa (CG human female **acolyte**) is an authority figure to the common folk of Tor Gorak even though she wields no actual power. She is an information broker with connections throughout the city. A few of the Daggers even accept her generous bribes to keep her informed - and to keep her from facing "justice". She also sells items from the Adventuring Gear table in the *Player's Handbook*.

Her house blends in with all the others and seems ordinary in its interior as well. In truth, however, there are dozens of hidden compartments there, as well as a secret basement. Regardless, the hungry can always get a bowl of hot soup here, those without a roof over their heads can get a warm blanket, and those afflicted by illness can get treatment.

Roleplaying Larossa

Larossa is kind and goodhearted but also fiercely intelligent. She provides only as much assistance as is necessary and only to those whom she is sure is deserving of her help.

Larossa's Traits

Ideal. "Building relationships is key."
Bond. "The people of Tor Gorak are my family."
Flaw. "I can't turn down those in need."

Loreward Banquo

Banquo Rutsk (NG human male **commoner**) is the city's loreward as he has taken it upon himself to preserve all manner of books and scrolls containing lore from various places. He hides those works in a hidden stash beneath the floorboards of his home, a humble one-story house. Should the Daggers ever find out about Banquo's stash, they would likely set the entire collection ablaze - and punish Banquo in equal measure.

Roleplaying Banquo

Banquo isn't good at communicating with others; he talks very slowly with a slight stutter and often uses exotic words that the local populace can't understand. He is usually quite shy around others, and beams with joy when presented with something new to read.

Banquo's Traits

Ideal. "Knowledge must be preserved."
Bond. "My books and scrolls are more important than my own life."
Flaw. "I must do all I can to add to my collection of history and lore."

Escaping The Burning Peaks

Since this domain doesn't have an imprisoned Darklord, you have a few options as to how characters might escape. The unfortunate inhabitants of the Burning Peaks can't leave, however, as the Mists won't let them.

No Way Out. There is no way out, short of letting Vecna or Kas show the characters a way out. This option would require the characters to confront one of the Darklords and likely carry out some horrible task to further their goals.

Selective Mists. While the Mists still pose an impassable wall for the inhabitants, all others are free to come and go as they please. The characters can simply walk through the Mists to let them be transported somewhere else.

Classic Escape. As long as either Vecna or Kas is "alive," the characters can't escape, regardless of where the Darklords are. If one of the Darklords is present, the characters must slay him for the Mists to allow them to leave. If a Darklord isn't present, the characters must first trick one of them into returning - how this is achieved is up to their creativity.

Special Event

The Burning Peaks is a strange domain, different from the others. Here, adventurers might even stumble upon Alter Odim, an exceptionally strange individual.

Have a Long Spoon

The characters meet a man in tattered robes where two roads meet. If not for the mirror shard he wears on a leather necklace, he would resemble a simple beggar. The man's name is Alter Odim and he is in truth a powerful entity from the Far Realm who delights in sowing discord among "primitive species."

He tells the characters that he wants them to break the status quo by assisting Kas's forces in advancing on Citadel Cavitius, as this is the only way to bring the domain out of its infinite cycle of death. If they manage to turn the tide, Vecna is sure to return to unleash his might upon them, which in turn ensures that Kas also returns so he can finally slay the Lich-God.

If the characters ask for a reward, Alter Odim will tell them that he is a simple beggar and has nothing to offer. He refuses to talk about himself or reveal anything else. If attacked, he simply evaporates into a dark mist and disappears. Otherwise, he disappears once the characters leave.

Alter Odim is a mysterious persona that can be a recurring villain in your campaign, sometimes helping the characters, sometimes hindering them.

Monsters and NPCs of the Burning Peaks

Cavitian Reaver

Medium undead, lawful evil

Armor Class 18 (plate armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	13 (+1)	14 (+2)	8 (-1)

Skills Insight +5, Investigation +4, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Cavitian, Common
Challenge 6 (2,300 XP)

Faultless Tracker. If the reaver succeeds on an Intelligence (Investigation) or Wisdom (Insight) check made to deduce a chain of events at a site where such an event took place, the reaver can track any creature that took part in the event on that site. The reaver knows the direction and distance to such a creature as long as the two of them are on the same plane of existence.

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

Magic Weapons. The reaver's weapon attacks are magical.

Unholy Awareness. The reaver knows if it hears a lie.

Actions

Multiattack. The reaver makes two attacks with its Reaver Scythe.

Reaver Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 9 (2d8) cold damage.

Find Steed. The reaver conjures forth a warhorse skeleton in an empty space within 5 feet of it. The steed is under the reaver's control and acts on the reaver's turn. If the reaver dies, the steed ceases to exist.

Cavitian Vulture

Huge undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +5, Survival +9
Damage Resistances fire
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 9 (5,000 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Undead Fortitude. If damage reduces the vulture to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the vulture drops to 1 hit point instead.

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the vulture can't use its talons on another target.

The Eye

Large construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 161 (19d10 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	6 (-2)	17 (+3)	21 (+5)

Skils Arcana +10, Perception +15
Saving Throws Int +4, Wis +9, Cha +11
Damage Resistances necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 25
Languages understands Cavitian and Common but can't speak, telepathy 120 ft.
Challenge 18 (20,000 XP)

Eyebite. The Eye's eyes are imbued with dread power. When a creature that can see the The Eye starts its turn within 30 feet of it, The Eye can force it to make a DC 19 Wisdom saving throw if The Eye isn't incapacitated and can see the creature. On a failed save, the creature is affected by one of the following effects. On a successful save, the creature is immune to The Eye's eyebite trait for 24 hours.

Asleep. The creature falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The creature is frightened of The Eye. On each of its turns, the frightened creature must take the Dash action and move away from The Eye by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from The Eye where it can no longer see The Eye, this effect ends.

Sickened. The creature has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against The Eye until the start of its next turn. If the creature looks at The Eye in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The Eye's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 19, +11 to hit with spell attacks), requiring no material or verbal components:

At will: *clairvoyance, crown of madness, deep probe, disintegrate*
3/day each: *deathly mirror, dominate monster, Nulathoe's concussive demise*

Keen Sight. The Eye has advantage on Wisdom (Perception) checks that rely on sight.

Immutable Form. The Eye is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Eye's weapon attacks are magical.

X-Ray Vision. The Eye's vision penetrates 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block this vision, as does a thin sheet of lead.

Actions

Multiattack. The Eye makes two gaze attacks.

Gaze. *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 120 ft., one creature that can see The Eye. *Hit:* 16 (2d10 + 5) psychic damage, and the target must make a DC 19 Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn.

Legendary Actions

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

Cast Innate At-Will Spell (Costs 2 Actions). The Eye casts a spell it can innately cast at will.
Cast Innate Spell (Costs 3 Actions). The Eye casts a spell it can cast innately.
Gaze. The Eye uses its Gaze attack.
Move. The Eye moves up to its speed.

The Hand

Large construct, lawful evil

Armor Class 19 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	20 (+5)	3 (-4)	11 (+0)	10 (+0)

Skils Acrobatics +8, Athletics +13, Stealth +8
Saving Throws Int +2, Wis +6, Cha +6
Damage Resistances necrotic
Damage Immunities cold, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages understands Cavitian and Common but can't speak
Challenge 18 (20,000 XP)

Grasping Hands. Any creature that starts its turn grappled by The Hand takes 9 (2d8) bludgeoning damage. In addition, The Hand also suffers no penalty to its movement speed while attempting to move with a grappled creature.

Immutable Form. The Hand is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Hand's weapon attacks are magical.

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

Actions

Multiattack. The Hand makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 9 (2d8) necrotic damage, and the target is grappled (escape DC 21) if it is a Medium or smaller creature. While grappled in this way, the creature is also restrained.

Legendary Actions

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

Choke (Costs 2 Actions). The Hand targets a creature it has grappled. The target must make a DC 21 Constitution saving throw. On a failed save the target runs out of breath, starts suffocating, and cannot speak until the grapple ends.
Crush (Costs 2 Actions). The Hand targets a creature it has grappled. The target must make a DC 21 Strength saving throw. On a failed save, the target takes 18 (4d8) bludgeoning damage and gains 1 level of exhaustion. On a successful save, the target takes half as much damage and doesn't gain exhaustion.
Move. The Hand moves up to its speed.
Slam. The Hand makes a slam attack.

Har'Akir

Har'Akir is a land of lost greatness and rich culture that has long since eroded into a mere reflection of its former glory. It is a demiplane of loneliness and grief. Searing hot deserts stretch as far as the eye can see, hiding ancient riches, dark curses, and walking horrors.

The Darklord

To understand the desert realm of Har'Akir you must first understand Anhktepot, for Har'Akir is his domain, and his tomb. Anhktepot was once a great and kind king, known as a pharaoh in his culture. His people revered him and saw him as a gift from the gods, a divine being sent in a time of need to bless and protect them. That was of course not the case. Anhktepot was just as mortal a man as any other. But, as with any moral man, he was easily swayed when sweet words told him exactly what he wanted to hear. For his entire life he had heard the story of his divine mantle and so he saw no reason not to believe it. Indeed, what other explanation could there be for the good fortune he and his kingdom had enjoyed throughout the years of his reign?

Convinced that he had truly been blessed by the gods, or was one himself, Anhktepot looked always for more signs of their favor, and proclaimed each new triumph to be evidence of his growing divinity. As he began to feel old age creeping over him however, for the first time doubt wormed its way into his mind. He had always assumed he wouldn't age as his subjects did, that his divine connection would keep him young enough to rule forever. In a panic, thinking that the gods were abandoning him, Anhktepot commanded his thirteen high priests (one for each god of their pantheon except the sun god Re-Horakhty, ruler of them all) to pray and give offerings twice a day on his behalf. Surely the gods would grant him the power he needed to rule his people justly, to keep them safe and provide for them. But the gods stayed silent.

Unwilling to give up, Anhktepot then instructed his royal seers and sages to discover the secret of immortality. Gods or no gods, he would find a way to live forever. He would be the king that his people believed in, that they deserved, and he would serve them for eternity, no matter what the cost. Anhktepot himself delved into scrolls on occult rituals, shamanism and witchcraft, and even necromancy. He led one failed experiment after another, until in his frustration he turned to darker, forbidden magics. Slaves were brought in by the hundreds, then thousands, sacrificed and their innocent blood was used to fuel profane rituals.

Eventually it became clear that there were no answers to be found, that immortality was out of his reach. Overwhelmed by obsession and madness, Anhktepot set his eyes back upon the gods. In a fit of jealous anger, one after another he razed their temples to the ground, until he found himself at the Kharn temple, greatest of them all an wholly devoted to Re-Horakhty. Torch in hand, he cursed the ruler of the Akiri pantheon one last time for not granting him his wish, when he heard a deep voice behind him speak, "I will grant you the eternity you so desire, Pharaoh. You need no longer fear death." Anhktepot turned to see Re-Horakhty himself standing in the entranceway. A second later, Anhktepot blinked and the god was gone.

Curse of Anhktepot. Finally satisfied, Anhktepot returned home. The sun was setting as he arrived at his palace where he was met by his wife, Nephyr, and son, Thutepot. As he greeted them with a hug, both dropped to the ground beside him, lifeless. Desperate and frightened, Anhktepot raced around to find help, but everyone he touched that night died. His family was mummified the following day and buried in tombs within the Valley of Pharaoh's Rest, while Anhktepot hid himself away in shame in his palace. A few nights later, a walking corpse, wrapped in funeral linens entered his bed chamber. The creature approached him as he slept, arms stretched out. Anhktepot awoke, terrified at the sight before him, and screamed for the creature leave him be. As he uttered the words, the linen-wrapped horror turned around and returned from whence it came.

Confused and terrified in the moment, and paranoid for some time to come, it wasn't until days later that Anhktepot realized the visitor was in fact his wife Nephyr. Eventually, once his mind calmed, the true nature of his curse became clear to him: whenever the light of Re-Horakhty didn't shine upon him, his touch would mean certain death. Thoughts of his wife and child flooded his mind and, in a moment of despair, he tried to take his own life. But he found that he could no longer die himself, that he would be reborn each night.

Over time misery and solitude turned to burning hatred and determination. Anhktepot grew to see his curse as a gift from the gods, even if unintentionally so. He would live forever, and he literally held the power of death in his hands. If the price was that he could never lovingly touch a living creature again during the dark of night, so be it. A small price to pay. Anhktepot resumed his necromantic studies and soon discovered that he could also control the undead, command them just as an undead Nephyr had instantly followed his orders that night.

Anhktepot was now convinced that his newfound powers could be used to dominate the kingdom and thereby ensure his eternal rule through fear. He created countless undead minions, which he referred to as his children, to enact his foul will.

One day at last he revealed his secret to the kingdom. He marched his army of undead through the streets and declared that all the known gods were inferior, that he himself was the true god-king. The high priests were no longer considered necessary to the nation's prosperity, so Anhktepot ordered them all buried alive within tombs in the Valley of the Thirteen. His undead children swiftly dragged each of the high priests, willing or not, away through the desert to their fate. Any other members of the various clergies that attempted to help were slain.

The following morning, a sea of outraged Akiri clerics stormed the royal palace and restrained Anhktepot just as he was waking. While their prayers and blessings kept his undead minions away, one cleric administered a paralyzing serum to the king, numbing his senses and stealing his ability to move. The terrible years of ritual sacrifice, heresy, and now necromancy under his rule had finally ended. The shaken yet relieved clerics then took Anhktepot to the mummification chamber, where they performed the funeral rites for their Pharaoh. As tradition required, they drained his blood to begin the embalming process, removed his organs to place them in individual jars, and finally bound him tightly with linen cloth. During that entire time Anhktepot's spirit was completely aware of his surroundings. Not dead, yet no longer truly alive, his soul was trapped inside his prison of a body. The sun god had been right in the end, Anhktepot would know eternity, just not as he had imagined. Anhktepot had screamed soundlessly the entire time he was mummified, as immeasurable pain brought him to the brink of insanity. Finally though, the ordeal ended. His body was then taken in procession to the Valley of Pharaoh's Rest where he was entombed. Hope began to kindle one last time for the Pharaoh. His mind was intact, and with his knowledge of the dark arts surely he would overcome this setback, would rise again to rule. It would just take time.

But, as the sun waned that day, dark and foreign mists crept through the valley and its surrounding lands. They encircled the kingdom and stole it away, dragging it through shadow to a new realm, an inescapable demiplane surrounded on all sides by deadly fog. For Anhktepot and the Akiri people in the region, there would be no escape.

Anhktepot as Darklord

While in direct sunlight that isn't from a spell, Anhktepot has the statistics of a **commoner** with the following additional action:

> ***Eclipse.*** While outside during daytime, Anhktepot magically causes an eclipse. The land is instantly enveloped in darkness until the next dawn. Each non-undead creature within 120 feet of Anhktepot must succeed on a DC 23 Wisdom saving throw, or become frightened of him for 1 minute. An affected creature can repeat the saving throw when it ends its turn within 60 feet of a light source. Creatures with darkvision or that can otherwise see in the dark have advantage on the saving throw.

He spends this time locked away in his tomb, though he isn't afraid to die in any form, knowing full well he will be reformed. While not in direct sunlight, Anhktepot has the statistics of a **hunefer** with the following additional traits:

> ***Spawn Children.*** A humanoid killed by Anhktepot's Rotting Fist or Steal Essence rises as a child of Anhktepot at midnight.
>
> ***Ankh of Regeneration.*** Anhktepot wears a magical ankh in a chain around his neck. While wearing the ankh, he regains 10 hit points at the start of his turn. The ankh releases a quick golden flash whenever it restores hit points to Anhktepot. Anhktepot dies only if he starts his turn with the ankh removed. If a creature other than Anhktepot equips or wields the ankh, instead of restoring hit points to them, it deals 10 necrotic damage.

Lay of the Land

Apart from the relative safety of Muhar, the only town in the demiplane, Har'Akir is a savage wasteland. There is no one to turn to for protection in the Amber Wastes and its ancient evils. When spirited away to Har'Akir by the Mists, a creature usually finds itself at the far east, near the Muhar Road. Sometimes, however, in their infinite cruelty, the Mists might drop a newcomer at another location along the Har'Akir border.

Mists of Har'Akir

A deadly fog surrounds the land of Har'Akir and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Har'Akir.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

Alterations to Magic

The land of Har'Akir resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell - not even *wish* - allows one to escape from Anhktepot's domain. *Astral projection, teleport, plane shift*, and similar spells cast for the purpose of leaving Har'Akir simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Anhktepot's domain is pulled back into Har'Akir upon leaving that plane.

In similar fashion, no spell can create water, nourishment, or change the weather. Spells such as a *create or destroy water* can only destroy water, for example, while the *goodberry* spell offers no nourishment.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Anhktepot's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Har'Akir, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Har'Akir.

While in Har'Akir, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally - with one proviso: Anhktepot can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere. Here are examples:

- ***Alarm:*** Instead of hearing a mental ping when the alarm is triggered, the caster hears a painful moan.
- ***Find familiar:*** The familiar is undead - not a celestial, fey, or fiend - and is immune to features that turn undead.
- ***Mage hand:*** The summoned hand is wrapped in funeral linen.

Regional Effects

Har'Akir is tainted by Anhktepot's cruel will:

- During the day, the Amber Wastes are harsh and merciless, with temperatures reliably above 110 degrees Fahrenheit. A creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Between the hours of 11 AM and 1 PM the DC temporarily increases by 2. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do undead and creatures naturally adapted to hot climates.
- The entirety of the Amber Wastes is desecrated ground. A *detect evil and good* spell reveals the desecrated ground within range of the spell. Undead standing on desecrated ground have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area. An area that has been purified becomes desecrated ground again after 24 hours.
- Regardless of a character's foraging skills or other abilities, the only sources of water in the Amber Wastes are at the Muhar Oasis and Salt-Trickle Well.

Notes

This Dread Domain makes frequent references to gods of the Akiri pantheon. An overview of each is presented in Appendix B of the *Player's Handbook*, under "Egyptian Deities."

Senmet's Sarcophagus

Har'Akir Curses

These curses help protect the tombs of Har'Akir from grave robbers. Within Anhktepot's tomb, they replace the regional effects usually associated with a hunefer's lair.

Curse of the Pharaohs. The skin of an afflicted creature becomes rich with blisters and sores, and it can't regain hit points by any means. If an afflicted creature dies, it can't be resurrected while the curse remains, but rises as a zombie 24 hours later, intent on murdering everything it lays its eyes upon.

The curse can be removed with a *remove curse* spell or similar magic if it is cast with a 7th level spell slot or higher, or if a character returns what it took.

Curse of the Children. A creature ages 1 year for every 24-hour period that passes while afflicted by this curse.

The curse can be removed with a *remove curse* spell or similar magic if it is cast with a 7th level spell slot or higher, or if a character returns what it took.

Curse of Sacred Tombs. The face of an afflicted creature becomes numb and begins to sag, it requires twice the amount of water it usually needs, and when an afflicted creature finishes a long rest, it regains only one quarter of its spent Hit Dice (minimum of one die). In addition, if a character has any levels of exhaustion, a rest doesn't reduce the exhaustion level.

The curse can be removed with a *remove curse* spell or similar magic if it is cast with a 5th level spell slot or higher, or if a character returns what it took.

Random Encounters

Each half hour of travel through the Amber Wastes, check to see if the characters encounter anything unusual (don't check if they have already had two random encounters outdoors in the past 12 hours, unless either of them was a sandstorm). An encounter occurs on a roll of 17 or higher on a d20. In the Valley of Pharaoh's Rest, an encounter instead occurs on a roll of 15 or higher. If an encounter occurs, roll another d20 and consult the table below to determine what the characters encounter.

d20	Encounter
1	3d6 Akiri **commoners**, half of which are slaves
2	1d6 **priests of Osiris** (50%) or **priests of Nephthys** (50%)
3	A strong wind begins to rage, creating a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight. In addition, creatures can't see further than 30 feet and must succeed on a DC 15 Wisdom (Survival) check each hour to avoid becoming lost. The sandstorm lasts for 1 hour.
4	A 30-foot radius area of quicksand. Characters with a passive Wisdom (Survival) score of 15 notice the quicksand when within 10 feet of it.
5	A trinket - it has a 50% chance of being cursed; the first creature that touches a cursed trinket is affected by the *bestow curse* spell as if cast with a 9th level spell slot without making a saving throw.
6	2d6 **zombies** that burst up from beneath the sands
7	A withered corpse, completely drained of all moisture, its face locked in with horrible expression of agony
8	2d6 **giant scorpions**
9	A strong wind begins to rage, creating a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight. In addition, creatures can't see further than 30 feet and must succeed on a DC 15 Wisdom (Survival) check each hour to avoid becoming lost. The sandstorm lasts for 1d4 hours.
10	3d6 **death dogs** feeding on the remains of a pack of **giant fire beetles**
11	2d4 **lamias**
12	A strong wind begins to rage, creating a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight. In addition, creatures can't see further than 30 feet and must succeed on a DC 15 Wisdom (Survival) check each hour to avoid becoming lost. The sandstorm lasts for 1d4 + 1 hours.
13	1 **jackalwere** in the guise of an Akiri.
14	2d4 **dust mephits** that lay hidden beneath the sands.
15	An illusion of a bountiful oasis that seems to never move closer.
16	A wooden hatch beneath the sands, leading to a cold and dry cellar with two half-full waterskins.
17	A strong wind begins to rage, creating a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight. In addition, creatures can't see further than 30 feet and must succeed on a DC 15 Wisdom (Survival) check each hour to avoid becoming lost. The sandstorm lasts for 2d4 hours.
18	2d4 **mummies**
19	1d4 + 1 **mummies** lead by 1 **mummy lord**
20	1 **necrosphinx**

Areas of Har'Akir

The following areas correspond to labels on the map of Har'Akir.

A. The Muhar Road

The Muhar Road begins in the far northeast, deep within the deadly fog surrounding Har'Akir. It runs towards the southwest, splitting into two shortly before reaching Muhar: one branch continues southwest to Muhar, while the other branch goes northwest to the Valley of Pharaoh's Rest.

B. Muhar

The section "The Desert Town of Muhar" describes Muhar and its residents.

C. Basilisk Den

There are no petrified creatures near the basilisk den. The basilisks are hungry and quickly eat anything they petrify. The den is a cave, 200 feet long and 30 feet wide. The entrance is hidden among rocks that extend from the sand, but can be seen with a successful DC 15 Wisdom (Perception) check that relies on sight when within 60 feet of the entrance.

2d8 **basilisks** can be found within the cave. There are more, but they are prowling the Amber Wastes in search of food. The basilisks viciously attack any creature that finds itself in their territory. The basilisks have killed numerous adventurers throughout their lifetime, filling the den with ample treasure. Roll on the Treasure Hoard: Challenge 11-16 table in the *Dungeon Master's Guide* to determine what treasure can be found. Regardless of what other treasure there is, 1d4 intact basilisk eggs can also be found within the cave. Each egg hatches 2d6 days later, and a baby basilisk that spawns from an egg can be trained and domesticated. Alternatively, the eggs will be considered extremely valuable in Muhar, where each egg is considered to be worth 500 gp.

The cave can be used as shelter from the excruciating heat of the Amber Wastes, but 1d4 **basilisks** will return to the cave for every 4 hours that pass.

D. Temple of Anubis

This temple, dedicated to Anubis, the Akiri God of Judgment and Death, has long since been put to the torch, with only two walls remaining and no roof. A 30-foot-tall statue of a human male with a jackal's head stands proudly in front of the ruined temple, seemingly overlooking the Amber Wastes. Large piece of stone from pillars and temple walls are littered around the sand, half-buried.

In what used to be the inside of the temple, stairs of ancient stone lead down into darkness. The winding staircase continues 40 feet downwards before it connects to a large, circular room. Burning torches hang on the walls illuminating the entire room with bright light. In the room's center stands a 10-foot-tall statue, identical to the one above ground, surrounded by 4d6 **jackalweres**. The jackalweres fight any intruder, but start to flee if half of them are slain. A captured jackalwere won't respond to persuasion, but a successful DC 15 Charisma (Deception) check can convince a jackalwere that a character is the will of Set, while a successful DC 20 Charisma (Intimidation) can make a jackalwere fear for its life and its afterlife. Regardless, both outcomes result in a jackalwere explaining all it knows.

What the Jackalweres Know

The jackalweres have been drawn into a scheme of power over the land itself. A blue dragon named Xondroduss has convinced them that he is the manifestation of Set, the Akiri God of Darkness and Desert Storms, though he has tricked them into believing the idols of Anubis are in fact idols of Set. The jackalweres don't know the difference between the gods and simply associate with Anubis because he resembles them. They believe he is the god that has granted them life and they used to simply worship him as "The Lifegiver," but Xondroduss has convinced them that Anubis' name is, in fact, Set.

The jackalweres now call themselves the Cult of the Dark Storm, seeing the dragon as the harbinger of their deity. They know the same things the Akiri do, but they also know the following about the intricate plot they have become a part of:

- The harbinger of great Set, The Lifegiver, commands them. They don't know his name, referring to him simply as "the harbinger".
- The harbinger is enormous and blue in color. He has a large horn protruding from his head, giant claws, massive fangs, and eyes filled with hatred.
- He is surrounded by dozens of vicious, two-headed hounds and giant snakes.
- The jackalweres have convinced Isu to help them at the harbinger's request. She is trying to convert the religious beliefs of Muhar's inhabitants.
- Isu has awoken Senmet, a powerful mummy that lived in the time when Anhktepot was still a man. She controls his actions (this is untrue, but the jackalweres believe it nonetheless).
- There are five large areas of "shifting sands" within the Amber Wastes. The jackalweres can point them out on a map.
- A hateful, undead sphinx makes its home within a patch of crimson sand to the north west.
- There's a well in the desert. It moves around through magic, but it offers another place to get water besides the Muhar Oasis.

E. Temple of Set

As the characters approach, they see the top half of a coiling stone cobra protruding from the sand, standing 12 feet tall. This is, in fact, the very top of a temple of Set, the rest of the temple lying buried beneath the sand. The main entrance has long since been buried but 600 feet to the south east is a huge, open secondary entrance, 30 feet wide and 20 feet tall. The entrance is guarded by 2d8 **giant constrictor snakes**.

The entrance leads to a vast room, 400- by- 400- feet- square and 50 feet between ground and ceiling. There are several open doorways blocked by sand which has poured out into the room. At the far end of the room stands Xondroduss. He has the statistics of a CE **adult blue dragon**, though he lacks wings, doesn't have a flying speed, and can't take the Wing Attack legendary action. Xondroduss hadn't hatched when Har'Akir was spirited away by the Dark Powers and his parents were away when it happened. He has grown up alone in the desert, fighting off various monsters since he could barely walk, losing his wings in the process, and rendering him cruel and insane. Since then, he has grown much both in size and power and has learned to dominate the lesser creatures in the area. He rarely wanders far away from the temple, which he considers his home.

Xondroduss is surrounded by 2d8 **death dogs** and 2d4 **giant poisonous snakes** that obey his commands. They attack in full force at the sight of intruders who are not jackalweres and Xondroduss makes full use of his

lair actions. If Xondroduss is reduced to below 50 hit points and at least half of the hounds and snakes remain alive, they turn on their master and attack him whom they only served out of fear.

If Xondroduss is slain, characters can find his treasure hoard behind him. It holds 4d6 x 100 gp, 2d6 x 10 pp, an *arrow of undead slaying*, *dimensional shackles*, a *frostbrand*, and an *immovable rod*.

F. The Shifting Sands

Enormous areas of quicksand, these areas should best be avoided. Each area is 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the *Player's Handbook*).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

Characters with a passive Wisdom (Survival) score of 15 notice the quicksand when within 10 feet of it. If a character knows the quicksand is there, the character can navigate around it with a successful DC 15 Wisdom (Survival) check at the beginning of each hour.

G. Valley of the Thireen

The section "Valley of the Thirteen" describes the valley and its tombs.

H. Valley of Pharaoh's Rest

The section "Valley of Pharaoh's Rest" describes the valley.

I. The Red Sands

This area stands out from the rest of the desert with its unnaturally crimson-colored sand. If some of the sand is removed from the area and brought to other parts of the Amber Wastes, its color changes to that of regular sand over 1 hour.

Ngenorai. The area is home to Ngenorai, a **necrosphinx** that was slain by Anhktepot long ago. Ngenorai is cruel and bitter. He won't appear until characters have walked for at least an hour in the Red Sands, ensuring they can't easily escape. When he does appear, it is in a whirl of swirling sand. His only real wish is to take the lives of any creature yet living, though he also very much enjoys riddles. He does not engage in any conversation, except to pose his riddle. Here is a suggestion for a riddle you can use:

> What word can mean both ROYAL and AWFUL?

The answer is any word that means "that which invokes dread or terror", such as the word "dreadful" or "terrible." If a character answers correctly, Ngenorai grumpily disappears back into the sands, visibly annoyed at hearing the correct answer. If a character doesn't answer correctly, Ngenorai does his utmost to slay the character and any allies it has.

Izzaz. Only after Ngenorai has returned to the sands or been slain, will the characters see a gleaming light in the distant sands. It is a reflection of something small and shiny. It will even shine by reflecting moonlight. The source of the light is a small lamp, buried halfway in the sand.

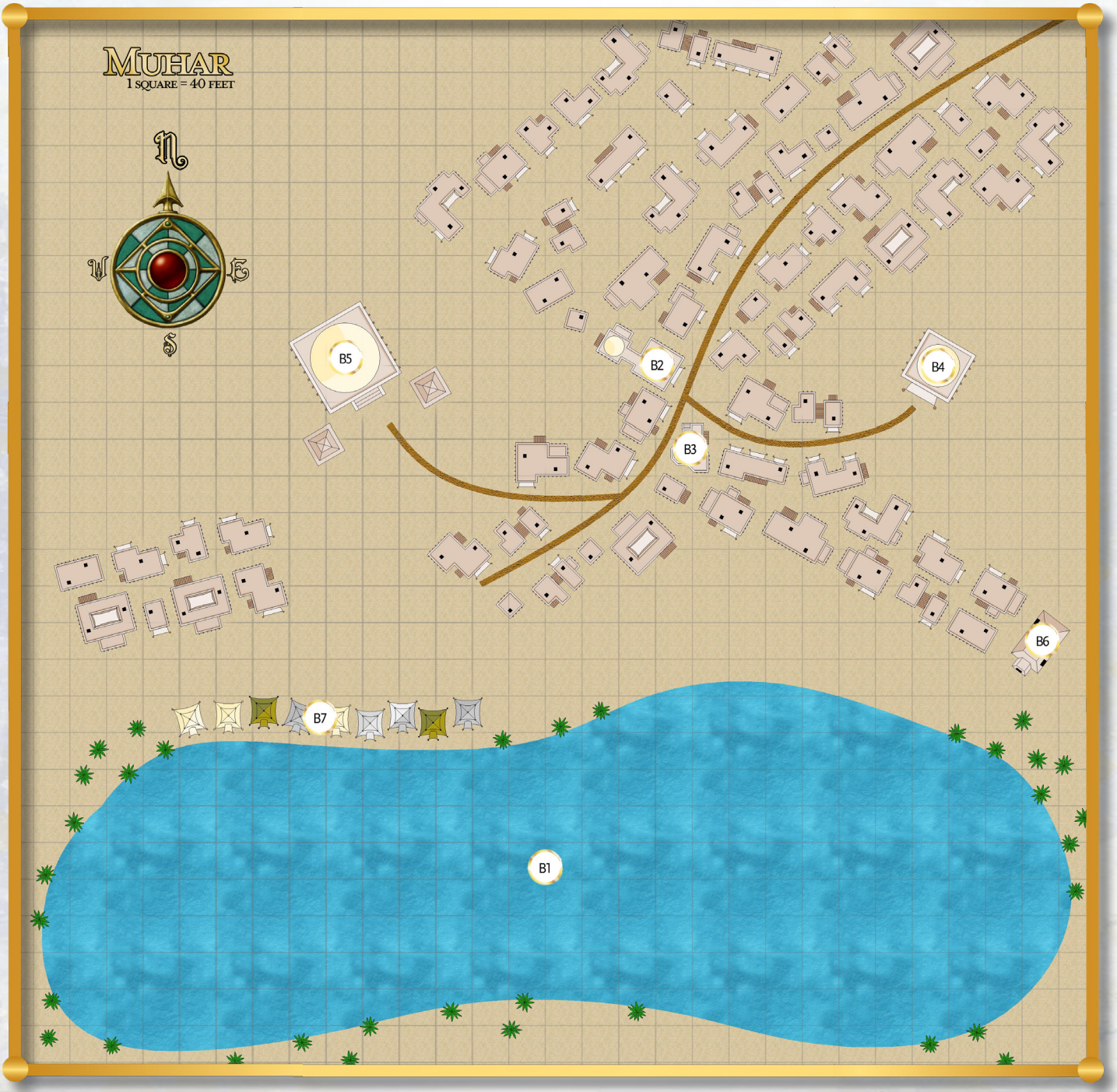
If a character grabs the lamp and rubs it, Izzaz the Wonderful (CG male **djinni**) appears. Izzaz has a flamboyant attitude, though he is kind, polite, and a little eager. He is extremely interested in hearing what any newcomers have to say, asking them about their entire life stories. He also recounts how much of a lonely existence he has had, which explains his fascination with newcomers. He doesn't bring up the topic of wishes himself, but if asked about it, he replies honestly. Izzaz can cast the *wish* spell once, and only for the character that awoke him. He can't cast it again until a year has passed. If a character takes the time to tell Izzaz about their life, Izzaz casts the spell as much in line the character's intentions as he can, but if a character asks him to cast the spell without offering him a break from his lonely existence, he tries to pervert the intent of the wish by exploiting the wish's poor wording.

After a wish has been granted, Izzaz continues to make conversation for as long as he can get away with it but is cast back into the lamp after 24 hours. He only fights in self-defense. If a character wishes for Izzaz to gain his freedom, he is freed from his bondage to the lamp, and will accompany them and protect them to the best of his ability while they remain in Har'Akir, even if it costs him his life.

The lamp itself can't be removed from the Red Sands while the magic that binds Izzaz remains. It simply won't be moved out the area by any means other than a *wish* spell to free Izzaz.

The Desert Town of Muhar

Muhar is a settlement with 300 inhabitants, about 100 of which are slaves. Muhar's inhabitants are part of an ancient people called the Akiri. They are a short, wiry people, visibly weathered by the desert sun, hot winds, and tales of a prosperous past. Their skin is dark, ranging from a dusky bronze to a deep chocolate brown. Their eyes are always deep brown, though a handful of Akiri have brown eyes flecked with gold or copper. Their locks of hair are stained in a luxurious, glossy black, though it is in truth usually straight and stiff and either dark brown or flat black. Akiri men always shave their facial hair while many even shave their heads entirely. Everybody wears loose, white robes of linen or silk, belted at the waist with a sash. The ubiquitous Akiri head cloth can be drawn across the face when stinging sand becomes windborne, which is a necessity more often than not. Footwear, most commonly a pair of humble sandals, is always removed when indoors and it is considered quite rude to omit this. The Akiri decorate their eyes with pigments of gold, azure, and black, regardless of gender, though women sometimes paint their skin with henna, something



that Akiri men find attractive. Almost all Akiri possess simple scarab amulets of sandstone, a custom that has existed almost as long as the Akiri people themselves.

Suspicious of outsiders and anything they consider strange, the Akiri are a wary people. While they aren't hostile or rude to outsiders, they are quite reserved and often do the bare minimum to be considered polite. They reflect a tired sadness, as they are even quiet and reserved with each other, held down by dreams of a long-lost time of greatness and prosperity.

Theocracy. The clergies of the Akiri pantheon still govern Har'Akir, though they are only pale reflections of the dominant religious institutions that they used to be. All of their past gods have been forgotten, with the exception of Osiris and Nephthys. They worship Osiris to keep the water flowing in the Muhar Oasis, and Nephthys to gain more wealth and to alleviate the mental pain of their current predicament. The clergy's temple guards keep the peace in Muhar, while the clerics make decisions for the town and mete out justice.

Bartering

The people of Har'Akir don't trade in coins and won't accept any that an adventuring party might offer in exchange for goods. Only goods can pay for goods. The only exception is for coins from their own long-forgotten empire. Ancient Akiri silver pieces are stamped with the symbol of an ankh, while gold pieces are stamped with the symbol of Re-Horakhty (a solar disk encircled by a serpent). These coins can only be found within long buried tombs hidden away in the Amber Wastes.

The Ma'at

While they have forgotten most of their gods, the Akiri have not completely forgotten the code that their society was built upon. Sure enough, some of them need to be reminded from time to time, but all still hold the Ma'at to heart. The Ma'at teaches that truth, balance, order, harmony, law, morality, and justice are the seven virtues that Akiri must strive towards.

Areas of the Town

The following areas correspond to labels on the map of the town of Muhar below.

B1. The Muhar Oasis

In this scorched hellscape of a demiplane, drinking water is a scarcity and can only be obtained at the Muhar Oasis. This area has clear and refreshing waters, and palm trees and small gardens surround its shores. The town is built around the southern half of the oasis.

The townsfolk of Muhar are very strict regarding access to such a precious resource. Camels, donkeys, and villagers crowd the oasis during the mornings and evenings, carrying jugs back and forth. While foreigners are also welcome to quench their thirst, filling a waterskin is considered theft. The right to do so must be earned or bought from the clergy.

Being a magical source of nourishment, drinking one sip from the Muhar Oasis restores 1 hit point, cures all diseases, and provides enough nourishment (both food and drink) to sustain a creature for one day.

Targeting the Muhar Oasis with a *create or destroy water* spell turns the water into regular water for 24 hours, incurring the wrath of the Akiri. The spell has no other effect on the water.

B2. The Monk's Fist

The inn is about 40 feet square and three stories tall. The sign is written in Akiri (translated, it reads "The Monk's Fist: The coolest beds and beverages for miles"). Although it was once a fine establishment, The Monk's Fist has suffered from centuries of wear and tear. On the ground floor, there are several large pillows for sitting. The other floors both have three 10-by-10-foot rooms, each with a single bed.

The inn's owner is Bramble Kynt, a forest gnome who came to Har'Akir almost ten years ago. He spent his youth in a monastic order, though he also began dabbling in the arcane arts shortly before arriving in Har'Akir. He loves animals and can't bear to see them suffer. He lives in a three-story annex to the main building, which is he happy to show to guests, particularly any animal-loving members of the party. The first floor of the annex serves as his office and living quarters; on the second floor he has a training dummy and other equipment that he uses to practice his martial arts; the third floor contains his bedchambers. The hidden basement is filled with various critters such as turtles and meerkats. At night, Bramble turns invisible and gathers water from the Muhar Oasis to give to his pets.

No food or drink is served here. A room costs 1 gp worth in trade goods.

Roleplaying Bramble

While Bramble does not have the same grieving and resentful dispositions as the Har'Akir natives, he has suffered from his prolonged exposure to the dread realm. He is quite reserved, and cares more for animals than anything else. If the adventurers gain his trust, however, he will be a loyal friend for life.

Bramble's Traits

Ideal. "Never throw the first punch."
Bond. "I love animals. I would do anything to see them thrive."
Flaw. "Those that treat animals well out of the goodness of their hearts, rather than out of necessity, are good people and should be trusted."

B3. Ebu's Elaborate Emporium

This establishment is a general store, measuring 50 feet long and 35 feet wide, divided into three parts. The first part is only one story tall and is where the shop is located. The second part is two stories tall and is where the owner hand his family live. The third part is a domed, three-story tower in the middle of the building, used primarily for storage.

The owner, Kawab Ebu (LN male human **commoner**), sells items from the Adventuring Gear table in the *Player's Handbook* for twice the regular price. For strangers he charges five times the regular price. Kawab trades with anyone, but if he eyes the opportunity to make a profit, he will take it. A third of his earnings are paid to the clergy of Nephthys. He bargains only if spoken to in the Akiri tongue. He has no real competition, though all Akiri openly trade with each other.

The Emporium has been a family business for centuries. His 16-year-old son, Kenamon Ebu (CG male human **commoner**), also works in the store.

B4. Temple of Nephthys

The temple is 60 feet on a side and 60 feet tall with a 20-foot-high dome in the center of the roof. The entrance is 10 feet wide and 20 feet tall. The inside is all one room. The far end of the temple is used for worship, while the armory is separated at one side with drapes stretching from floor to ceiling. Centrally within the temple, stairs lead downwards into a cellar where the town vault can be located. The vault is a 30-by-30-foot room behind large stone slabs. Moving them requires a successful DC 22 Strength (Athletics) check. The clergy opens the vault magically.

The temple has six **priests of Nephthys**, though they are rarely all within the temple at the same time. They are led by **Nefertiti El Mahdy**, high priestess of Nephthys, who spends most of her time here. Ten slaves ensure the temple is always neat and tidy and that the clergy is cared-for.

Roleplaying Nefertiti

Nefertiti is a venerable woman, having been granted the title of Overseer. She is responsible for the town's wealth, whatever little it still has. Although she fulfills her duties diligently, she is haunted by the loss of her people's greatness, much like the rest of the Akiri. The priestess is therefore routinely depressed and acrimonious.

Nefertiti's Traits

Ideal. "I must not forget the Ma'at."
Bond. "The path to glory shall be enlightened by great Nephthys."
Flaw. "I must acquire and guard as much wealth as possible. The greatness of my people depends on it."

B5. Temple of Osiris

The temple is 80 feet on a side and 80 feet tall with a dome that reaches an additional 30 feet upwards at the highest point. Two great, 100-foot-tall obelisks stand on either side of the temple entrance.

The temple has seven **priests of Osiris**, who are present in the temple in alternating shifts. They are led by **Isu Rehkotep**, high priestess of Osiris. A handful of slaves ensure the temple is always neat and tidy, and that the clergy is cared-for.

Roleplaying Isu

Isu holds the title of Vizier, making her the de facto ruler as Har'Akir has no (living) Pharaoh. The Akiri see Isu as a decisive and stern woman. Her entire life, she has cared only about ensuring that her people maintain faith, and that they find happiness in the underworld – the realm of death and rebirth in Akiri religion. However, almost two decades ago, long before she became high priestess, Isu discovered a scroll describing a ceremony to awaken and control powerful mummies. Being pure at heart, she immediately attempted to destroy the scroll, yet all her attempts failed. In the end, she decided to bury the scroll, hoping nobody would ever find it.

Isu never forgot the scroll, and as the years went by, she became increasingly haunted by its memory as it slowly ate at her psyche and kind heart. Unable to tolerate these thoughts any longer, Isu decided to venture into the Amber Wastes in search of death. However, the growing corruption in her heart made her a beacon of evil, and she was soon found by a group of jackalweres, calling themselves Cult of the Dark Storm. The cult took advantage of her precarious state of mind and easily completed her corruption. Following this, they introduced Isu to the dark god Set, whose forbidden lore has been scribed into the scroll that Isu once found. Soon, the priestess rose to become the leader of the cult and together they ventured out to unearth the dark scroll she had buried centuries ago.

The cult made its way to the Valley of the Thirteen, where Isu used the scroll to awaken Senmet, an ancient high priest of Set who served Anhktepot himself when the Akiri were still a mighty people. As Senmet rose from his sarcophagus, the scroll crumbled to dust. He now walks the Amber Wastes, seemingly doing Isu's bidding. In truth, however, he is only pretending so she will help him further his own dark goal: to become the new Darklord of Har'Akir.

Isu's true motivation remains hidden from the other Akiri. Apart from Bramble, she is likely to be the friendliest and most accommodating person in Har'Akir. Beneath this affable façade, she attempts to slowly convert all inhabitants to the worship of Set. She does this subtly, without overtly mentioning his name, but instead twisting the dogma and ideologies of Osiris to suit those of Set. Since outsiders aren't likely to adopt Akiri religion, she tries to learn as much about them as she can, before finding a way to lead them to their deaths.

Isu has a cat named Bashet. The first time a party meets Bashet, choose a random character that Bashet hates. Bashet hisses at the character and won't go near them.

Isu's Traits

Ideal. "Death is a luxury that must be earned. Just like everything else, it is earned with pain."
Bond. "Converting the Akiri to the worship of Set will set my people free. I must do so with finesse, lest the Darklord, Anhktepot, finds out."
Flaw. "The one true god, Set, is with me. I cannot fail."

B6. Stables

The stables are operated by A'at Lateef, a NG human female **commoner**. Within the stables are three **camels** and six donkeys (Medium **draft horse** with 16 hit points). Various townspeople own the animals, paying A'at a small fee to take care of them. The animals are a valuable resource for the Akiri, and they will not sell them for any price.

B7. Tents

The tents are full of big pillows for relaxation and available for anyone who needs a break from the sun. They are full of resting people between the hours of 10 AM and 2 PM.

What the Akiri Know

Typical Akiri know certain facts, or have certain beliefs, about their existence and their surroundings. This common lore is summarized here. Characters can learn this information after earning an Akiri's trust.

Anhktepot

About Anhktepot and the walking dead, the Akiri know the following:

- Anhktepot is a powerful mummy, and he rests in his tomb within the Valley of Pharaoh's Rest. His touch kills and turns the dead into the horrid children of Anhktepot.
- The pharaoh, Anhktepot, ruled centuries ago in the land of Har'Akir.
- Anhktepot is mortal during the day but can never truly die so long as the Akiri people live - they are his link to the world (this is untrue).
- The children of Anhktepot are mummies that are eternally linked to Anhktepot. They are much faster than regular mummies and always know how to find their dark master.
- A mummy's gaze can fill the most battle-hardened veteran with terror.

The Land of Har'Akir

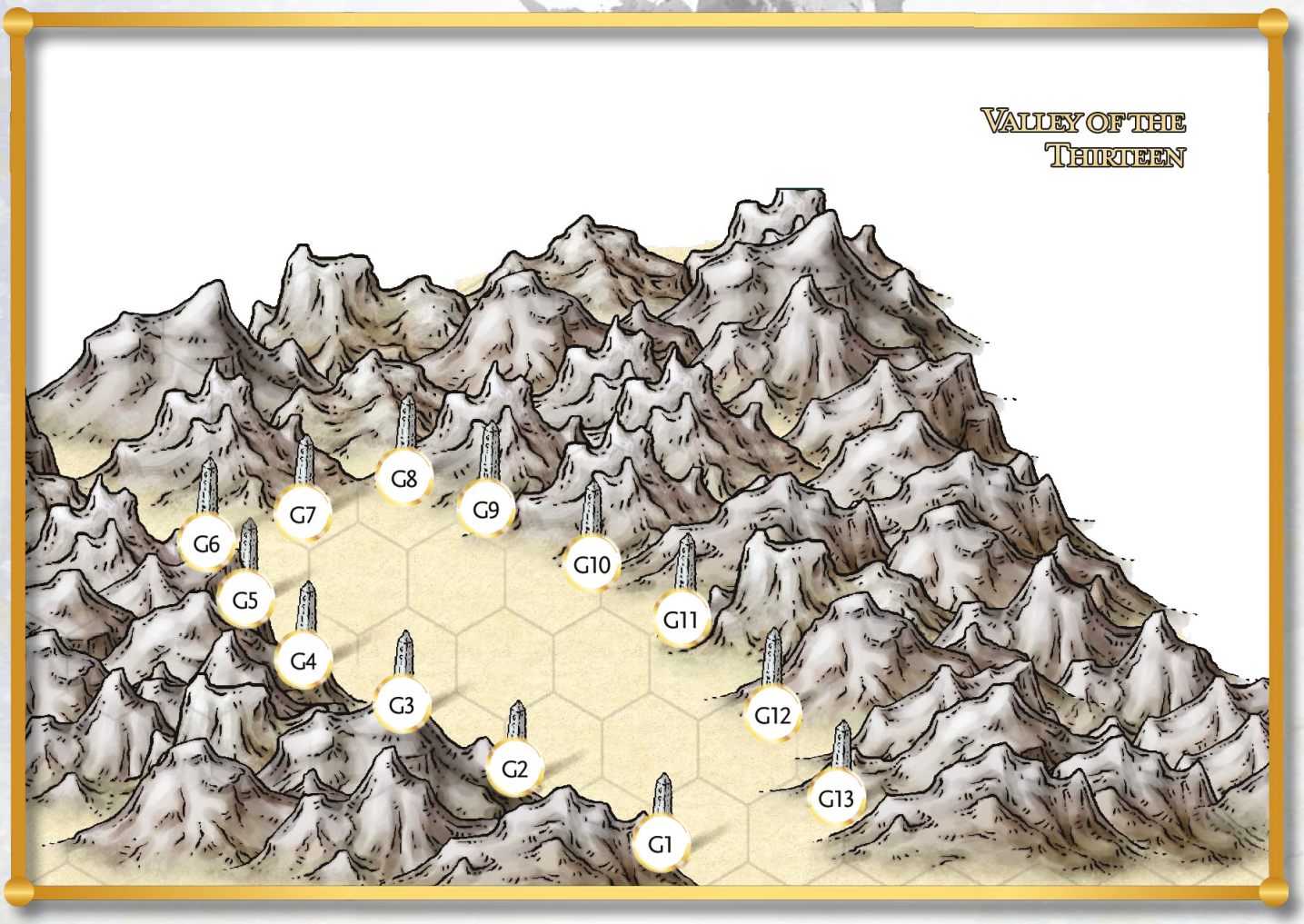
The Akiri know the following facts about their homeland:

- Anyone who attempts to leave the Har'Akir begins to choke on the fog. Those who don't turn back perish.
- Many foreigners have been drawn to Har'Akir over the years, but they all die or disappear before long. Bramble Kynt is the exception.
- Giant scorpions, giant fire beetles, dust mephits, lamias, and jackals roam the Amber Wastes, and horrible undead creatures await in the valleys.
- The Muhar Oasis is the only source of water in the land. It is a blessed wellspring that must be respected and cared for.
- Har'Akir used to be part of a much bigger kingdom. They were once the mightiest and wealthiest of cultures.
- A sphinx lives in the Valley of the Thirteen.
- There's a den of basilisks to the southeast.
- An old temple lies half-buried within the shifting sands to the west.

Beliefs and Superstitions

Akiri have deep-rooted religious beliefs and superstitions that they pass down from one generation to the next:

- The pharaoh, Anhktepot, is himself a god of this land. He is a cruel god and the ruler of Nephthys and Osiris, the other two gods (this is untrue, but the Akiri believe it nonetheless).
- Anhktepot's wife, Nephyr, still roams the desert, opposing him at every opportunity (this is untrue, as she serves him now in undeath as she did in life).
- If the proper funeral rites aren't invoked for the dead, they will find themselves in the underworld without their body and without their wealth.
- Entering a sealed tomb is a profane trespass and grave robbing is an unspeakable crime.
- Somewhere in the Amber Wastes there is a magic lamp that grants wishes.
- Osiris is the god of nature and the underworld. His clergy ensures that the dead have a body in the underworld and his blessing grants the Muhar Oasis its magic. In the underworld, the dead are judged by Osiris based on how they lived their life in accordance with the Ma'at. The Akiri worship Osiris to be reborn into greatness.
- Nephthys is the goddess of death and grief. The rites that her clergy performs on the dead ensures they can bring their valuables with them into the underworld. Nephthys is also responsible for the wealth the Akiri used to possess and that which they hope to regain some day. Until that day, she alleviates the grief of the Akiri so they can endure their bleak existence.



Valley of the Thirteen

The Valley of the Thirteen has thirteen tombs, each carved into the mountains surrounding the valley. Each tomb has the symbol of a particular god above its entrance and contains 1d10 + 10 sarcophagi. Most of them stand upright, but one sarcophagus in each tomb is laid down, signifying that the person within was entombed alive and wasn't meant to pass on to the underworld; these were the high priests of Anhktepot, who he ordered buried alive. Each priest is detailed below, if they still reside in their tomb.

Treasure. Each sarcophagus within a tomb contains 1d4 x 10 ancient Akiri gp and 2d4 x 10 ancient Akiri sp. A creature that removes any coins from a tomb becomes afflicted with the *curse of sacred tombs* (see the "Har'Akir Curses" sidebar).

G1. Tomb of Judgment and Death

This is the tomb where the high priests of Anubis lie buried. The symbol above the entrance is that of a black jackal.

Anubis is the Akiri god of judgment and death. His faithful conducted part of the funerary rites that ensured the dead could retain their bodies in the underworld.

Pawah, High Priest of Anubis

Pawah was a quiet man, though he was wise and always kind. Cursed in the afterlife, he now has the statistics of a lawful neutral **mummy lord** with truesight out to a range of 60 feet and the ability to discern a creature's alignment within that range. In addition, his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips: *spare the dying, toll the dead*
1st level (4 slots): *bane, false life, shield of faith*
2nd level (3 slots): *gentle repose, ray of enfeeblement, spiritual weapon*
3rd level (3 slots): *animate dead, vampiric touch*
4th level (3 slots): *blight, guardian of faith*
5th level (2 slots): *antilife shell, raise dead*
6th level (1 slot): *word of recall*

He has the head of a black jackal, symbolic of his devotion to Anubis. He doesn't attack living creatures of good alignment, unless to defend himself. He loathes Anhktepot but feels honor-bound to remain loyal. He can be persuaded to betray the Darklord with a successful DC 23 Charisma (Persuasion) check.

Treasure. Pawah was buried with a *gem of seeing* which can still be found in his sarcophagus.

G2. Tomb of Evil, Fire, and Serpents

This is the tomb where the high priests of Apep lie buried. The symbol above the entrance is that of a flaming snake.

Apep is the Akiri God of Evil, Fire, and Serpents. He was believed to be the strongest of the gods, second only to Re-Horakhty, the Akiri God of the Sun. The Akiri believed that Apep attempts to devour all life whenever the sun goes down, only kept at bay by Re-Horakhty's eternal vigilance. There were no temples in Apep's honor and he wasn't prayed to. His clergy wasn't comprised of devout clerics, but rather mages well-versed in the arcane arts, called overthrowers. These mages would hurl fire at the sky each night in an attempt to ward off Apep and strengthen Re-Horakhty, lest Apep would surely defeat the sun god and cast the world into darkness. The high priest of Apep was usually the eldest of the overthrowers.

Menkhaf, High Priest of Apep

Menkhaf was a warlock, honorable and completely devoted to his life as an overthrower and later as high priest. In undeath, he has the statistics of a lawful evil **mummy lord** with a charisma score of 18 (+4), immunity to fire damage, rather than vulnerability, and the ability to see through magical darkness within range of his darkvision. In addition, his rotting fist deals radiant damage instead of necrotic and his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following warlock spells prepared:

Cantrips (at will): *create bonfire, eldritch blast, mage hand, prestigitation*
1st-5th level (3 5th-level slots): *counterspell, darkness, dispel magic, far step, fireball, fly, hellish rebuke, magic circle, negative energy flood, sickening radiance, wall of light*
6th level (1/Long Rest): *circle of death, sunbeam*

Radiant fire swirls where his eyes should be. He only attacks Akiri in self-defense but viciously attacks any foreigner he encounters. His true loyalties lie with the Akiri people.

Treasure. Menkhaf was buried with a *wand of fireballs* which can still be found within his sarcophagus.

G3. Tomb of Cats and Vengeance

This is the tomb where the high priests of Bast lie buried. The symbol above the entrance is that of a cat.

Bast is the Akiri Godess of Cats and Vengeance. In essence, the clergy was the de facto law enforcement of Akiri society. They were sought out whenever somebody was thought to have committed a crime, especially if it was a serious violation of the Ma'at. They used divination magic to investigate crimes, and the sentence for most offences was usually slavery.

Kiya, High Priestess of Bast

Kiya was a loyal, large-framed woman with little patience and even less tolerance for inappropriate behavior. In her current cursed existence, she has the statistics of a **mummy lord** with an AC of 20 (plate armor plus shield), a walking speed of 30 feet, and advantage on Wisdom (Perception) checks. In addition, her Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips: *guidance, mending*
1st level (4 slots): *divine favor, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon, zone of truth*
3rd level (3 slots): *crusader's mantle, spirit guardians*
4th level (3 slots): *freedom of movement, locate creature*
5th level (2 slots): *flame strike, scrying*
6th level (1 slot): *blade barrier*

Her head is that of a cat. She growls and viciously attacks any living creature that trespasses in Anhktepot's domain. She is still loyal to Anhktepot and doesn't tolerate being judged on the matter. In her mind, she has not reconciled the fact that Anhktepot got so hungry for power that it led to the downfall of Har'Akir.

Treasure. Kiya was buried with a *potion of speed* which can still be found within her sarcophagus.

G4. Tomb of Luck and Music

This is the tomb where the high priests of Bes lie buried. The symbol above the entrance is an image of Bes; a misshapen deity.

Similar to priests of Apep, Bes's clergy wasn't an actual clergy. Instead, they were entertainers and musicians who sought to spread joy to all, citizens and slaves alike. To them, nobody was beyond redemption and all who did good deeds and worked to spread goodness and joy would be blessed by good luck. They were treated as honored friends by all and never broke another's trust. No temples to Bes were ever built as it was said that his joy neither could nor should be contained.

Bes is the Akiri God of Luck and Music.

Meketre, High Priest of Bes

Meketre was a renowned and beloved worshiper of Bes in his day. He enjoyed playing his sekham (a rattle-like instrument) as he walked and spoke in a soft voice. After spending centuries locked in a tomb, he now has the statistics of a chaotic evil **mummy lord** with a Charisma score of 18 (+4). The save DCs of his Rotting Fist, Dreadful Glare, Blinding Dust, and Blasphemous Word are 17. In addition, his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following bard spells prepared:

Cantrips: *mage hand, minor illusion*
1st level (4 slots): *charm person, disguise self, dissonant whispers*
2nd level (3 slots): *crown of madness, invisibility, see invisibility*
3rd level (3 slots): *fear, major image*
4th level (3 slots): *dimension door, greater invisibility*
5th level (2 slots): *dominate person, mislead*
6th level (1 slot): *guards and wards*

His body looks twisted and deformed. He will protect his pharaoh as he is sworn to do so, but he still feels that he doesn't need to be held accountable for anything.

Treasure. Meketre was buried with a *stone of good luck* which can still be found within his sarcophagus.

G5. Tomb of Love, Music, and Motherhood

This is the tomb where the high priests of Hathor lie buried. The symbol above the entrance is that of a horned cow's head with a lunar disk.

Hathor only ever had females within her clergy, being the Akiri Goddess of Love, Music, and Motherhood. Her clerics acted as wet nurses and healers, though they also worked to make sure that nobody would go hungry. Hathor didn't have any temples either, but rather large shrines in populated areas. It was common for pregnant women and families with young children to have smaller shrines of Hathor in their homes.

Herit, High Priestess of Hathor

Herit was a loving and caring elderly woman, beloved by all. In her cursed existence, she has the statistics of a lawful neutral **mummy lord**. Her Rotting Fist doesn't curse a target with mummy rot, but instead restores a number of hit points to her equal to the necrotic damage that she deals with it. In addition, her Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips: *guidance, light*
1st level (4 slots): *bless, cure wounds, shield of faith*
2nd level (3 slots): *calm emotions, hold person, warding bond*
3rd level (3 slots): *clairvoyance, create food and water*
4th level (3 slots): *guardian of faith, locate creature*
5th level (2 slots): *dispel evil and good, hallow*
6th level (1 slot): *heroes' feast*

On her head, Hathor wears a helmet adorned with gilded cow horns at the top with a gleaming circle between them, and a face mask resembling

the face of a beautiful woman. She loathes Anhktepot for bringing ruin to the Akiri people and will fight him to the death, though she is clever enough to not act on her desires until she finds herself in a more favorable position.

Treasure. Herit was buried with a *periapt of health* which can still be found within her sarcophagus.

G6. Tomb of Crafts and Medicine

This is the tomb where the high priests of Imhotep lie buried. The symbol above the entrance is that of a step pyramid.

Imhotep is the Akiri God of Crafts and Medicine. His clergy were in charge of building permits and oversaw the construction of all major structures. In addition, they developed various remedies to cure illness, but also to avoid infection. Many of their ointments were used to keep slaves healthy.

Khusebek, High Priest of Imhotep

Khusebek was a stern and proud man. He was always humble towards the pharaoh and the other high priests, though he was very demanding of those in a position lower than his own. He was, however, also very emotional and was known for having fits of extreme cruelty on occasion. In undeath, he has the statistics of a lawful evil **mummy lord**, though his Rotting Fist deals an additional 2d6 necrotic damage and his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips: *guidance, sacred flame*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *heat metal, silence, spiritual weapon*
3rd level (3 slots): *animate dead, spirit guardians*
4th level (3 slots): *fabricate, wall of fire*
5th level (2 slots): *animate objects, legend lore*
6th level (1 slot): *harm*

His head is a completely bare skull. He will attack any living creature on sight and won't be reasoned with.

Treasure. Khusebek was buried with a *periapt of proof against poison* which can still be found within his sarcophagus.

G7. Tomb of Fertility and Magic

This is the tomb where the high priests of Isis lie buried. The symbol above the entrance is that of an ankh and star.

Isis is the Akiri Goddess of Fertility and Magic, and her clerics spent most of their time administering to the agricultural needs Akiri society. Temples to Isis were always built near a body of water.

Sitre, High Priestess of Isis

Sitre was mute, though she could always make her opinion known through evocative stares and gestures. She was once a joyful spirit but grew cold and bitter in her old age. Cursed in death, she now has the statistics of a **mummy lord** with a flying speed of 40 feet and her Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, requiring no verbal components:

Cantrips: *sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, magic missile, shield of faith*
2nd level (3 slots): *magic mouth, mirror image, Nystul's magical aura*
3rd level (3 slots): *dispel magic, magic circle*
4th level (3 slots): *arcane eye, Leomund's secret chest*
5th level (2 slots): *planar binding, teleportation circle*
6th level (1 slot): *planar ally*

On her head she wears a once-beautiful wig adorned with several pieces of gold, worth 500 gp. Her face is covered in centuries old makeup. She remains loyal to Anhktepot and she hates the young and beautiful, wanting nothing more than to see them share her fate.

Treasure. Sitre was buried with a *potion of vitality* which can still be found in her sarcophagus.

G8. Tomb of Death and Grief

This is the tomb where the high priests of Nephthys lie buried. The symbol above the entrance is that of horns around a lunar disk.

Nephthys is the Akiri Goddess of Death and Grief. Her clergy consisted exclusively of married and widowed females. They were bankers, administering the Akiri economy, but they also conducted part of the funerary rites that ensured the dead could retain their possessions in the underworld, and acted as judges when two parties had disputes regarding ownership of valuables. Temples dedicated to Nephthys were defensible structures with thick walls and always contained a vault full of treasure; these were the Akiri banks and centers of commerce.

Nit, High Priestess of Nephthys

Nit was an elderly widow when she became high priestess. She was wealthy, arrogant, and treated those with less wealth with scorn and contempt. Now, centuries after her death, she has the statistics of a neutral evil **mummy lord**, though her Rotting Fist paralyzes a target on a failed save until the end of her next turn, in addition to its other effects. Furthermore, her Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, requiring no verbal components:

Cantrips: *sacred flame, toll the dead*
1st level (4 slots): *false life, ray of sickness, shield of faith*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, silence*
3rd level (3 slots): *animate dead, vampiric touch*
4th level (3 slots): *blight, death ward*
5th level (2 slots): *antilife shell, cloudkill*
6th level (1 slot): *circle of death*

Nit wears a once-beautiful wig adorned with several pieces of gold on her shaved head, worth 500 gp. She is surrounded by a faint, golden shimmer. She wants to remain a powerful being, and remaining loyal to Anhktepot ensures this. However, she bears no real love for him. She is loyal to only herself and values only her power and wealth. She attacks any living creature in sight but will hear out anyone who comes to her with offerings of treasure.

Treasure. Nit was buried with a *staff of withering* which can still be found in her sarcophagus.

G9. Tomb of Nature and the Underworld

This is the tomb where the high priests of Osiris lie buried. The symbol above the entrance is that of a crook and flail.

Osiris is the Akiri God of Nature and the Underworld. His clergy spent most of their time settling minor disputes, while leaving more serious matters to the clergy of Re-Horakhty. They also prepare the tombs and urns used for funeral rites and close them after the rites are completed and were often consulted by those who feared death. Osiris's clergy consisted exclusively of hereditary positions. Very few actively worshiped Osiris, though he was certainly recognized as an important deity.

Sebni, High Priest of Osiris

Sebni was a gentle and compassionate man. He always sought to bring peace and prosperity to the Akiri, believing that kindness created more kindness. After meeting his untimely end, Sebni now has the statistics of a neutral good **mummy lord**. Once per day, he can use an action to conjure forth a lawful neutral **lamia** which appears in an empty space within 60 feet of him, acts on its own initiative, and obeys his commands. In addition, his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips: *thaumaturgy, toll the dead*
1st level (4 slots): *animal friendship, false life, shield of faith*
2nd level (3 slots): *hold person, spike growth, spiritual weapon*
3rd level (3 slots): *plant growth, wind wall*
4th level (3 slots): *dominate beast, grasping vine*
5th level (2 slots): *insect plague, wrath of nature*
6th level (1 slot): *wind walk*

Sebni's corpse seemingly hasn't deteriorated at all. He still looks as he did while alive, though his tongue and his insides are missing, and he reeks of rot. He wears an atef (a tall, white hat with ostrich feathers) and a white silk dress. He obeys Anhktepot only out of fear for what Anhktepot might do to the inhabitants of Muhar. Sebni will betray Anhktepot at the first possible chance of a fortuitous outcome. Sebni won't attack the living except in self-defense.

Treasure. Sebni was buried with an *oil of etherealness* which can still be found in his sarcophagus.

G10. Tomb of Crafts, Knowledge, and Secrets

This is the tomb where the high priests of Ptah lie buried. The symbol above the entrance is that of a bull.

Ptah is the Akiri God of Crafts, Knowledge, and Secrets. He is attributed with having created the universe itself while the other gods, including Re-Horakhty, merely began ruling it. Sculptors, painters, builders, and other craftsmen worship Ptah, and he is thought to have brought both architecture and masonry to the Akiri. His clergy was commonly of the Knowledge Domain.

Ipuku, High Priest of Ptah

Ipuku was inventive and creative, and possessed a vigorous intellect which was rarely clouded by emotion. He had a very analytical approach to any situation. As he now lies locked away in a sarcophagus, he has the statistics of a lawful neutral **mummy lord** with an Intelligence score of 20 (+5). He is permanently under the effect of a *mind blank* spell, and his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, requiring no verbal or material components:

Cantrips: *guidance, mending*
1st level (4 slots): *guiding bolt, sanctuary, shield of faith*
2nd level (3 slots): *locate object, spiritual weapon, zone of truth*
3rd level (3 slots): *meld into stone, nondetection*
4th level (3 slots): *arcane eye, stone shape*
5th level (2 slots): *hallow, legend lore*
6th level (1 slot): *true seeing*

Ipuku resembles any other mummy, except that his head is that of a bull wrapped in funeral linen. In undeath, he is neither loyal nor disloyal to Anhktepot. He is motivated by advancement for advancement's sake and can only be swayed with strong, logical arguments. Deception, Intimidation, or

Persuasion checks can only sway Ipuku if they are made with Intelligence rather than with Charisma. Any such check against Ipuku has a DC of 20.

Treasure. Ipuku was buried with a *wand of secrets* which can still be found in his sarcophagus.

G11. Tomb of Darkness and Desert Storms

This is the tomb where the high priests of Set lie buried. The symbol above the entrance is that of a coiled cobra.

Set is the Akiri god of darkness and desert storms. Set is an utterly evil god, and he was prayed to more out of fear than out of veneration. It was believed that Set could keep the deserts calm during travel and keep monsters away from civilized folk during the night, but only if he was truly feared. His clergy were of the Death, Tempest, or Trickery Domains. They operated mostly in small desert towns far away from great cities; they had to put trust in Set to keep them safe. Here the clergy flourished and had great influence over large parts of the Akiri Empire. While they weren't the wealthiest of clergies, they certainly commanded loyalty from a very large number of people.

Senmet, High Priest of Set

Senmet was an ambitious and wicked man, hungering only for more influence and power. His sarcophagus is empty, since Isu Rehkotep has already released him. See the Special Events section for more details on Senmet himself.

If Senmet's sarcophagus is opened, 1d4 **swarms of poisonous snakes** spill out into the nearest spaces and attack. The other sarcophagi within the tomb each contain a **mummy**. They all burst out to attack if Senmet's sarcophagus is opened.

When a creature exits the tomb, 2d6 **death dogs** and 1d4 **giant scorpions** will be waiting outside, led by a **jackalwere** from the Cult of the Dark Storm.

Treasure. Senmet left a *bag of devouring* within his sarcophagus.

G12. Tomb of Water and Crocodiles

This is the tomb where the high priests of Sobek lie buried. The symbol above the entrance is that of a crocodile head with horns and plumes.

Sobek is the Akiri God of Water and Crocodiles. He was believed to be responsible for granting the Akiri life in impossibly harsh conditions, by providing rivers and oases within the deserts of their long-lost empire. The Akiri went to the clergy of Sobek so the waters would not dry out and so they could gather water without being afraid of lurking beasts in the water.

Djoser, High Priest of Sobek

Djoser was jealous and vain. He hated his pharaoh and most of the other high priests, though he did take a liking to Senmet. This was mostly because Senmet successfully manipulated him into an alliance. As he now lies locked away in a sarcophagus, he has the statistics of a chaotic evil **mummy lord** with 143 hit points, lacking vulnerability to fire damage, and his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, requiring no verbal or material components:

Cantrips: *chill touch, thaumaturgy*
1st level (4 slots): *armor of Agathys, create or destroy water*
2nd level (3 slots): *hold person, silence, spike growth*
3rd level (3 slots): *plant growth, wind wall*
4th level (3 slots): *control water, dominate beast, freedom of movement*
5th level (2 slots): *hallow, insect plague*
6th level (1 slot): *Otiluke's freezing sphere*

Djoser's head is that of a crocodile with forward pointing horns. In undeath he is filled with an unquenchable rage, attacking anyone and anything he sees regardless of the consequences.

Treasure. Ipuku was buried with a packet of *dust of dryness* which can still be found in his sarcophagus.

G13. Tomb of Knowledge and Wisdom

This is the tomb where the high priests of Thoth lie buried. The symbol above the entrance is that of an ibis.

Thoth is the Akiri god of Knowledge and Wisdom. Thoth is generally attributed to having created the other gods, as his infinite wisdom caused him to realize he could not create a world, life, and afterlife on his own. The Akiri also believed he created language, thereby allowing civilization and culture to flourish. His temples were great and vast libraries dedicated to learning, and his clergy were educators as much as they were priests.

Amasis, High Priest of Thoth

Amasis always enjoyed the mental exercise found in questioning the prevailing mode of thought, making him the forerunner for pushing things in clever new directions. He was the primary reason that the Akiri Empire reached previously unknown heights during Anhktepot's rule. In his now cursed existence, he has the statistics of a neutral **mummy lord** with a Wisdom score of 20 (+5) and his Spellcasting trait is replaced with the following:

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The mummy lord has the following cleric spells prepared, requiring no verbal components:

Cantrips: *guidance, word of radiance*
1st level (4 slots): *detect magic, identify, shield of faith*
2nd level (3 slots): *detect thoughts, mind spike, zone of truth*
3rd level (3 slots): *clairvoyance, tongues*
4th level (3 slots): *divination, locate creature*
5th level (2 slots): *commune, Rary's telepathic bond*
6th level (1 slot): *true seeing*

Amasis has the head of an ibis with calm eyes. In his mummified form, he is wise enough to see the error of Anhktepot's ways, but he won't openly oppose him unless several other high priests are swayed.

Treasure. Ipuku was buried with a *ring of mind shielding* which he wears on his finger.

Valley of Pharaoh's Rest

The Valley of Pharaoh's Rest has just a single tomb in the form of a massive, imposing structure of sandstone placed against the mountains at the far end of the valley. It is a low, flat building with stone columns along its face, as well as a broad staircase that leads up to the roof of a shrine. The Muhar road slopes upwards as it reaches the entrance of the valley, which itself is raised above the level of the desert and is visible throughout the lands of Har'Akir. The cliffs around the valley rise 700 feet above the desert floor, and 500 feet from the valley floor. It is visible when entering the valley, though no details can be discerned from that distance.

The Tomb of Anhktepot

The tomb contains 20 sarcophagi, each standing upright. The inside of the tomb is in complete darkness unless noted otherwise. No creature besides Anhktepot himself can take lair actions in the tomb.

Resting. Non-undead gain no benefit from taking a short or long rest within the tomb.

Treasure. Each sarcophagus in the tomb, except those found in areas H8 and H11, contains 1d4 pieces of jewelry worth 50 gp each, 1d10 x 10 ancient Akiri gp, and 2d10 x 10 ancient Akiri sp. A creature that removes any coins or jewelry from those sarcophagi becomes afflicted with the *curse of the pharaohs* (see the "Har'Akir Curses" sidebar).

H1. Shrine

The shrine is 20 feet tall, 110 feet deep, and 230 feet wide. Countless columns connect the shrine's floor with its roof, standing 8 feet apart with a radius of 1 foot. Each column is decorated with carvings depicting accomplishments and heroic deeds of from the life of Anhktepot. Most of these carvings are lies.

A 50-foot-high, 10-foot-wide staircase connects the desert sands with the roof of the shrine. At the end of the roof are six 50-foot-tall statues, three on each side of a 10-foot-wide, 20-foot-tall entrance. The statues from left to right depict the goddess Isis, the god Osiris, the supreme Re Horakhty, Anhktepot himself, Nephyr, and Anhkamon (Anhktepot's Vizier). The head of Nephyr has been torn off of the statue and now lies in pieces at its foot.

The tomb entrance stands open at the far end of the roof, and is 110 feet long.

H2. Temple to the Gods

A small temple to the far side of this 90-foot-by-50-foot room. Tombs of pharaohs were frequently also used as temples to the gods. This temple stands 7 feet tall and is 30 feet wide and 20 feet deep. The temple's roof is held up by 14 pillars, each carved in the likeness of a humanoid, though many have the heads of various beasts. Each pillar represents an Akiri god.

On the temple's roof stands an altar, and behind it a doorway that leads to area H4. Centuries past, priests would use this doorway to access the altar. On each of the two frontal corners of the temple sits a statue of a large cat; guardians of Bast, goddess of cats and vengeance. Each statue has the statistics of a LN **gargoyle** without a flying speed or the ability to speak. The statues attack only if a creature attempts to climb onto the temple's roof from this area.

H3. Purification Room

The passage connecting area H2 to this room is 3 feet wide and 4 feet tall, and the room itself is only 7 feet from floor to ceiling. The room contains several urns, ceramic jugs, pitchers, and vases. They used to be filled with embalming fluids for those to be entombed, and other liquids for purification of those visiting the tomb. Now they are either empty or filled with dust.

H4. Temple of Anhktepot

Upon entering this room, a massive, 100-foot tall monolith steals the focus of anyone capable of seeing through darkness. The monolith resembles Anhktepot in life, wearing only a crown and a loincloth, seated on a block with his hands flat on his lap. The great block upon which he sits is covered in painted hieroglyphics, telling the true story of Anhktepot's rule and his downfall. Reading the entire story requires one to decipher all hieroglyphs, which go as high as 80 feet.

On either side of the monolith stand two dozen clay statues, each wielding a bronze shortsword and a bronze-tipped spear, edges and tips blunted. If taken, they can be used as improvised weapons. Each shortsword is worth 15 gp and each spear is worth 1 gp.

Secret Door. At the back wall on the right side of the monolith is a secret door leading to areas H10, H11, and H12. Characters who search the walls for secret doors or otherwise inspect the walls can locate the door with a successful DC 16 Wisdom (Perception) check.

H5. Crypt of Minor Officials

A total of twenty standing sarcophagi lean against the walls of this 50-foot-by-20-foot room. The sarcophagi contain the palace officials that remained loyal to Anhktepot after his death. They were given swift deaths and honorably buried with their pharaoh in this tomb. Each official has spent an eternity as a **mummy** which remains loyal to Anhktepot. Opening a sarcophagus causes the four closest sarcophagi to also burst open.

Secret Door. A secret door is located in the back wall of this room. No sarcophagus leans against it. Characters who search the walls for secret doors or otherwise inspect the walls can locate the door with a successful DC 22 Wisdom (Perception) check. The door leads to area H6.

H6. Secret Passage

This passage, 3 feet wide and 4 feet high, contains a steep, narrow staircase. The passage leads to a 10-foot-by-20-foot room, 70 feet above the main level. It then continues upwards to a 10-foot-by-30-foot room, 140 feet above the main level. The final staircase leads from the second room and up to area H7, 190 feet above the main level.

Traps. The stairs hide several traps. Each trap is designed to bar entry into the tomb when walking down, but not when walking up. Characters who search for traps can discover one with a successful DC 23 Wisdom (Perception) check, and then discern how the mechanism works with a successful DC 20 Intelligence (Investigation) check.

H6a. Mold Trap

This trap is located halfway through the first set of stairs. The step right before the trap when ascending deactivates the trap for 1 minute, while the step right after the trap activates it unless it has been deactivated. The trap opens a trap door in the ceiling where brown mold grows (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*). Characters are safe from the mold as long as they keep their distance. The trap door remains open for 1 minute after the trap is triggered.

H6b. Pit Trap

This trap is located in the first room when ascending the stairs. The trap is activated by weight: If a creature falls down the stairs from above and lands here, or if two Medium or larger creatures cross the floor simultaneously, the floor swing downwards. A creature that stands in the room when this happens, falls 10 feet into the pit below. The floor then swings back up to trap those inside the pit.

The pit is full of flesh-eating scarabs. A creature takes 1d4 piercing damage at the start of each of its turns while it is trapped here.

A successful DC 20 Strength check is necessary to pry the floor open. The floor can also be smashed open. Alternatively, a character in the pit can attempt to disable the spring mechanism from the inside with a DC 20 Dexterity check using thieves' tools, provided that the character can see in the darkness.

If the trap is detected, an iron spike or similar object can be wedged between the floor plates in such a way as to prevent the floor from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

H6c. Sliding Trap

This trap is located halfway through the second set of stairs. The trap consists of two missing stairs, forming a slide. An illusion spell is cast on the missing steps, making them appear as regular steps. Prodding the steps with an object or touching them reveals it to be an illusion.

Anyone stepping on the steps must succeed on a DC 20 Dexterity saving throw or tumble 40 feet downwards to area H6b, taking 1d6 bludgeoning damage for every 10 feet it falls. If a creature tumbles into another creature, it must succeed on the same saving throw or also tumble downwards.

H7. Astral Gateway

This square room is 20 feet on a side and once held a sarcophagus that contained the overseer who was in charge of the tomb's construction, as well as a mechanism that lead to the outside. Instead, it now contains a two-dimensional circle of rippling colors, 10 feet in diameter. The pool changes color at the end of every hour. To determine the portal's color when the characters enter, roll a d20 and consult the table below. The portal's color determines where the portal leads and is the only way to exit Har'Akir while Anhktepot is alive. It could potentially also serve as an alternate entry point.

d20	Plane	Portal Color
1	Ysgard	Indigo
2	Limbo	Jet Black
3	Pandemonium	Magenta
4	The Abyss	Amethyst
5	Carceri	Olive
6	Hades	Rust
7	Gehenna	Russet
8	Baator	Ruby
9	Acheron	Flame Red
10	Mechanus	Diamond Blue
11	Arcadia	Saffron
12	Mount Celestia	Gold
13	Bytopia	Amber
14	Elysium	Orange
15	The Beastlands	Emerald Green

16	Arborea	Sapphire Blue
17	The Outlands	Leather Brown
18-20	Material Plane	Silver

In this room there is no gravity and creatures have a walking speed of 0 feet. However, a creature gains a flying speed (in feet) equal to 3 x its Intelligence score. A creature in this room also doesn't age or suffer from hunger or thirst.

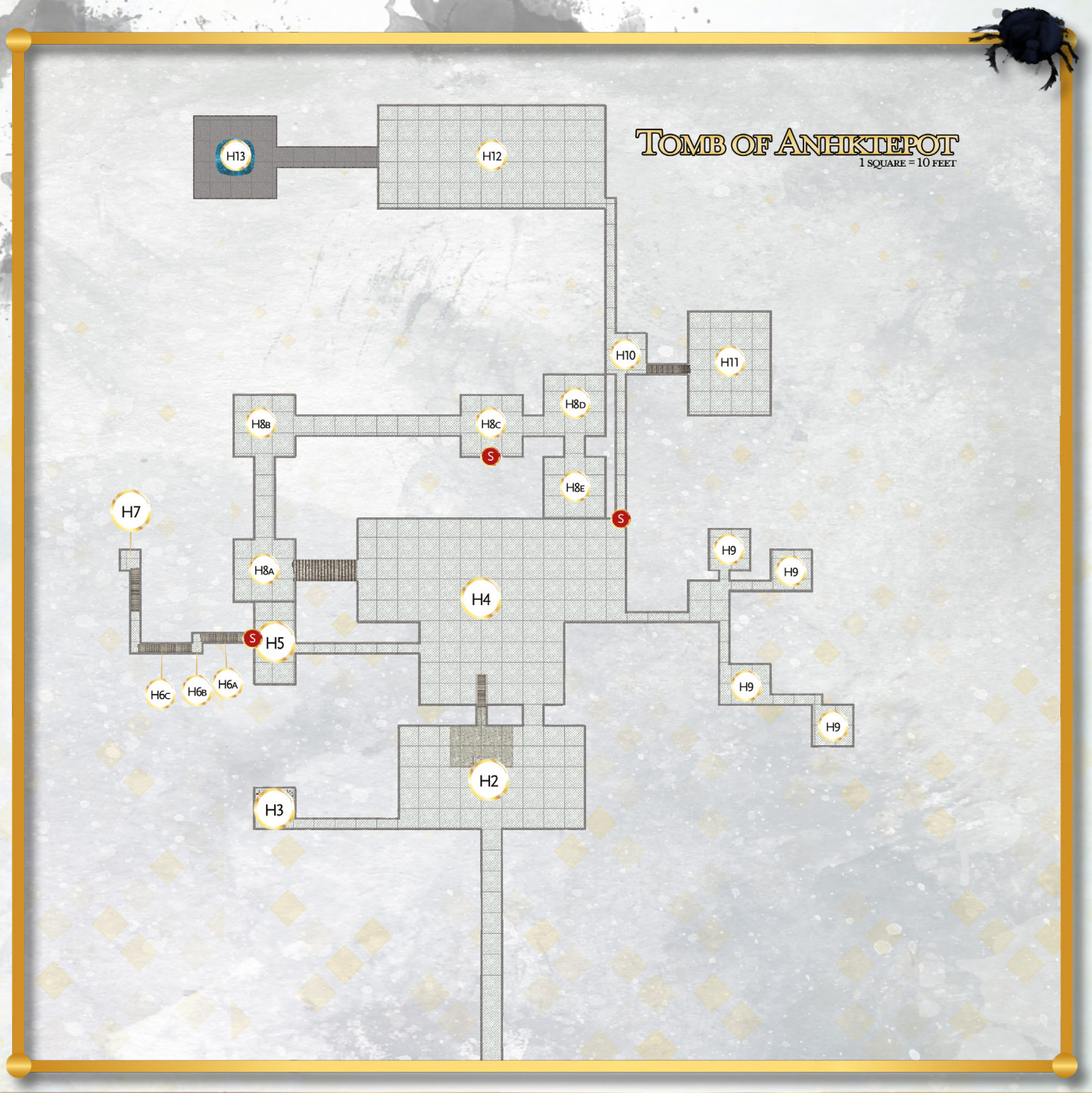
H8. The Crypts

This area consists of five rooms connected by passages 3 feet wide and 4 feet high. Each room consists of a number of sarcophagi, each of which contains 1d8 x 10 ancient Akiri gp and 2d8 x 10 ancient Akiri sp. A creature that removes any coins from these sarcophagi becomes afflicted with the *curse of the children* (see the "Har'Akir Curses" sidebar).

H8a. Crypt of the Children

A sarcophagus stands in the middle of this room, surrounded by 1d6 + 2 other sarcophagi that lean against the walls. Each sarcophagus contains a **mummy**, except for the central one which contains the mummified corpse of Thutepot, Anhktepot's son. Thutepot has the statistics of a **child of Anhktepot**. Thutepot died at his father's hand when his curse took shape. Thutepot blames the gods for his eternal suffering, rather than his father, and he will go to any lengths to destroy their servants.

If a sarcophagus is opened, the mummy within remains motionless and resembles an ordinary mummified corpse. However, magic such as a *detect evil and good* spell or a paladin's Divine Sense feature reveal it to be an undead creature. If Thutepot's sarcophagus is opened, however, all mummies in the room exit their sarcophagi, ready to slay the interlopers. The mummies fight to the death unless Thutepot commands them to do otherwise. If an adventuring party has any clerics of paladins, Thutepot attacks them relentlessly, following any fleeing characters unless they run back to area H2.



H8b. Crypt of the Guardians

This room is the resting place of Anhktepot's elite guard. There are 2d4 + 1 sarcophagi in this room. Each sarcophagus contains a **tomb guard**. The skeletal guardians awaken only when a creature enters the center of the room. They slay any mortal they set their eyes upon, but won't follow creatures into the valley outside.

H8c. Crypt of the Pharaohs

This room is the resting place of the pharaohs that came before Anhktepot, containing 21 beautifully ornamented, golden sarcophagi. A sarcophagus contains the mummified corpse of a pharaoh that died many centuries ago.

Each sarcophagus contains 10 times as many valuables as the other sarcophagi within the crypts, as well as 1d4 precious gems worth 100 gp each. A creature that removes any coins from these sarcophagi becomes afflicted with the *curse of the pharaohs*, rather than the *curse of the children* (see the "Har'Akir Curses" sidebar).

Secret Hatch. A secret hatch is located in the easternmost wall of this room. No sarcophagus leans against it. Characters who search the walls for secret doors or otherwise inspect the walls can locate the hatch with a successful DC 16 Wisdom (Perception) check. The hatch opens to reveal a 40-foot-long tunnel that is 3 feet wide and 2 feet high. At the end of the tunnel is a small hole in the wall. Peeking through the hole lets a character look into area H4. The hole is located within the left eye of the monolith in area H4. A character that searches the end of the tunnel also discovers a hidden compartment above that contains three spell scrolls. Two of the scrolls contain the *comprehend languages* spell, while the third scroll contains a *detect evil and good* spell.

H8d. Crypt of Riches

In the middle of this room is a big pile of valuables. Roll on the Treasure Hoard: Challenge 17+ table in the *Dungeon Master's Guide* to determine what treasure can be found. Removing any of the treasure has the same effect as removing valuables from the sarcophagi.

There are a number of sarcophagi leaning against the walls of this room. 1d4 of the sarcophagi contain a **child of Anhktepot**, while 2d4 + 1 of the sarcophagi contain a **mummy**. All creatures animate if one of the sarcophagi is opened or if a creature touches the treasure hoard.

H8e. Crypt of Nephyr

This room contains a single sarcophagus standing centrally within the room. The lid lies broken next to it. Inside the sarcophagus is a piece of a broken ankh. See the Ankh of Isis sidebar for details on the ankh.

H9. Priest's Quarters

The scrolls and furniture that evidently once filled these four rooms have long since been reduced to dust and rubble. These rooms served as offices for the priests that worked in the tomb before it was spirited away by the Dark Powers.

When first Anhktepot awoke, he destroyed everything he found in these rooms as there were no priests present he could unleash his anger upon.

H10. Antechamber

Three sarcophagi lean against the walls in this room, two of which contain a **tomb guard**, while the third contains a **tomb hierophant**. If a living creature enters the antechamber, all three creatures exit their sarcophagi and attack. They attack any mortal they set their eyes upon, but they won't follow creatures into the valley outside.

Inside the hierophant's sarcophagus is a piece of a broken ankh (see the "Ankh of Isis" sidebar).

H11. Crypt of Renewal

The stairs that lead to this room descend 20 feet downwards. A deformed skull stands on a pedestal in the middle of this 40-by-50-foot room. There are cracks in the walls and the ground is covered in 3 feet of sand, making it difficult terrain. Empty sarcophagi and jars with embalming fluids and other liquids lay about the room.

A single **undead scarab** roams about in the room but doesn't attack. If a character attacks the scarab or touches the skull, thousands of scarabs burst up from the sand surrounding the pedestal and absorb the deformed skull into its mass to form a **scarab lord**. At the same time, six **undead scarabs** burrow up from beneath the sands to join the fight and the stairs disconnect from area H10 by falling down so they become a hallway instead - making escape impossible.

If the scarab lord defeats one or more PCs, it doesn't raise the stairs again before it has completed the mummification of the defeated PCs. The process takes 4 hours for each PC who will be embalmed, mummified, and placed in a sarcophagus with dozens of scarabs, locked away for eternity. The PC gains the statistics of a **mummy** under the DM's control. If the mummy is slain, the PC can be resurrected only if placed on hallowed ground.

The Ankh of Isis

The Ankh of Isis is a powerful magic item that was broken in two long ago. A *detect magic* spell reveals that the broken ankh is infused with powerful abjuration magic, but an *identify* spell fails to reveal anything. If both halves of the ankh are joined, they immediately fuse together in a flash of brilliant light, restoring the item's magic.

When restored, the ankh functions as a holy symbol. If a cleric attunes to the restored ankh, the maximum CR of the cleric's Destroy Undead feature is doubled.

If the scarab lord is defeated, its skull breaks apart. On the inside of the skull is an engraved incantation. If a creature reads the incantation aloud as an action, it causes the stairs to rise back into their original position or be lowered to disconnect the crypt from the remaining tomb. While the stairs are lowered, characters in this room can safely take a short or long rest.

H12. Anhktepot's Funereal Barge

Because the Akiri envision the journey to the underworld taking place on a river, great pharaohs could be buried on a funeral barge. The barge is 70 feet long and 20 feet wide, with a single-room cabin in the center. Inside the cabin is a large, golden gong, inscribed with hieroglyphs that describe the path to the underworld.

A 4-foot-high, 10-foot-wide opening at the end of this room leads to area H13. A large statue stands on either side of this opening. Each statue has the statistics of a **stone golem**, but they attack only if a character attempts to enter the opening. Hieroglyphs above the opening warn of certain death for all who enter.

If a character has the restored Ankh of Isis in its possession, both the ankh and the gong in the funeral barge glow while within 10 feet of each other. Striking the gong has no effect unless it is struck by a character that has the completed Ankh of Isis. If such a character strikes the gong, it vibrates for 24 hours in discordant, otherworldly tones. The sound causes Anhktepot to rise from his sarcophagus, if he hasn't risen already. If he has already arisen, he hears the gong and tries to return there as fast as he can. While the gong vibrates, the following effects take hold:

- The wall of fog that surrounds Har'Akir is weakened and it is possible to escape the domain, though the Akiri natives remain trapped.
- Anhktepot is in his hunefer form regardless of the time of day.
- If Senmet is still alive, he attempts to confront Anhktepot and battle him for supremacy over Har'Akir.
- A strong wind begins to rage everywhere in the Amber Wastes, creating a massive sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight. In addition, creatures can't see further than 30 feet and must succeed on a DC 15 Wisdom (Survival) check each hour to avoid becoming lost. When rolling for random encounters, reroll 3s, 9s, 12s, and 17s.
- Anhktepot sets out to slay those responsible for striking the gong, showing no mercy.

Slaying Anhktepot will have the same effect on the wall of fog as described above, though the effect will continue until he eventually reforms, either because his heart remains intact or by the will of the Dark Powers.

If an adventuring party does not wish to confront Anhktepot, it becomes a race against time, as they can try to reach the wall of fog before the Darklord tracks them down.

H13. Anhktepot's Crypt

This square room is 40 feet on a side. A beautifully adorned sarcophagus hangs 20 feet above ground, held aloft by four heavy iron chains. Each chain leads to a handle in one of the room's corners that serves to lower and raise the sarcophagus. Each of the handles have been broken so the mechanism no longer works. Directly below the suspended sarcophagus is a 15-foot-diameter, 10-foot-deep pool of liquid mercury.

A creature that touches the mercury must succeed on a DC 20 Constitution saving throw against poison or become poisoned until cured. While poisoned in this manner, a creature has disadvantage on all saving throws and has its maximum hit points reduced by 2d10 at the end of every minute. This reduction lasts until a creature finishes a long rest without being poisoned.

If Anhktepot has already awoken, the lid of the sarcophagus is open, and the it is empty. If he hasn't awoken and a creature manages to open the sarcophagus, Anhktepot will awaken as soon as he is touched
(see the Anhktepot as Darklord sidebar for information on his statistics).

The Ankh of Isis

Special Events

You can use these events in any place and at any time within the Amber Wastes.

Anhktepot Awakens

If Anhktepot awakens, an eclipse hurls the entire land into darkness as he attempts to rid Har'Akir of any enemies he is aware of.

The Good Wife

After becoming a Darklord, Anhktepot soon found Nephyr wandering within the Amber Wastes. He maimed her and reasserted control over her. Now she walks the desert while her husband rests within his tomb, making sure she is seen from time to time, lest the mortals of Har'Akir forget their place in the world. She has recently caught on to the fact that Senmet has awoken and she tries her best to find him.

An adventuring party might spot her on a dune in the distance, but she does her best to avoid any living creatures, even walking right past them if need be. She fights only to defend herself or Anhktepot. If fighting only for herself, she attempts to flee if she feels she cannot win, but if fighting to defend her husband, she fights to the death.

Nephyr looks like any other mummy, except that her head has been disfigured to the point where her features are not discernible. She has the statistics of a **child of Anhktepot** with the following additional traits:

Innate Spellcasting (3/Day). The child of Anhktepot can innately cast *withering bolt* (spell save DC 15). Its spellcasting ability is Charisma.

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

If she discovers Senmet's plans, she returns to the Tomb of Anhktepot as fast as she can to awaken the Darklord. See the Anhktepot Awakens special event for what happens next.

Salt-Trickle Well

Jolly Nelly Saltfeet, a **night hag** operates a magical well within the Amber Wastes. Traveling adventurers can notice the well in the distance at any time while traveling the Amber Wastes. To randomize when the well appears, roll a d20 whenever an adventuring party has traveled the Amber Wastes for 4 hours and for every hour after that. On a roll of 20, the well appears in the distance. If the well doesn't appear the first time the roll is made, it appears on a roll of 19-20 the next time it is rolled for. The odds keep increasing in this manner until the well appears. After it appears, the roll resets to 20.

Nelly is always in the guise of an elderly Akiri woman, obviously hardened by her prolonged life beneath the Har'Akir sun. If asked, she explains the following, sticking to her story unless a character has proof of her true nature:

- Her name is Amunet.
- She was Anhktepot's chambermaid and his paramour.
- When Anhktepot became Darklord over Har'Akir, she was tainted by his horrible curse and moved here as well. Now she is eternally bound to the well, unable to die and unable to truly live.
- The well, and by extension herself, are randomly swallowed by the sands, reappearing elsewhere in the Amber Wastes.

In truth, she is a simple night hag that came to Har'Akir to spread her malice and gather larvae that she can peddle in the Lower Planes. In exchange for her spreading her cruelty and informing Anhktepot about all she sees, he allows her to come and go as she pleases within Har'Akir. She tries to figure out the strengths, weaknesses, and motivations of anyone she meets, reporting her findings to Anhktepot. When the sun is down, she can cast the *sending* spell at will, contacting only the Darklord.

Nelly controls the well and where it appears. If a character looks into the well, they can't see it reach any sort of bottom. Only Nelly can operate the well, bringing up a bucket with 3 gallons of water. In order to operate the well, she explains that she must make an offering to the Amber Wastes - this is untrue as she has complete control over the well (the "gifts" are for her). The character that requests the water must pay the price themselves. To determine what a bucket of water costs, roll on or choose from the following table. Reroll if a roll results in a cost that was previously rolled. The roll shows what must be placed in the bucket before lowering it down for water. Regardless of the outcome, whether it is a body part that is removed, a condition a character suffers from, or something else entirely, the effect can't be reversed by any means other than a *wish* spell while a character remains in Har'Akir.

d20	Payment
1	A finger.
2	A character must eat a rotten steak made from a giant scorpion (provided by Nelly) and regurgitate into the bucket. The character must succeed on a DC 15 Constitution saving throw or become poisoned.
3	An ear.
4	A trinket in the characters possession and 500 gp.
5	All toes from one foot. The character has disadvantage on Dexterity checks made to balance.
6	All nails from both fingers and toes.
7	An eyeball. The character has disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls.
8	A magic item.
9	Every strand of hair, leaving the character completely clean-shaven.
10	Notes on the character's complete family history, going back at least three generations. The notes must be written on a piece of parchment which Nelly provides.
11	A magic item to which the character is attuned.
12	A spell scroll containing a 5th level spell or higher.
13	One gallon of blood. The character has disadvantage on Constitution saving throws.
14	Roll on the table again, rerolling on a 14. The character must convince one of its allies to pay the cost of the new roll.
15	Stare at the sun for 1 minute straight, followed by spitting in the bucket. The character has disadvantage on attack rolls that rely on sight. Reroll if it is night time.
16	The character must cast a spell targeting itself while holding the bucket. The spell must be cast using a spell slot of 5th level or higher. If the character can't cast spells of 5th level or higher, it can try to convince another to pay the cost. The expended spell slot can't be regained while in Har'Akir.
17	A hand. The character can no longer hold anything with two hands, and can hold only a single object at a time.
18	Both eyelids. 24 hours after removal, the character's vision starts to become blurry. The character takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the penalty occurs, the penalty worsens by 1. When it reaches -5, the character is blinded.
19	A leg. The character's speed on foot is halved, and it must use a cane or crutch to move unless it has a peg leg or other prosthesis. The character falls prone after using the Dash action and has disadvantage on Dexterity checks made to balance.
20	A rib. Whenever the character attempts an action in combat, it must make a DC 15 Constitution saving throw. On a failed save, it loses its action and can't use reactions until the start of its next turn.

Drinking one ounce of water from the well restores 1 hit point and removes all gained levels of exhaustion and all diseases affecting a creature. It also provides enough nourishment (both food and drink) to sustain a creature for one day, and grants resistance to fire damage for 12 hours. One ounce of water poured into the mouth of a dead creature can even restore the creature to life, provided that the creature hasn't been dead for more than 24 hours.

If Nelly is killed, the well remains where it is for 1 hour, after which time it disappears into the sands. It doesn't return until at least 24 hours later, at which point it can appear as usual - this time with a different hag at its side, though the hag will also take the guise of Amunet, ensuring that nobody will be the wiser.

Unintended Use of the Well

Operating the well in ways other than what Nelly allows is not a good idea. Nelly will try to explain this if the idea is brought up.

If a character other than Nelly operates the well, the bucket instead contains 3 gallons of water from the Styx when it is pulled up. A creature that drinks the water gains no benefit from doing so and must succeed on a DC 15 Intelligence saving throw or be affected by the *feeblemind* spell.

If a character jumps into the well, it falls 1,000 feet straight down, landing in an extradimensional space of Nelly's own design. The space has no air to breathe and is endless darkness in all directions, only broken by a tiny dot of light that is visible 1,000 feet straight up while it is daytime in Har'Akir. A creature that dies here is transformed into a larva (see chapter 2 in the *Dungeon Master's Guide*).

Foiling Senmet's Plan

Senmet doesn't reveal himself to an adventuring party so long as his plan progresses as intended. However, if Isu is stopped from spreading Set's malicious influence in Muhar, he might do one of two things:

- Search for those who ruined his plans with Isu and attempt to slay them.
- Begin spreading Set's dogma himself. He will do this by casting the *disguise self* spell on himself at night, walking into town, and murdering a townsperson in their sleep. There is an 80% chance his victim will be a random townsperson and a 20% chance that it is a member of a clergy. He will take great care to draw Set's symbol (a coiled cobra) in the victim's blood. This continues night after night until he is stopped by an adventuring party or a week passes. After a week, Anhktepot takes notice and rises from his tomb to search for Senmet himself. See the Anhktepot Awakens special event for what happens next.

Monsters and NPCs of Har'Akir

Bramble Kynt

Small humanoid (gnome), lawful neutral

Armor Class 16
Hit Points 66 (12d6 + 12)
Speed 40 ft.

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

Skills Acrobatics +6, Arcana +2, Insight +5, Stealth +5
Senses passive Perception 19
Languages Akiri, Common, Gnomish
Challenge 4 (1,100 XP)

Innate Spellcasting (at will). Bramble can innately cast *minor illusion* (spell save DC 10). His spellcasting ability is Intelligence.

Speak with Small Beasts. Through sounds and gestures, Bramble can communicate simple ideas with Small or smaller beasts.

Spellcasting. Bramble is a 5th level spellcaster. His spellcasting ability is Charisma (spell save DC 13). Bramble has the following bard spells prepared:

Cantrips: *dancing lights, light, mage hand*
1st level (4 slots): *animal friendship, illusory script, speak with animals, unseen servant*
2nd level (3 slots): *animal messenger, invisibility*
3rd level (2 slots): *major image, plant growth*

Unarmored Defense. While Bramble is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Actions

Multiattack. Bramble makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, Bramble can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Bramble's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the Bramble's next turn.

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

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Bramble deflects the missile. The damage he takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, Bramble catches the missile if it's small enough to hold in one hand and Bramble has a hand free.

Child of Anhktepot

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 178 (21d8 + 84)
Speed 40 ft.

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

Saving Throws Str +8, Wis +7, Cha +7
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life, telepathy 30 ft.
Challenge 10 (5,900 XP)

Armor of Rot. Any critical hit against the child of Anhktepot becomes a normal hit.

Bound In Servitude. The child of Anhktepot always senses the direction to Anhktepot's location and is bound to follow his commands.

Magic Resistance. The child of Anhktepot has advantage on saving throws against spells and other magical effects.

Rejuvenation. A destroyed child of Anhktepot gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the child of Anhktepot's heart.

Spellcasting. The child of Anhktepot is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15). The child of Anhktepot has the following cleric spells prepared:

Cantrips: *thaumaturgy, toll the dead*
1st level (4 slots): *bane, create or destroy water, inflict wounds, shield of faith*
2nd level (3 slots): *blindness/deafness, silence*
3rd level (3 slots): *bestow curse, meld into stone, spirit guardians*
4th level (1 slot): *guardian of faith*

Standing Leap. The child of Anhktepot's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The child of Anhktepot uses its Dreadful Glare and makes two melee attacks.

Death's Grasp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the child of Anhktepot can't use its Death's Grasp on another target.

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The child of Anhktepot targets one creature it can see within 60 feet of it. If the target can see the child of Anhktepot, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the child of Anhktepot's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all children of Anhktepot, mummies, and mummy lords for the next 24 hours.

Nefertiti El Mahdy

Medium humanoid (human), chaotic good

Armor Class 17 (splint)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	17 (+3)	19 (+4)	16 (+3)

Saving Throws Con +5, Wis +7
Skills Medicine +10, Persuasion +6, Religion +7
Senses passive Perception 13
Languages Akiri, Common
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, Nefertiti can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Nefertiti expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Nefertiti is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Nefertiti has the following cleric spells prepared:

Cantrips: *guidance, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *ceremony, detect evil and good, detect poison and disease*
2nd level (3 slots): *gentle repose, prayer of healing, spiritual weapon*
3rd level (3 slots): *remove curse, revivify, speak with dead*
4th level (3 slots): *blight, death ward, divination*
5th level (1 slot): *raise dead*

Actions

Multiattack. Nefertiti makes two melee attacks.

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

Isu Rehkotep

Medium humanoid (human), lawful evil

Armor Class 17 (splint)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	15 (+2)	18 (+4)	20 (+5)	17 (+3)

Saving Throws Con +6, Wis +8
Skills Deception +11, Intimidation +11, Medicine +13, Persuasion +7, Religion +8
Senses passive Perception 15
Languages Akiri, Common
Challenge 9 (5,000 XP)

Aura of Darkness and Desert Storms. Isu can activate or deactivate this feature as a bonus action. While active, she is surrounded by magical darkness and swirling sand out to a range of 10 feet, making her heavily obscured. A creature that ends its turn within the area takes 1d6 cold damage and 1d6 piercing damage. Isu is unaffected by the damage and she can see through the area.

Blessing of Set. If Isu fails a saving throw, she can expend a 6th level spell slot or higher as a reaction to succeed instead.

Divine Eminence. As a bonus action, Isu can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Isu expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Inscrutable. Isu is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Isu's intentions or sincerity have disadvantage.

Spellcasting. Isu is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Isu has the following cleric spells prepared:

Cantrips: *light, sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, shield of faith*
2nd level (3 slots): *lesser restoration, pass without trace, mirror image*
3rd level (3 slots): *animate dead, beacon of hope, plant growth, vampiric touch*
4th level (3 slots): *blight, death ward, dimension door*
5th level (2 slots): *antilife shell, cloudkill, modify memory*
6th level (1 slot): *blade barrier*
7th level (1 slot): *resurrection*

Actions

Multiattack. Isu makes two melee attacks.

Crook. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Reactions

Guided Strike. Isu grants a +10 bonus to an attack roll made by herself or another creature within 30 feet of her. Isu can make this choice after the roll is made but before it hits or misses.

Priest of Nephthys

Medium humanoid (human), chaotic good

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +3
Senses passive Perception 13
Languages Akiri
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips: *guidance, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *ceremony, detect evil and good, detect poison and disease*
2nd level (3 slots): *gentle repose, spiritual weapon*
3rd level (2 slots): *revivify, speak with dead*

Actions

Crook. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priest of Osiris

Medium humanoid (human), lawful good

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages Akiri
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips: *light, sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, shield of faith*
2nd level (3 slots): *barkskin, lesser restoration*
3rd level (2 slots): *beacon of hope, plant growth*

Actions

Crook. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Senmet

Medium undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 20 ft.

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

Saving Throws Con +10, Int +8, Wis +11, Cha +10
Skills Deception +10, History +8, Religion +8
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Akiri, Common, Infernal
Challenge 17 (18,000 XP)

Inescapable Destruction. Senment's abilities and spells ignore resistance to necrotic damage.

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

Rejuvenation. Senmet gains a new body in 24 hours if his heart is intact, regaining all his hit points and becoming active again. The new body appears within 5 feet of Senmet's heart.

Spellcasting. Senmet is a 14th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *charm person, create or destroy water, disguise self*
2nd level (3 slots): *blindness/deafness, mirror image, pass without trace*
3rd level (3 slots): *animate dead, dispel magic, speak with dead*
4th level (3 slots): *blight, death ward, dimension door, freedom of movement*
5th level (2 slots): *antilife shell, cloudkill, dominate person*
6th level (1 slot): *word of recall*
7th level (1 slot): *symbol*

Actions

Multiattack. Senmet can use his Dreadful Glare and makes two attacks with his rotting fist.

Rotting Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by a *remove curse* spell or similar magic.

Dreadful Glare. Senmet targets one creature he can see within 60 feet of him. If the target can see Senmet, it must succeed on a DC 18 Wisdom saving throw against this magic or become frightened until the end of Senmet's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Legendary Actions

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

Attack. Senmet makes one attack with his Rotting Fist or uses his Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around Senmet. Each creature within 5 feet of him must succeed on a DC 18 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Senmet utters a blasphemous word. Each non-undead creature within 10 feet of Senmet that can hear the magical utterance must succeed on a DC 18 Constitution saving throw or be stunned until the end of the Senmet's next turn.

Channel Negative Energy (Costs 2 Actions). Senmet magically unleashes negative energy. Creatures within 60 feet of him, including ones behind barriers and around corners, can't regain hit points until the end of Senmet's next turn.

Invoke Duplicity (Costs 2 Actions). Senmet creates a perfect illusion of himself that lasts for 1 minute, or until he loses concentration (as if concentrating on a spell). The illusion appears in an unoccupied space that he can see within 30 feet of him. As a bonus action on his turn, Senmet can move the illusion up to 20 feet to a space he can see, but it must remain within 120 feet of him.

For the duration, Senmet can cast spells as though he were in the illusion's space, but he must use his own senses. Additionally, when both Senmet and his illusion are within 5 feet of a creature that can see the illusion, Senmet has advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Whirlwind of Sand (Costs 2 Actions). Senmet magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to his normal form. While in whirlwind form, Senmet is immune to all damage, and he can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Senmet remain in his possession.

Markovia

The island domain of Markovia, forever locked within the mists of the Shadowfell, is a place of tortured existence and mad experimentation. It is home to countless abominations, grotesque combinations of both animal and humanoid features, some of which are as ferocious as wild beasts, and all of which are best avoided if at all possible.

Now, I must admit that I have never been to this realm myself, and there is precious little written documentation to be found on the subject. I did, however, meet a man several years ago who claimed he had been to Markovia. My notes on the matter are entirely based on his accounts, though I can't say with any certainty how much truth there is behind his words. However, I have reason to believe his story is true. You see, the man was lying on his deathbed when I spoke to him, his body mangled by horrible experiments. He spoke with uncanny clarity for one in so much pain, and was able to recall the smallest of details when I asked. Unfortunately, he died less than a week later, so any further information that he possessed is now lost. I am glad that he didn't linger though, since he made it quite clear that he was ready to welcome death with open arms.

The Darklord

Frantisek Markov has lived his entire life within one Dread Domain or another. He was born to a family of farmers in Barovia, the Dread Domain of Strahd von Zarovich. Contrary to everyone else, Frantisek never feared "the devil". If anything, Strahd piqued his curiosity. In fact, Frantisek was insatiably curious about almost everything. In particular, he fixated on the hidden workings of our bodies and understanding what brought about and sustained life. When he was old enough, he became responsible for slaughtering the farm's pigs; work that appealed to his curious nature. He eventually became a butcher by trade and opened a small shop in the town of Vallaki, where he married and settled down. For a time.

The Mysteries of Life and Death. Frantisek was unable to stay content with domestic life for long, not when his work offered him access to a constant stream of dead animals. With such a variety of specimens in his shop, his lust for understanding the source of life could no longer be contained. He began to dissect every creature that passed through his doors, learning new things with each passing day and becoming an expert in anatomy. Though this was the happiest he had ever been, his wife, Ludmilla, eventually discovered his dark proclivities and confronted him. In a fit of rage, she threatened to expose him to the world. Frantisek stared at her for a moment in silence. Although he knew that he would be exposed eventually, and undoubtedly exiled from Vallaki, what truly angered him was that he could not tolerate Ludmilla meddling with his work. Frantisek smiled at the happy timing of this moment, and as his wife saw that she felt the confidence drain from her bones. This was to be a happy accident then, he thought. She could not be allowed to expose him just yet, and he had already exhausted all that he would be able to learn by working solely on animals.

Frantisek was particularly careful as he cut through the layers of his first human victim. The thrill of discovery was fresh again, but he knew better than to rush things. A master at his craft, he would continue his work for three torturous days before Ludmilla finally succumbed to death, after which he disposed of her mangled corpse in the Svalich Woods outside of town.

Death of a Man. Careful as he thought he was, the corpse was soon discovered. Even the uneducated local law men were able to connect the grisly deed to the town butcher, which forced Frantisek to flee Vallaki at long last. The townspeople refused to accept exile as a proper punishment, however, and sent out hunters in all directions. Eventually, Frantisek found himself at the border of Barovia, trapped between a hunting party and the Mists. As he stood there, ready to fight for his life and imagining how he would dissect each one of his would-be murderers, the Mists reached out and latched onto him with shadowy tendrils. He screamed as they dragged him back into the darkness. The hunters quickly ran to find the source of the scream, but Frantisek was already gone, never to be seen in Barovia again.

Birth of a Darklord. When Frantisek next opened his eyes, he found himself on an unfamiliar island, surrounded by the Mists of the Shadowfell that he knew so well. He was no longer himself, however, but a deformed and horrible creature; neither man nor beast but rather something in between. Over time, he discovered that he could transform himself into any beast he wished, but that he could never regain his old human form. Perhaps as a nod to his lost humanity, he always retains his own face regardless of what shape his body takes. The Mists had created this lonesome place for him as his eternal prison, but Frantisek also saw opportunity. The island was full of all sorts of wildlife, so he could continue his work here unhindered. He most commonly shapes his body into that of a great ape for its opposable thumbs, which his work requires.

Fleshcrafter. As time went by, Frantisek grew bored with dissecting boars, deer, and other beasts. He had learned all that he could and still had no idea how to create new life. But behind it all, he craved company, someone to share his theories and experiments with. A new idea took shape in his mind one day, a solution to all of his problems. He began to conduct wild surgeries, stitching parts from several different animals together in an attempt to try to make them look as humanoid as possible. He eventually did succeed in creating new life, but the resulting creatures where abominations in the truest sense of the word. These "broken ones" referred to their creator as either the Giver of Pain or Diosamblet: the god who walks among us. At Frantisek's command, they built a great manor for him, one fit for a Darklord.

Frantisek Markov

New Blood. From time to time outsiders appear on the island, transported there by the Mists. Just as it is for Frantisek, they are unable to leave. Regardless of who the new arrivals are though, whether an entire holy order of paladins or a small group of adventurers, Frantisek will eventually have them all on his slab, used as parts to fuel his dark creations. With only a few humanoid parts and a few spare animals, he can manage to create completely new humanoid shapes. His greatest successes always turn out to be short-lived, however. No matter how hard he tries, his creations always degenerate into abominable "broken ones" within a few weeks.

The Order. One day, a group of monks from the Order of the Guardians found themselves on the shores of Markovia, just as they were transporting a holy relic called the Table of Life. When they realized they could not escape through the Mists, they built a monastery close to the shore where they had washed up. As with other arrivals, Frantisek attempted to abduct them for his foul experiments. One by one he hunted them, and each time he failed. The monks proved much too organized for him, always staying in groups and in easily defensible positions. The Darklord knew he had to use a more cunning approach, so he created a near-perfect human-looking creature and sent it as a spy to find out more about them. The ploy worked. He knew where and when their defenses were the weakest, and more importantly he now knew about the relic the monks were guarding.

The Battle. Frantisek wasted little time before engaging the monks in a full-scale assault, sending waves and waves of broken ones against the monastery. While they fought bravely, the monks realized the futility of their predicament and fled with the relic. Frantisek and his abominations gave chase but lost track of the monks in the mountains to the south.

The first monastery now stands in ruins, while the monks have built a second, more heavily fortified one high in the mountains. Here they continue to guard their relic, awaiting the day when Frantisek will strike again. Still they wait. Frantisek has long since discovered the location of the new monastery, but he understands that he would never be able to breach the sanctum in that terrain, regardless of how many broken ones he sends.

So, the Darklord now bides his time, waiting for new blood to arrive whom he can manipulate and has the means to get him what he wants.

Lay of the Land

Markovia is home to diverse wildlife, as well as wandering **broken ones**. New arrivals can find shelter in abandoned villages and ruins of the old monastery.

Mists of Markovia

Beyond a few miles of open sea, a deadly fog surrounds the island of Markovia and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Har'Akir.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

Alterations to Magic

The island of Markovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell - not even *wish* - allows one to escape from Frantisek's domain. *Astral projection, teleport, plane shift*, and similar spells cast for the purpose of leaving Markovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Frantisek's domain is pulled back into Markovia upon leaving that plane.

In similar fashion, magic that summons creatures or objects from other planes simply fails.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Frantisek's domain is considered its own plane. Magic that involves an extradimensional space functions normally in Markovia. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Markovia.

While in Markovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally - with one proviso: Frantisek can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere. Here are examples:

- ***Alarm:*** Instead of hearing a mental ping when the alarm is triggered, the caster hears a rooster's cock-a-doodle-do.
- ***Bigby's hand:*** The conjured hand looks like a giant ape's hand.
- ***Find familiar:*** The familiar appears to have a hybrid physiological make-up. This appearance is visual only and has no effect on its function. For example, an owl could appear to have the head of a rat.
- ***Find steed:*** The steed appears to have a hybrid physiological make-up. This appearance is visual only and has no effect on its function.
- ***Find the path:*** A broken one's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't speak.
- ***Fog cloud:*** Misty, harmless claws form in the fog.
- ***Gust of wind:*** A ghastly moan accompanies the summoned wind.
- ***Mage hand:*** The summoned hand is that of a small primate.
- ***Maze:*** The surfaces of the demiplane's maze are made of human and animal skulls and bones.
- ***Phantom steed:*** The steed can appear to have the head of another animal.
- ***Rary's telepathic bond:*** When the characters hear each other's telepathic communication, the mental voices sound vile and animalistic.
- ***Revivify:*** A creature restored to life by a revivify spell releases the sound of a frightened animal sound upon regaining consciousness.
- ***Spirit guardians:*** The spirits appear as ghostly broken ones.
- ***Wall of stone:*** A wall created by the spell has the figures of broken ones sculpted into it, as though they were somehow trapped within the stone.

Encounters

A group of adventurers might come across various animals or a group of ***broken ones*** at the DM's discretion. In Markovia an encounter should not be random, however. It should only occur to drive the story forward.

Areas of Markovia

The following areas correspond to labels on the map of Monadhan.

A. The Great Stone Men

This is the ideal place to arrive in Markovia. Along this northern-most shore are half-buried, giant statues of men and women seemingly screaming in agony. Some are located far enough down the beach that the waves frequently crash into them, while others are situated closer to the inland jungle, seemingly entangled by vines and creepers.

The origins of these statues are unknown, even to Frantisek. However, he enjoys having them around, for their presence foreshadows the morbid nature of this otherwise lush Dread Domain.

B. Abandoned Village

Each of these villages has 6d6 houses. The villages were abandoned long ago and picked clean of anything of worth but can provide shelter.

Akanga and his rebellion have turned one of the abandoned villages into their base of operations. Determine this village randomly, or choose one from the map below.

C. Monastery Ruins

This monastery was abandoned long ago by the Order of the Guardians when they were assaulted by Frantisek Markov and his broken ones. Its ruins can provide shelter. In addition, the first time a character makes a Wisdom (Investigation) check, roll on the table below if the check succeeds against a DC 15 to determine an object the character finds. Reroll duplicates if several characters discover an object.

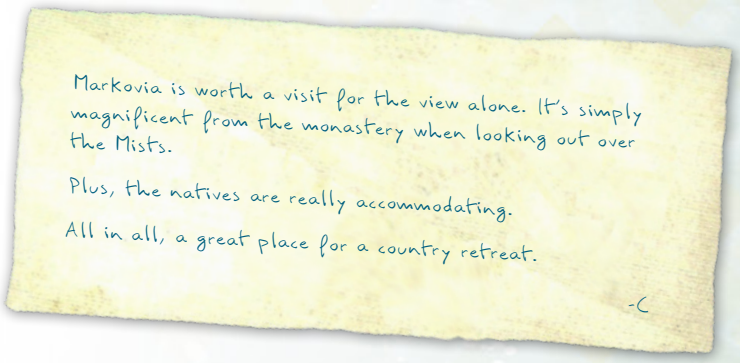
d10	Object
1	A torn card from a tarokka deck. The card is the "Beast" card.
2	A small wooden statue of a lion with the head of a human.
3	A **potion of poison**.
4	A torn card from a tarokka deck. The card is the "Broken One" card.
5	An 18-gallon barrel of fine wine. The barrel is half full. Or half empty.
6	A stone tablet with ancient and foreign symbols inscribed on it. Two-thirds of the tablet is missing (on the bottom-right), making the writing incomplete. A character that can read all writing can decipher the following. "*The Order of the Guardians.* *Protect the Table at all costs.* *Our lives mean nothing.* *Never divulge our* *Kill those wh* *Eternity*"
7	A torn card from a tarokka deck. The card is the "Monk" card.
8	A large, canine tooth.
9	A small leather pouch, containing 6d10 sp and 1d4 gp. The coins are minted in an ancient or foreign land unknown to any character that attempts to discern their origin
10	A pair of gloves, seemingly in pristine condition. A successful DC 10 Wisdom (Investigation) check reveals that they are made from humanoid skin.

D. House of Diosamblet

The section "House of Diosamblet" describes the manor and its surroundings.

E. Monastery of the Lost

The section "Monastery of the Lost" describes the monastery.



The Factions of Markovia

Three factions are active in Markovia. See "Monsters and NPCs of Markovia" for the statistics of unique NPCs. The statistics of Frantisek Markov can be found in chapter 19, and the statistics for broken ones can be found in chapter 18.

Frantisek Markov, Darklord of Markovia

Frantisek, the Darklord of Markovia, is very much a faction leader. He decides if a creature can leave Markovia or not, has the ability to transform his body, and creates the broken ones. Three special broken ones act as his lieutenants: Delphi, Felix, and Orson.

Akanga, Leader of the Rebellion

A greater broken one with exceptional intelligence, made from parts lion and part man. He has denounced Frantisek as a deity and no longer believes in the concept of deities at all. If a character attempts to convince Akanga of the existence of a deity, he declares them his enemy regardless of what proof they may have. Many broken ones have joined Akanga in his rebellion against Frantisek. If he has his way, Akanga will tear open Frantisek's throat and watch him die with glee before beginning his own rule over Markovia.

Frantisek wishes Akanga dead, for he knows it would cause the other rebels to scatter and ask forgiveness from the Darklord.

The Order of the Guardians

The Order of the Guardians is not restricted to Markovia but is a secret organization with cells of members in multiple different realms. Each cell operates independently of the others, and they have no knowledge of where the other cells are located. The reason for this is that each cell was created to guard a particular artifact, keeping it out of evil or abusive hands. Since the artifacts cannot be destroyed, the only option the Order had was to sequester them in remote locations and guard them, forever if need be. In the case of the Markovian cell of the Order, the artifact that they guard is called the Table of Life (see the "Table of Life" sidebar). Frantisek Markov desires this artifact for his work, planning to use it to prevent his subjects from dying while he conducts experiment after experiment on them.

Part of the monks' daily rituals is to meditate in the temple, within the milky mist of the Table of Life. This prolonged and repetitive exposure to the artifact's power has drained their life force over time, and they are now undead creatures with pale and sunken complexions. However, all of these monks still retain the personality they had in life, and, on the surface, do not seem very different from remote-dwelling duty-bound hermits. Characters are unlikely to suspect that they are undead unless they watch their mannerisms during dinner or see them in the catacombs. The monks are blissfully unaware of their transformation, rationalizing all physiological changes as blessings of unnaturally long life from the artifact. Characters will have additional difficulty discerning the true nature of the monks and the monastery itself as every one of them, save for Father Millhouse, is committed to a vow of silence.

House of Diosamblet

As with much of Frantisek Markov's previous life, a weathered veneer of normalcy covers the surface of this structure. What you will see from the outside is a standard two-story house, complete with slate roof shingles. There is a stone wall, 10 feet high with an iron gate, encircling the grounds, a small but well-kept garden of manicured hedges and topiary creatures that completely fills the space betwixt wall and house. Moss grows in the cracks of the mortar, but the gate itself is kept well oiled. Frantisek's servant, Orson, guards the gate and will politely allow any humanoid to enter the residence. A single, sturdy wooden door greets guests as they approach the main building. Within you will find all the trappings of home. A central courtyard. A dining hall fit to entertain for hours. An array of guest rooms so that you can sleep off the previous night's revelry before heading home the following day. All-in-all, everything you would expect from the manor house of a minor lord anywhere up or down the Sword Coast.

Ah, but underneath. Perhaps all lord's manors hide a multitude of secrets, but I can guarantee that they pale in comparison to what lives within the House of Diosamblet. More than just Frantisek Markov and his three most precious broken ones call this place their home, though the rest are surely unwilling residents. Yes, beyond the warm, wooded-paneled rooms where one might entertain lies a very different side of the house. Wood gives way to cold stone and chairs are replaced by cages, large and small. A surprising variety of wildlife is cataloged and caged or chained against the walls. From there, test subjects are taken to the laboratory, a room that they will certainly never leave. For if they are not completely dead when they return, they are at the very least misshapen beyond recognition.

Inhabitants

Frantisek Markov and his three most precious broken ones live here. A 10-foot-tall stone wall surrounds the grounds, only broken by a single metallic gate. Orson stands guard at the gate to ensure no rebellious broken ones enter. He is instructed to allow all humanoids access.

Areas of the Manor

The following areas correspond to labels on the map of the House of Diosamblet.

D1. Foyer

Scented candles illuminate the hallway, which emanate a pleasant sunflower aroma throughout the foyer. A character with a passive Perception of 20 or higher can discern that the scented candles are placed to weaken another smell; something sour. This is the smell of carbolic acid from area D12. The door to area D12 is barred from the other side.

D2. Main Hall

Large drapes with imagery of various animals hang around the room. To one side are four chairs leaning against the wall and to the other is a table with six chairs. If the main hall is entered during daylight hours, the first thing that becomes apparent is the courtyard beyond the room.

D3. Library

The library contains countless volumes on almost any imaginable subject, from recreational topics like cooking and fishing, to the merits of noble etiquette and the art of war. Frantisek uses the library as a means to teach newly created broken ones about anything and everything. For every hour a character searches the library and succeeds on a DC 15 Wisdom (Investigation) check, the character finds one of the following objects.

d8	Object
1	A map of the island.
2	A badly damaged copy of a first edition *Volo's Guide to Monsters*.
3	A large leather-bound book with no obvious title apart from the letters "VR" scratched into the cover. A character who spends an hour reading the book learns that it is a journal penned by vampire hunter Rudolph van Richten, detailing the nature of the Order of the Guardians.
4	A copy of a book by multiple authors titled *Monsters of the Guild*. The book describes various strange creatures, much like Volo's books have been known to do, but is a collaborative and amazing piece of work.
5	A metallic skull that reflects all the colors of the rainbow when in direct sunlight. When touched, words escape the skull in a metallic tone. The skull speaks only philosophical gibberish such as "The meaning of life is jiggatta loo fuzteh" or "Beware walking in the hrytfil putka of thy zzalare." If a character succeeds on a DC 19 Intelligence (Arcana) check, the character knows that the skull is a mimir: its purpose is to grant information about the Outlands and it is a common magical item in the city of Sigil. This particular mimir, however, became irreparably damaged when it was transported to Markovia.
6	A 10-volume series of books detailing the anatomy of almost any animal imaginable.
7	A thick and heavy tome entitled "Book of Insufferable Darkness." The inside has been hollowed out and a (now empty) bottle of strong alcohol has been placed inside
8	A spell scroll containing a random third level cleric spell.

D4. Guest Rooms

Each of these 15-by-15-foot rooms has a bed, a nightstand, a large potted plant, and a dresser containing some clean, common clothes.

D4. Bath

This room has a tub and a stove for boiling water. There's also a bucket for fetching water.

D6. Dining Room

This room contains a large dining table with sixteen chairs. Beautiful silken drapes hang on the walls behind each end of the table. Three large, shutter-less windows provide a view of the grounds outside, as well as the courtyard.

D7. Courtyard

The courtyard is beautiful with lush bushes and trees, and a tiny pond. It is obvious that a lot of care is put into maintaining this area. Small, neatly cut bushes form a path into the center of the courtyard from the double doors leading to area D2.

A tiny forest of 6d12 pink fungi grow in the north-eastern corner of the courtyard. A creature that succeeds on a DC 14 (Wisdom) Nature check discerns that the fungi are jumping ballerinas and also knows their effects (see the "Jumping Ballerina" sidebar). When a fungus is fully matured, its cap is propelled high into the air where it releases its spores in order to spread. Oddly enough, the jumping ballerina fungus isn't found anywhere else on the island, suggesting they were imported and deliberately planted here. In fact, Frantisek picks them shortly before they mature and spreads the spores in this corner of the garden himself. He removes any excess fungus and dries it, intending to feed it to his broken ones to give them an edge when he one day assaults the Monastery of the Lost.

Jumping Ballerina

A very rare fungus only found in exotic corners of the world. When ingesting a fungus, a creature must succeed on a DC 16 Constitution saving throw or become poisoned for 24 hours. While poisoned in this manner, a creature suffers from severe stomach ache, and can't benefit from drinking, eating, or resting. Regardless of the save being successful or not, the creature gains the benefit of the *jump* spell for 1 hour though the effect is nonmagical.

D8. Kitchen
The kitchen has a large stove and several tables for the preparation of food. Several racks of knives hang on the walls as well. A single table with six chairs stands to the side in the kitchen.

D9. Pantry
The food and drink stored within the pantry primarily consists of potatoes, cured meats and fruits, and alcoholic beverages such as rum and wine. Many barrels look different and the signs and emblems on bags and other containers hail from various different civilizations. Most of the contents has been taken from ships that wrecked against the shores of Markovia; ships that arrived here from all over the Material Plane.

D10. Servant's Quarters
This area is for rest and relaxation for the servants. There's a big seat pillow and a fine leather chair. A ladder leads to area D15.

D11. Private Passage
The door from area D2 to this hallway is always locked. Frantisek has the only key. The shutters on the windows towards area D7 are likewise always closed, ensuring no unwanted eyes peak inside. The passageway leads to area D13 next door and area D20 upstairs.

D12. Menagerie
This room contains multiple sacks of wheat and other edibles, as well as several barrels of water. It also houses ten 10-foot-square cages, and a single cage that is 15 feet on a side. Each cage has a single water bowl. Frantisek keeps his current subjects on display within these cages. Characters who become his prisoners are likely to end up in one of the empty cages before being experimented upon.

Here is a short description of the cages:

- Three of the cages stand empty.
- One cage holds three pigs (if necessary, use the **boar** statistics with AC 10, 5 (1d8 + 1) hit points, no Charge or Relentless traits, and no effective attacks).
- One cage holds a yearling bull (if necessary, use the **boar** statistics). A successful DC 18 Wisdom (Animal Handling) check can calm the bull down. Otherwise, the smell of death and chemicals ensures it will flee at first opportunity. If cornered, it fights for its life.
- One cage holds an infant broken one (noncombatant). His name is Timmy and he is unable to speak. He is only one week old, hasn't been taught much of anything yet, and hasn't had contact with creatures other than the those who enter the menagerie.
- One cage holds three chickens (if necessary, use the **raven** statistics with a flying speed of 10 feet, and lacking any skills, traits, and effective attacks).
- Two cages each contain a **giant rat**.

D13. Laboratory

This is where Frantisek conducts his vicious experiments. The room is brightly lit by multiple candles along the walls. While it does contain windows as well, Frantisek makes sure that their shutters are always kept closed.

Five large slabs with manacles attached to their corners are arranged along the central column of this room, on top of which Frantisek performs his gruesome surgeries. In addition, five cages are built against the right wall, parallel with each slab. They are used to house creatures immediately prior to their ordeal on the slabs. Frantisek also likes to keep the skeletal remains of his failed experiments in these cages, both to terrify his new victims and to remind himself of unproductive procedures.

The opposite end of the room holds several tables with various tools such as saws, cleavers, scalpels, vials, chemicals, mortar and pestle, and so on.

D14. Storage

This is Frantisek's personal storage room containing valuables from countless ship wrecks and leftover gear from adventuring parties that fell victim to Frantisek's dark tendencies.

Several hundred skulls sit neatly on shelves that stretch along the walls. The skulls are either humanoid, beast, or a horrible mixture of both. Upon closer inspection, each skull has a name and number engraved on the shelf beside it. The first skull has the letter 1 and the name *Ludmilla* engraved next to it.

If an adventuring party has stayed at the manor for more than two days, their names are engraved onto empty spaces on the shelves, arranged in the precise order that Frantisek wishes to experiment on them.

The room also holds plenty of treasure. To determine what treasure can be found, roll twice on the Treasure Hoard: Challenge 5-10 table and once on the Treasure Hoard: Challenge 11-15 table (rerolling rolls of 73 or higher), both found in the *Dungeon Master's Guide*.

D15. Servants' Loft

This area leads to the various areas reserved for the broken ones living within the manor.

D16. Broken One Living Quarters

Piles of hay lie strewn about this area. The floor is also littered with bags of rice, potatoes, and bottles of rum. Many broken ones loyal to Frantisek sleep in this area. At any given time, 1d6 **broken ones** can be found resting here, while the rest are tending to household duties elsewhere in the manor.

D17. Orson's Room

The furniture in this room is much too small for the enormous Orson. Not that it matters, as he only comes here to sleep and prefers sleeping on the floor. The dresser is empty as Orson is wearing the only pair of clothes he has; the only pair that can fit him (taken from a goliath adventurer who met his fate at the hands of Frantisek).

The chest holds several empty jars. A successful DC 12 Wisdom (Investigation) check allows a character to discern that the jars once stored honey, but that they have since been licked clean.

D18. Felix's Room

A bed, a chest, a table, and a single chair is all that can be found here. Everything is tidy and neatly placed. The chest is locked and Felix has the only key. It can be opened with a successful DC 15 Dexterity check using thieves' tools or a successful DC 18 Strength check using a crowbar. The chest contains a few sets of common clothes and a silvered *+1 dagger*.

D19. Delphi's Room

This room contains a large bed with fine linens, two large dressers full of fine clothes fit for a noblewoman, and a vanity desk with a mirror. The scent of powder and fine perfume pervades the area.

D20. Upstairs Hall

This area connects all of Frantisek's private rooms on the second floor.

D21. Gallery

The walls here are covered in large, silken drapes, each dyed in a different color and embroidered with various symbols. There are eight drapes in total. Going clockwise around the room, their symbols are as follows.

- Orange: a lion.
- Violet: a snow leopard.
- Red: a slab of marble with golden engraving.
- Brown: a bear.
- Teal: a dolphin.
- Turquoise: an angry mob with pitchforks.
- Purple: a pig.
- Yellow: a woman.

D22. Dr. Fran's Studio

This room has several tables with rolls of silk. A work desk at the far end of the room has a light green drape hanging from it (nothing has been embroidered on it yet). A needle and thread lays on the desk.

D23. Dr. Fran's Room

This is Frantisek's bedroom. There are only a few furnishings to not make this large room feel quite as empty. Crimson drapes hang next to the bed with an embroidery looking like Frantisek with a much smaller frame - this is how he pictures himself as a human.

Frantisek keeps his journals in the nightstand next to the bed. See the "Frantisek's Journals" sidebar for details.

Delphi

Delphi is a broken one made from parts dolphin and parts human. She is beautiful with a mane of jet-black hair swept backwards and almost reaching her waist. Her eyes are a luminous teal. She usually wears a high-necked dress and flat soles. Although her gait is as clumsy as any broken one, she is a very good swimmer.

Frantisek has convinced her that he rescued her from a shipwreck that killed her parents and the rest of the crew (she has no idea that she is a broken one, and doesn't remember having any life before Markovia). She is perhaps 19 or 20 years of age and is also known as Frantisek's ward.

Roleplaying Delphi

Delphi was raised by Frantisek from childhood and has been brought up to be a perfect hostess - how Frantisek always wanted Ludmilla to be - ever serving, polite, and never questioning. She is, however, shy in nature and speaks with a gentle, almost overly careful voice. This limits her intense curiosity. If a group of adventurers take residence in the house, Delphi tries to satisfy her inquisitiveness by asking questions of the PC who acts the kindest towards her.

She calls Frantisek father and she knows how he experiments on creatures. She accepts his faults, however, since "he can no more turn away from it than a fish can turn away from swimming."

Felix's Traits

Ideal. "Kindness and responsibility is my nature."
Bond. "Frantisek is my father. I owe him my life."
Flaw. "There can be nothing wrong in being true to one's nature."

Felix

Felix is a broken one made from parts snow leopard and parts human. In darkness, his eyes reflect light similar to those of a cat, and he has spots on his neck and hands (which Frantisek publicly dismisses as mere skin blemishes). He otherwise looks human, and is usually dressed in fine red robes and a matching pillpox-style hat. When he moves, he does so with grace and eerily silent footsteps, and he always lifts his chin.

Roleplaying Felix

Felix acts as Frantisek's majordomo, and he consults the Darklord if questioned on any matter. He is very proud of his fine attire and believes himself to be better than everyone else. However, underneath this haughty and loyal veneer is a clever and calculating traitor. Felix secretly conspires with Akanga to overthrow Frantisek. If this plot succeeds he will likely conspire to overthrow Akanga as well.

Felix's Traits

Ideal. "I am destined for great things but I must bide my time."
Bond. "Frantisek Markov is a false god. He created me but I shall surpass him in every way."
Flaw. "I secretly regard everyone with disdain. Sometimes I let my disdain show through excessive use of sarcasm."

Frantisek's Journals

Six large, leather-bound tomes make up the personal writings Frantisek has written over the years. Each tome begins with the phrase "*This is the work of Frantisek Markov, Lord of the Land of Markovia, who is called Diosamblet by the twisted things that fear his shadow*".

It takes a character 2 hours to read a journal from cover to cover. The first tome details Frantisek's origin. Most of the writing in the other tomes detail his experiments and their eventual failure, only interrupted by scribblings of self-pity with regards to Frantisek's inhuman form.

The most recent entry describes the creation of Delphi, Felix, and Orson - in that order. Depending on when a PC finds the tomes, there might be even more recent entries available: entries detailing how the PCs will be merged with various animals.

Orson

Orson is a broken one made from parts bear and part human. He has a massive stature, even towering over Frantisek, but simply looks like a brutish human with thick, brown hair. Orson is usually found in the kitchen as he is the house cook. If Frantisek isn't home, Orson stands guard at the front door, remaining there regardless of the weather, until his master returns.

Orson is too large to wear regular clothes. Instead, he wears brown silken drapes tied around the waist with a rope, making it resemble a monastic robe.

Roleplaying Orson

Orson speaks only when spoken to and only very slowly, one syllable at a time. Orson's is zealously loyal to Frantisek, seeing him as his creator and a living god.

Orson's Traits

Ideal. "Serving my creator is the highest honor."
Bond. "Frantisek Markov is my creator. I will serve him forever."
Flaw. "I... speak... very... slowly..."

Monastery of the Lost

Hidden among the southern peaks of the island of Markovia, the relocated and rebuilt monastery of the Order of the Guardians is a veritable impenetrable fortress. An assault on the monastery would literally be an assault on the mountain itself, as it is carved into the sheer cliffs at the highest altitudes. No paths or trails lead up the mountainside, no markers guide you through the jagged rock shards as you slowly and carefully ascend, step by painful step. It is no surprise then that the Darklord would rather wait his opponents out, and not lay siege under such impossible odds.

Locating the Monastery

Much of the Monastery of the Lost is built on top of a promontory 500 feet above the floor of a large valley. There is no obvious path that leads to the monastery making it difficult to locate.

Lift. A successful DC 18 Wisdom (Survival) check allows a character to detect and follow peculiar-looking sandal-like footprints. Following them takes the characters to a location at the base of a sheer stone cliff wall. This is the location where a basket lowers from the lift house 1,200 feet above, which is used as a makeshift elevator to travel back and forth from the monastery. A 10-foot-tall bronze tube protrudes from the ground at the base of the mountain. The tube is dented and weatherworn but still has a raised impression of a robed figure carrying a box. Striking the tube causes it to resonate with a deep sound that is carried all the way up to the lift house (see area E1).

Old Route. At the DM's discretion, the characters may instead come across a very steep and narrow path, right along the mountainside, ascending to a height of 1,200 feet. This route leads to area E9, and was the original path used to bring materials for the construction of the monastery. A creature attempting to scale this path must succeed on a DC 15 Dexterity (Acrobatics) check every 100 feet of its ascent. Creatures with a climb speed automatically succeed the check and creatures with climbing gear have advantage on the check. On a failed check, the creature must succeed on a DC 20 Strength or Dexterity Saving throw (its choice) to hold onto a ledge or fall 2d6 x 10 feet before landing on another ledge below.

Areas of the Monastery

The monastery is home to approximately 40 monks, as well as the head of the monastery, Father Millhouse. It consists of the following areas:

E1. The Lift House

The lift house is the main access point to the monastery. It is built over the edge of a promontory that the monastery is located on and has a wide balcony. Inside are 1d4 **withered brethren** on watch duty, operating the winch to lower and raise the lift. A stairway in the southern part of the lift house leads 20 feet down to the bottom half of area E2.

The Lift. The lift is a big wicker basket that connects to the lift house with four thick ropes. It has a carrying capacity of 800 lbs. and can't be raised from the ground if overloaded. If the monks hear the sound from the bronze tube at the base of the mountain, they lower the lift (which takes roughly 10 minutes). When it reaches the valley floor, they wait 1 minute

before raising the lift again.

Raising the lift takes 30 minutes but the brethren halt it 50 feet below the lift house, giving them a chance to scout their visitors. They don't permit broken ones or obviously hostile creatures into the monastery, simply lowering them back into the valley.

If the characters are deemed safe, the brethren raise the basket the rest of the way up. Once they arrive at the lift house, a silent monk named Eldon motions for the characters to follow him. He leads them through the monastery compound to area E6, where they can meet with Father Millhouse.

E2. Library

The library is a large atrium with a 5-foot-wide balcony running all the way around the upper part of its walls, separating the library into two sections. The bottom half of the library is inset in the cliff, while the top half (above the balcony) is built on the surface of the promontory. The library is usually occupied by 1d6 **withered brethren**, but if they heard visitors approaching in the lift house, they retreat to area E8 before the characters arrive.

Bottom Half. The bottom half contains several tables and chairs, on top of which lie various scrolls and maps. The scrolls are mostly declarations of long-forgotten monarchs, while the maps are crude attempts by the monks to link the island of Markovia with locations on the Material Plane. A successful DC 20 Wisdom (Perception) check allows a character to notice a pile of scrolls crammed tightly between a pair of books. These are three *spell scrolls of lesser restoration*.

The walls of the bottom half of the library are bare, however, a staircase in the east wall leads east to area E3.

The Balcony. The balcony can be reached by a sturdy wooden ladder located in the bottom half of the library. Multiple bookshelves adorn these upper walls of the library. The books are full of lore on the history of Markovia, the Order of the Guardians, as well as other monastic orders of the world.

A doorway along the southern part of the balcony level opens out into the monastery grounds. Characters who exit through here can see the Quarters of the Bretheren (E6) and the Temple (E7) due south in front of them, the kitchen (E4) and Hall of Necessity (E5) directly west, and the Hall of Contemplation (E3) directly east.

E3. Hall of Contemplation

This 40-foot-tall building is perched on the eastern edge of the promontory and contains multiple windows that provide natural light to illuminate the place. There are multiple desks and chairs here, with various books open on random pages. A successful DC 10 Intelligence (Investigation) check allows characters to deduce that the monks are attempting to duplicate books here, which are then stored in their library.

Usually, 2d6 **withered brethren** can be found here, but if they heard visitors approaching in the lift house, they retreat to the catacombs before the characters arrive.

A door in the south wall leads out into the monastery grounds, and a trap door, requiring a DC 20 Wisdom (Perception) check to find, in the southeast corner leads to area E8.

The Withered Brethren

Monks of the Order of the Guardians are referred to as withered brethren. A withered brethen has the statistics of a **mummy** with the following changes:

- Its alignment is lawful good
- It understands Common but doesn't speak
- It lacks vulnerability to fire damage
- Its walking speed is 30 feet

Interacting with the Brethren

The monks wear hooded robes, making it hard to discern their faces as they keep their hoods up at all times. With the exception of Father Millhouse, they have all sworn a vow of silence. If a character speaks to one of the brethren, they use sign language to convey that that they can't talk. If pressed or asked direct questions, the monk points in the direction of Father Millhouse, or gestures to lead them there.

While most of the brethren look completely human, some of them have more undead features. If a character inspects one of the brethren, attempting to look below his hood, roll a d10. On a roll of 9, the monk looks sickly with blood-shot eyes and dry, dusty skin. On a roll of 10, the monk looks completely withered with hollow eye sockets.

A Day in the "Life" of the Brethren

Despite their descent into undeath, the brethren still follow a rigorous routine day and night. They live a quiet lifestyle, rarely speaking much, and not demonstrating any need to fulfill base desires. Meals are only part of their routine, rather than a necessity, and involves eating empty plates instead of traditional food (this seems natural to them now). They are courteous of guests who are accepted by Father Millhouse and will do whatever precious little they can to make a visitor's stay comfortable. Below is a summary of what a typical day might look like for a withered monk:

Dawn. Leave their quarters or the catacombs at dawn and go to the Hall of Necessity for Breakfast.

Afternoon. Daily duties such as copying scrolls and books in the Hall of Contemplation, cleaning the library, quarters, and the lift house, or meditating in the catacombs.

4 PM. Dinner in the Hall of Necessity

Dusk. One-hour meditation in the Temple, within the mists of the Table of Life.

Night. Retiring to quarters to lay in a motionless "sleep," more meditation in the catacombs, or participating in a guard shift at the lift house.

E4. Kitchen

This is a separate building directly west of the library. Its door on the southern wall is unlocked, as the monks do not use this space anymore due their undead nature.

The kitchen itself contains a large hearth that has grown cold from not being used, and a big iron cauldron that has collected plenty of dust over the years.

Another door in the southern wall, near the southwest corner, leads into the basement of area E5.

The Brethren

The Table of Life

Wondrous Item, Artifact

This dark slab of green-black marble is large enough for a medium-sized humanoid to lie down on (8 ft x 3 ft x 6 inches). The surface of the Table is very well-polished and gives off the appearance of a relaxing pond, which is quite a tempting sight.

Soothing Mist. The Table radiates a milky glow that spreads around the room it is stored in, surrounding the area in otherworldly mist. This mist is harmless, and does not obscure vision, but rather it feels quite invigorating to anyone exposed to it. A creature that spends its time in the mist for a period of 1 hour is cured of any natural diseases affecting it, and it gains immunity to natural diseases for a period of 24 hours. Undead can't benefit from this feature.

Gradual Undeath. The Table also carries a very potent, life-draining curse, affecting anyone who is in close proximity to it for extended periods of time. If a creature remains within 60 feet of the table for at least one hour every day for six months, it gains the statistics of a mummy, except it does not gain vulnerability to fire damage (unless it already has it via another means), and also retains its alignment and walking speed. This transformation requires no saving throw and can't be undone by any means short of a *wish* spell. At the DM's discretion, creatures of higher level or challenge rating might gain more powerful features (similar perhaps to a mummy lord or a hunefer).

Gruesome Immortality. The Table protects anyone who sits or lies on it from death, regardless of the source, for as long as they remain on the table. Such a creature can't be reduced below 1 hit point or fall unconscious while part of it is still in contact with the Table's surface. The creature on the Table is also immune to the Table's Gruesome Undeath feature, unless it is already undead.

However, a creature on the Table can still take damage, feel pain, and suffer injuries such as losing limbs. However, if a creature is taken off of the Table after having taken damage on it, the effects of all damage it took take effect as normal, unless it received appropriate healing while on the Table. This can also be prevented if another creature uses an action to make a DC 20 Wisdom (Medicine) check before removing the creature on the Table.

Destroying the Table. The Table is immune to all damage. There are no known ways of destroying it.

Frantisek and the Table of Life

Frantisek's main source of frustration so far is his subjects dying every time he tries to broaden the scope of his gruesome experiments. Having learned of The Table's ability to prevent death, he has made it his priority to obtain it.

E5. Hall of Necessity

This building once served as a dining hall for the monks, and in a way still does.

First Floor. This floor contains four long dining hall tables, still in pristine condition. While the monks no longer require nourishment, they are still under a delusion of needing to eat, so they gather here every evening to feed on empty glass plates, thinking them to be food. If the characters are invited by Father Millhouse, the monks graciously pass them plates as well, thinking nothing of it. Should any character ask for real food, Father Millhouse and the monks manage to hastily put together a meal of cold salted fish and wine from the basement.

A stairway in the northwest corner descends to the basement below.

Basement. Multiple barrels are stocked here containing rotten, uneaten food. However, the cans of salted fish are still edible, as the monks continue to fish whenever they can. In addition, multiple large casks hold good quality wine. Emblazoned on the barrels' sides are the name of the winery, the Wizard of Wines, and the name of the wine, Champagne du le Stomp.

E6. Quarters of the Brethren

This building is located due south of the library and connects to area E7 on the right. It is a two-story building which houses the monks when they are not engaged with something else.

Reception and Quarters. The only door to this building from the monastery grounds is at the western end, which leads to the reception area where **Father Millhouse** is usually found. It is a small, 10x10-foot space where he greets guests. A door on the south wall leads to his personal quarters, and a door on the east leads to the monks' living quarters.

Both the reception and his personal quarters are relatively unremarkable. However, a 20-foot ladder on the west wall of his quarters leads up to a trap door in the ceiling, which leads to the armory. The trap door is locked, requiring a successful DC 20 Dexterity check using Thieves' Tools to unlock, or a key carried by Father Millhouse.

Armory. This is a small second-story room accessible from Father Millhouse's personal quarters. It is also relatively unremarkable, as the monks have had no need for weapons in a long time. However, two *+2 maces* can be found here. Father Millhouse uses one of these against any threatening creature that requires magical damage to harm.

Living quarters. This is a long hallway that stretches from the reception, containing multiple cells which serve as "living" quarters for the monks. A similar hallway on the second floor is reserved for visitors and initiates. They are barely used, and contain only a cot, a stool, and washbowl. Multiple stairways connect to another identical hallway on the second floor, which has even more cells. There are no doors to any of the cells, since they don't contain anything of value. The cells on the ground floor contain trap doors that lead down into the catacombs.

If characters are allowed residence here, they are given rooms in one of the second-story cells.

The hallway extends due east until it reaches a door to area E7. Monks are stationed in the cells closer to the temple door to avoid guests from getting close.

E7. The Temple

This is the largest building of the monastery and holds the precious Table of Life. It can be accessed either via massive double-doors on the temple grounds, or the door next to its southwest corner, arriving from area E6.

Double-Doors. The double-doors are built with heavy oak and covered with large metal plates depicting the symbol of the Order of the Guardians. A pintle has been inserted into the door's middle, and it has no hinges. Only a key possessed by Father Millhouse or a successful DC 20 Dexterity check using thieves' tools can open it. Breaking it down is nigh impossible, requiring a successful DC 30 Strength (Athletics) check.

Temple Interior. The temple consists of multiple pews facing a dais on the southern end that can be reached by ascending three broad steps. Painted on the south wall behind the dais is a symbol of the Order of the Guardians, with Father Millhouse's image holding the box. The inside of the temple is full of the mist that radiates from the Table of Life (see the "Table of Life" sidebar).

Altar. The center of the dais holds a small, grey stone altar, on top of the Table of Life itself.

E8. Catacombs

The catacombs are a large network of tunnels built into the cliff beneath the promontory on which the monastery stands. The only way to reach them is via the trapdoor in area E3, or with one of the trap doors in area E6. Visitors or initiate monks are not permitted here without an escort.

The trapdoors each have stairways leading down into a rather unremarkable cavern. Multiple tunnels branch off from the cavern and twist around to form a maze in the mountain itself.

6d6 **withered brethren** spend their time here, mindlessly patrolling the tunnels or meditating in randomly-located small alcoves. In their undead forms, they prefer the dark solitude that the catacombs offer. If they spot an unescorted visitor or initiate, they attack, attempting to subdue perpetrator and bring them to Father Millhouse.

E9. Bolted Door

The only other exit from the monastery is a large set of sturdy oak doors at the back of the compound, which open out onto the Old Route, as described in the section Locating the Monastery. The bolt and hinges of the doors are severely rusted, and it would take a DC 20 Strength check to force them open.

Father Millhouse

Father Millhouse is the oldest and wisest of the brethren, and as their leader he commands unshakable loyalty from them all. Though he is truly ancient, his features look completely human, hiding his undead nature. He looks like a slightly overweight, broad-shouldered abbot. He never wears the hood on his robes (as opposed to the rest of the monks), revealing his silver hair and round cheeks.

Father Millhouse helped build the monastery and was among those who first brought the Table of Life here. As the other brethren, he does not perceive his undead condition, instead praising "The Table's blessing" which relieved him of base desires (such as the need to eat, drink, and sleep).

Roleplaying Father Millhouse

Father Millhouse gives off a friendly, candid, and outgoing disposition. He is equally happy to discuss Frantisek as he is to simply talk about the weather. He hasn't left the monastery for eons, and as such is very interested in tales about the lands of Markovia, or even the world beyond that. Unexpectedly, Father Millhouse is happy to talk about the Table of Life and the order's role in protecting it. He even allows visitors to view the Table and rest in its soothing mists for a while (see the "Table of Life" sidebar). He treats visitors with the utmost hospitality, inviting them to stay for dinner and spend the night. Should the characters express sincere interest in the order's ideals, they might even be welcomed to stay for a longer period.

Father Millhouse's Traits

Ideal. "Honor, compassion, courtesy, and duty. These are the tenets by which I live my life."
Bond. "I must protect the Table of Life at all costs. It can't fall into the wrong hands."
Flaw. "I believe myself blessed by the Table of Life, unable to accept my predicament of undeath."

Special Events

Depending on the characters' actions, you might wish to incorporate one of the following special events.

A Lion in the Way

If the characters agree to side with Akanga, they can launch a joint assault on Frantisek's manor. However, the Darklord finds a way to figure out the impending war and prepares the broken ones loyal to him to defend the manor.

The Cowl Does Not Make the Monk

If the characters gain the trust of the Order of the Guardians, they can work to convince them to overthrow the Darklord, Frantisek Markov. The monks are hesitant at first as they have not left the monastery for many years, but might ultimately be convinced to aid the characters. If this happens, Father Millhouse sends a troupe of 20 monks to aid them in this fight. He is unwilling to risk the lives of all of the monks.

Should the characters succeed, the monks applaud them, but are unwilling to leave Markovia, as their duty binds them to keep the Table of Life hidden there.

Monsters and NPCs of Markovia

Akanga

Large aberration, chaotic neutral

Armor Class 12
Hit Points 178 (17d10 + 85)
Speed 50 ft.

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

Skills Athletics +9, Insight +7, Perception +7, Persuasion +6, Survival +7
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 9 (5,000 XP)

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

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

Odd Anatomy. Any critical hit against Akanga becomes a normal hit.

Pack Tactics. Akanga has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If Akanga moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, Akanga can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, Akanga can long jump up to 40 feet.

Actions

Multiattack. Akanga uses his Roar and makes two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a gashing wound. Each time Akanga hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Roar. Akanga emits a bestial roar. Each creature within 60 feet of Akanga and able to hear the roar must make a DC 17 Wisdom saving throw. On a failed save, a creature is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on the saving throw is immune to the frightened effect of Akanga's Roar for the next 24 hours.

Legendary Actions

Akanga can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Akanga regains spent legendary actions at the start of his turn.

Attack. Akanga makes a bite or claw attack.

Move. Akanga moves up to his speed.

Delphi

Medium aberration, neutral

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 60 ft.

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

Skills Stealth +3, Survival +5
Senses blindsight 60 ft., passive Perception 12
Languages Common
Challenge 1 (200 XP)

Hold Breath. Delphi can hold her breath for 20 minutes.

Odd Anatomy. Any critical hit against Delphi becomes a normal hit.

Water Charge. If Delphi moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Actions

Multiattack. Delphi makes two unarmed attacks.

Slam (Only While Swimming). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

Father Millhouse

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	19 (+4)	13 (+1)

Saving Throws Wis +8, Cha +5
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 7 (2,900 XP)

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

Rejuvenation. If destroyed, Millhouse gains a new body in 24 hours if his heart is intact, regaining all his hit points and becoming active again. The new body appears within 5 feet of Millhouse's heart.

Spellcasting. Millhouse is a 7th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15). Millhouse has the following cleric spells prepared:

Cantrips: *sacred flame, thaumaturgy*
1st level (4 slots): *bane, create or destroy water, inflict wounds, shield of faith*
2nd level (3 slots): *silence, warding bond*
3rd level (3 slots): *dispel magic, meld into stone, spirit guardians*
4th level (1 slot): *freedom of movement*

Turn Immunity. Millhouse is immune to effects that turn undead.

Actions

Multiattack. Millhouse uses his Dreadful Glare and makes two melee attacks.

+2 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. On a hit, Millhouse can expend a spell slot to deal an additional 1d8 radiant damage per level of the expended spell slot.

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. Millhouse targets one creature he can see within 60 feet of him. If the target can see Millhouse, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of Millhouse's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies, mummy lords, and Millhouse for the next 24 hours.

Felix

Medium aberration, neutral evil

Armor Class 14
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	13 (+1)

Skills Athletics +7, Acrobatics +7, Deception +7, Insight +5, Stealth +10, Survival +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 7 (2,900 XP)

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

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

Odd Anatomy. Any critical hit against Felix becomes a normal hit.

Pounce. If Felix moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, Felix can make one bite attack against it as a bonus action.

Sneak Attack. Once per turn, Felix deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Felix that isn't incapacitated and Felix doesn't have disadvantage on the attack roll.

Actions

Multiattack. Felix makes four claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Orson

Large aberration, lawful neutral

Armor Class 11 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	18 (+4)	8 (-1)	14 (+2)	7 (-2)

Skills Athletics +9, Perception +5, Stealth +1, Survival +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but speaks only in growls and grunts
Challenge 7 (2,900 XP)

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

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

Odd Anatomy. Any critical hit against Orson becomes a normal hit.

Actions

Multiattack. Orson makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Monadhan

Some say that the way to gain true happiness in life is to let things go, to forgive and forget all those that have wronged you and concentrate fully on what brings you joy in any given moment. However, it is not always that simple, is it? Some things don't roll off our backs as easily as a summer's rain, as much as we may wish them to. No, some are instead like a thicket of briars, piercing our tattered clothes and drawing blood each time we push into them.

Grief at the loss of a loved one. Betrayal by those you held in closest confidence. These are the things that will haunt you forever.

Alas, I wish I could be leading up to a more pleasant tale, but as you might guess that is not to be the case here. For in order to understand the realm of Monadhan, you need to first hear the tale of its Darklord, the dragon Arantor.

The Darklord

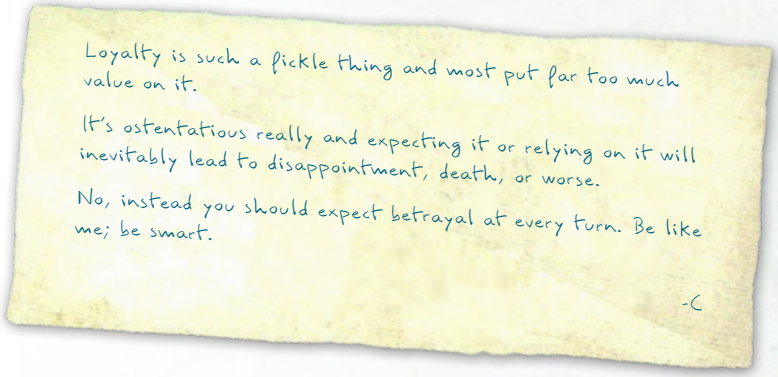
Arantor was once a mighty silver dragon, an elite warrior of an ancient empire of metallic dragons. He was renowned for his combat prowess and his ability to complete even the most difficult of assignments, something of which he was immensely proud. His greatest source of pride, however, was his daughter Imrissa, who he wished more than anything else would follow in his footsteps.

The Assault. One evening, Arantor was given the assignment to assault an enemy target deep within the jungle of Monadhan, an outlying military encampment that belonged to a neighboring empire of humanoid devil worshipers. Certain of a successful outcome and eager to further her training, he brought his daughter with him, as he had done on many missions before. They commenced their assault at nightfall, swooping down from the dark, tempestuous clouds over the camp, slaying scores with their freezing cold breaths and toppling tents and buildings alike with their tails and claws. They met surprising little resistance during their first pass, which Imrissa pointed out to her sire as they ascended back into the clouds. Halfway during their second pass, however, as a flash of lightning momentarily illuminated the scene below, the horrible truth dawned on them: this was no military encampment but rather a camp of families, elderly, infirm, refugees, and wounded.

The Fall. Arantor and Imrissa broke off their attack immediately, retreating into the storm clouds overhead. Horrified at what they had done, Imrissa suggested they head back to their homeland of Arkhosia immediately and report the events to the council of nine, the ruling body of their empire. Arantor outright refused to do so. Knowledge of such a major, near-unforgivable mistake would taint his reputation considerably among his peers, and forever bar Imrissa from entering the ranks of the warrior elite herself. Lightning and thunder crashed around them, accentuating the words of their heated argument.

Soon enough, Imrissa realized that she would never change her father's mind. In disgust, she announced that she was retreating to report on the events that had transpired, if he was not willing to do so himself. Overcome with fear and blind rage at her disobeying his commands, Arantor attacked his daughter. She was no match for her elder, who tore open and broke her body in a matter of seconds. As he watched the corpse of his daughter plummet towards the jungle below, Arantor was overcome with self-loathing. Still unable, or unwilling, to bear the responsibility for his actions, he turned his fury back towards the encampment: there should be no witnesses to his shame and the crime he had committed. Cunning and skilled as he was, Arantor hunted down and slew every single refugee. When the deed was complete, he left more than a thousand corpses behind in the rain-soaked jungle.

The Hunt. Arantor never returned to Arkhosia, and instead went into hiding. He resurfaced from time to time, still intent on slaying the enemies of the dragon empire. Fueled by his undying guilt, he turned his anger on civilian and military camps alike, never leaving a single witness behind. Eventually, his actions could no longer be tolerated and a team of dragonslayers was sent to hunt the great silver menace down. Certain that no mere humans would ever be able to defeat him, death took Arantor by surprise. Yet, he welcomed it in the end. His secret was contained, and his memory and legacy would remain honorable.



The Mists. With a sudden jolt, Arantor awoke. He wasn't dead, and in fact didn't seem to be injured at all. He emerged from a darkened jungle only to find a ramshackle refugee camp before him, in fact the exact one he had destroyed that fateful night long ago when he took his daughter's life. Arantor opened his wings and took to the sky, not sure what had happened but certain that he never wanted to see this place again. But, a dense fog that he could not penetrate surrounded the land on all sides, and try as he might he could not find a way out of it. He was trapped for all eternity, though he had not realized it quite yet. Soon enough though, the full nature of his punishment became clear, as his scales and flesh began to loosen their grip on his bones. One by one his scales fell, and piece by piece his body abandoned him, until all that was left in its place was the skeletal form of a dracolich. The ultimate moment of terror did not come until the very end, however. It wasn't until Arantor looked within the bone-cage of his chest cavity, where his heart had once lived, that he saw the skeletal remains of his daughter Imrissa trapped within. Her restless spirit whispers to him endlessly and without respite, cycling through the names of every innocent that Arantor has slain.

The Betrayer. Many creatures have been transported to Monadhan, most of which have committed an act of horrible betrayal, and all of which find themselves imprisoned here just as the Darklord. Arantor, however, is quick to assert his dominance over any who would assume to threaten him or his reign. More dangerous than ever as a dracolich, no visitor had ever given the Darklord pause. That is, until the day the vampire lord Kas arrived in Monadhan.

Feeling the threat that Kas posed, Arantor attempted to subdue him quickly. But, for the first time in the entirety of his long life and period of undeath, Arantor had met his match in single combat. The Darklord simply could not keep up with the immense speed and power of the vampire lord. All too soon, Arantor succumbed and once again felt death overcome him.

It wasn't long until Arantor awoke yet again, though this time entirely spectral in form. He had been reborn as a dracowraith. Even worse, his daughter's spirit remained trapped within him, and her whispers were louder than ever. Finally humbled in defeat, Arantor soon met Kas again, though this time he bowed his head to the Betrayer. Why Kas did not become the Darklord of Monadhan is a mystery, but is no doubt the will of the Dark Powers. It did not take Kas long to learn of a way to escape Monadhan and he now comes and goes as he pleases, which Arantor allows him to do unopposed.

Lay of the Land

The jungle valley of Monadhan is about a mile long and 2,500 feet wide at its widest point. It was once a simple jungle valley on the Material Plane that went by the same name. It is now lost within the endless reaches of the Shadowfell, serving as a Domain of Dread for Arantor.

Those who are cast into Monadhan have all committed a grievous act of betrayal in their lives. One might find military commanders who knowingly sent soldiers to their deaths out of pride, kings who sold their kingdom's secrets to enemies for petty gain, or those who betrayed their friends or family to save themselves. The greater the treachery and the more pathetic the reason, the more likely the perpetrator is to be cast into the Domain of Betrayal.

Sense of time is lost in Monadhan, and no one ever seems to age, save for the very sparse population that was born here, who themselves stop aging after mid-adulthood. However, this does not guarantee longevity, for the inhabitants' lives are full of pathological suspicion, mistrust, and back-stabbing.

The Darklord, Arantor, does not concern himself much with governing the realm, and defers most duties to his gang of death giants. He spends most of his time isolated in his cave, lost in his own despondency.

Mists of Monadhan

A deadly fog surrounds the land of Monadhan and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Monadhan.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).
- The Mists render the sun a hazy blot in the sky. Daylight in Monadhan is bright light, but it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight.

Rewards for Betrayal

The corrupting influence of the Dread Domain of Betrayal can be felt everywhere within the land. Long-time inhabitants of Monadhan, such as death giants, are well aware of these, having had many years to build up tenuous alliances and ultimately break them when the time is right. However, new arrivals are less likely notice their growing feelings of anger and bitterness towards their comrades. In this realm, traitorous acts are rewarded in the following ways:

- A creature has advantage on the first attack roll it makes against an allied creature. Alternatively, if they target the ally with a spell that requires a saving throw, the target has disadvantage on its first saving throw for that casting. The target cannot use a reaction during the first attack, or this casting of a spell.
- If the attack or spell reduces the ally to 0 hit points, the attacker gains temporary hit points equal the target's number of hit dice. If it kills the ally outright, the attacker gains a +1 bonus to attack rolls, damage rolls, saving throws, and save DCs. These benefits last until the creature completes a long rest. In addition, when a creature gains either benefit, it can't do so again until it finishes a short or long rest.
- None of the above benefits apply if an ally is forced to attack another ally (such as through the confusion spell) or the paranoia effect of Shantytown. In addition, once this betrayal has occurred, the two individuals cannot benefit from being allied again for a year, even if they have personally reconciled their differences sooner than that. This would apply to features such as a rogue's sneak attack, or a bard's bardic inspiration.
- You, the Dungeon Master, are free to come up with other benefits that suit your table, especially for major non-combat betrayals. However, don't let Monadhan devolve into an "everyone for themselves" situation with your players, especially if real life tensions begin to flare. Ideally, it should be the monsters and special NPCs taking advantage of the domain's reinforcement for betrayal, rather than players. You are also free to ignore these rewards altogether.

Alterations to Magic

The land of Monadhan resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell - not even *wish* - allows one to escape from Arantor's Dread Domain. *Astral projection, teleport, plane shift*, and similar spells cast for the purpose of leaving Monadhan simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Monadhan is pulled back into Monadhan upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Arantor's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Monadhan, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Monadhan.

While in Monadhan, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally - with one proviso: Arantor can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Lastly, features such as Divine Intervention cannot function outside of their intended use (to replicate a Cleric spell or Domain spell). The same applies for spells like *wish*.

Random Encounters

Each half hour of travel through the jungle and for every 15 minutes of travel on Blackfish Lake or The Tangledeep, check to see if the characters encounter anything unusual (don't check if they have already had two random encounters outdoors in the past 6 hours, unless either of them was heavy rain). An encounter occurs on a roll of 18 or higher on a d20.

If you roll the Kas, pseudodragon, or succubus/incubis encounter a second time, the characters instead encounter 2d6 **traitorous spirits**.

Creatures marked with * can be found in *Volo's Guide to Monsters* and creatures marked with ** can be found in *Mordenkainen's Tome of Foes*.

d20	Jungle Encounter	Lake or Tangledeep Encounter
1	2d4 **baboons** (70%), **girallons*** (20%), or **giant apes** (10%) whose territory the characters are trespassing on.	1d4 + 1 **giant crocodiles** (70%) or 1d4 **traitorous spirits** (30 %).
2	Heavy rain causes outside areas of Monadhan to be lightly obscured, and creatures outside have disadvantage on Wisdom (Perception) checks that rely on hearing or sight. The rain also extinguishes open flames. The rain stops after 1d4 hours.	
3	1d4 **vampire spawns**.	1d4 **swarms of quippers**.
4	Razorvine is hidden among the vegetation for the next 200 feet. When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's blade-like thorns. The characters can navigate around the area with a successful DC 18 Wisdom (Survival) check.	A **pseudodragon** with broken wings and 1 hit point remaining tries to swim to shore. It communicates telepathically with the first character that it sees, trying to convince the character to save it. If the pseudodragon is rescued and allowed to recover, it serves as a loyal pet to the creature that cared for it the most. After a week, there's a cumulative 10% chance that it betrays the character at the next opportune moment.
5	2d4 **swarms of poisonous snakes** that flee if half of the swarms die.	
6	A **succubus** (50%) or **incubus** (50%) that was recently transported to Monadhan. It is utterly lost and begs for the help of the characters, but betrays them at the earliest convenience.	1d4 + 1 **water weirds** that attempt to pull the characters towards the bottom of the lake or swamp in an attempt to drown them.
7	Heavy rain causes outside areas of Monadhan to be lightly obscured, and creatures outside have disadvantage on Wisdom (Perception) checks that rely on hearing or sight. The rain also extinguishes open flames. The rain stops after 2d4 hours.	
8	2d6 **trolls** or 1d6 **rot trolls****	3 **sea hags** that form a coven and 1d6 **sea spawn***.
9	3d10 **stirges** that attempt to distribute themselves evenly between characters. Once all stirges have had their fill, they flee.	
10	Heavy rain causes outside areas of Monadhan to be lightly obscured, and creatures outside have disadvantage on Wisdom (Perception) checks that rely on hearing or sight. The rain also extinguishes open flames. The rain stops after 3d4 hours.	
11	A **will-o'-wisp** visible in the distance. If a character walks towards it, it is ambushed by 1d4 + 1 **shambling mounds** that lie motionless among the vegetation or float on the water. A character can't discern the shambling mounds for what they truly are until it is too late.	
12	3d6 **giant boars** (50%) or 3d6 **saber-toothed tigers** (50%).	2d4 **catoblepas***.
13	2d4 **swarms of skiurids**.	2d6 **chuuls**.
14	1d4 **death giant hate mongers**.	1d4 + 1 **hydras**.
15	Heavy rain as if rolling a 7, except the rain stops after 4d4 hours.	
16	The skeletal remains of an adventurer, half buried in the ground.	2d4 **hydras**.
17	Heavy rain as if rolling a 7, except the rain stops after 24 hours.	
18	1d4 **death giant hate mongers** plus 1 **death giant dreadguard** (50%) or 1 **death giant soulcatcher** (50%).	1d6 **dread wraiths** rise form the ground and focus their attacks on the most honorable party member.
19	1d4 **death giant dreadguards** and 1 **death giant soulcatcher**.	2d4 **froghemoths*** that fight to the death.
20	**Kas** the Betrayer stands waiting for the characters, along with 1d4 +1 **blackstar knights**. He seeks to test their combat prowess and fights alone. If he is reduced to below half his hit point maximum, he flees while the blackstar knights cover his escape. Otherwise, he knocks half the characters unconscious and swaggers off with mocking laughter. He may decide to meet them again.	A creature that looks at the water from above sees vivid imagery within the ripples that depict itself murdering those it loves most. Such a creature must succeed on a DC 23 (Wisdom) saving throw or take 2d12 psychic damage and have its maximum hit points reduced by an amount equal to the damage taken. The lost hit points can't be restored by any means while the character remains in Monadhan.

Areas of Monadhan

The following areas correspond to labels on the map of Monadhan.

A. Warden Cliffs

Steep, 300-foot-tall cliffs surround the jungle valley of Monadhan. The cliffs seemingly continue upwards endlessly, as the deadly fog that surrounds Monadhan aligns itself perfectly with their topmost ledges.

B. Ternun Falls

A sound akin to rolling thunder reveals the waterfall, with sparkling water splitting into a plethora of thin streams before crashing into the Ternun River 300 feet below. The falls are surprisingly surrounded by ever-present rainbows, offering a bizarre spectacle for a Dread Domain in the Shadowfell.

C. Ternun River

The Ternun River meanders through the jungle. A stream coming from the north connects to the river shortly before reaching Shantytown, where it spills into Blackfish lake. A branch of the river continues to meander southwards until it reaches The Pit.

D. Blackfish Lake

The lake is rich with its namesake dark-scaled fish. These peculiar aquatic creatures vary greatly in size, with some in the deeper parts of the lake as big as ogres. Sometimes the monstrous predators of The Tangledeep also make their way to the lake searching for food.

The inhabitants of Shantytown go fishing here, most casting lines from the shore, but a few crude boats roam the center of the lake, with fishermen trying to catch bigger fish.

E. The Tangledeep

The Tangledeep is a vast swamp, filled with flies buzzing among the warped trees that protrude from the stagnant, scum-covered waters below. The swamp is home to various monstrosities such as **chuuls** and **hydras**. They occasionally leave the swamp to feed on the fish of Blackfish Lake or the inhabitants of Shantytown.

F. Jungle

A dense tropical rainforest covers most of Monadhan. The beasts that stalk the jungle are much larger and twice as vicious than their counterparts on the Material Plane. From a mechanical standpoint, apply the dark creature template to all beasts encountered here (see chapter 18). In addition, most beasts are likely to be of the giant versions described in the Monster Manual. Monadhan's inhabitants often venture into the wild jungle to hunt, or to gather wood or edible plants, despite the dangers, as it is one of the only sources of raw materials for them. They try to keep close to the edge of the forest.

The heavy vegetation makes the jungle difficult terrain and a successful DC 15 Wisdom (Survival) check is needed every hour to navigate here.

G. Shantytown

The section "Shantytown" describes the area and its and its residents.

H. Cavern Entrance

The section "The Shifting Caverns" describes the entrance and what lies beyond.

I. The Pit

This 50-foot-radius seemingly endless hole reaches 1,000 feet into the ground. No light shines further than 100 feet down. Jumping into The Pit means certain death for any mortal. The ground is covered in 30-foot-deep water from the Ternun River. The only creature who knows what can be found at the bottom is Kas the Betrayer. Not even Arantor knows the pit's secret.

The ground beneath the water is littered with the skeletons of those hopeless enough to make the jump, as well as numerous 5-foot-radius tunnels spreading in all directions around walls like blood vessels. Each of these tunnels connects to another tunnel, causing a creature that dives through to reappear in the chamber at the bottom of The Pit five minutes later. A single tunnel is the exception, but locating it requires either exhausting all other options (which takes an hour if done uninterrupted), or a successful DC 22 (Wisdom) Survival check. If the tunnel is located, a 10-minute dive is needed to reach the other end, where the tunnel leads upwards into a large chamber, shaped like a perfect 30-foot-radius sphere. A young, translucent silver dragon floats gently in the center of the spherical room above the water, seemingly asleep in its curled posture.

Spirit of Imrissa. The dragon is the spirit of Imrissa, Arantor's daughter, and a harmless figment that can't be damaged, turned, or dispelled. After her father murdered her, she plummeted into the ground, breaking through a thin ceiling of rock and into a subterranean opening. The Mists have since warped the area into their current layout.

The spirit of Imrissa can be awoken only if she is talked to by the use of a *speak with dead* spell. She knows nothing of her predicament or the fate of her father. The last thing she remembers is Arantor's hate-filled eyes and his merciless bite around her neck. If a character explains Arantor's eternal torment and the nature of Monadhan to her, she takes pity on her undead sire and offers to help end his suffering by slaying his undead form. She can't leave the confines of The Pit in her spiritual form, but if she is allowed to possess a character her consciousness can be carried throughout the domain. If a creature accepts the possession, it gains the following features:

- The creature gains the following flaw: "I am always honest and will do my utmost to help those in need, even if it involves self-harm."
- The creature makes all saving throws against harmful effects caused by Arantor and his lair actions with advantage.
- The creature gains blindsight out to a range of 60 feet and can see into the Ethereal Plane within the same radius.

A creature can forcefully make Imrissa's spirit leave their body at any time (no action required). If they do so, the spirit returns to its prison in the Pit. The same happens if the creature leaves Monadhan or is killed while possessed by her spirit. The spirit cannot leave Monadhan while Arantor is alive.

J. Halls of the Betrayer

These cavernous halls serve as a lair to Kas the Betrayer, though he can rarely be found here. When away, Kas leaves the mighty Illythia (LE **brujah**) in charge along with his two lieutenants, Gwenth and Rolain. Gwenth has the statistics of a **spellcaster vampire**, while Rolain has the statistics of a **warrior vampire**. Also located within the halls are 2d4 **vampire spawn**.

Treasure. If a character searches the halls for treasure, roll on the Treasure Hoard: Challenge 17+ table in the *Dungeon Master's Guide* to determine what treasure can be found. In addition to that treasure, a *tome of the stilled tongue* can also be found, wrapped tightly in black linen and locked within a small, metallic chest. Opening the chest requires a successful DC 20 Dexterity check using thieves' tools or a successful DC 22 Strength check to force open.

Shantytown

Imagine rounding up a group of strangers and forcing them to live in a space too small to accommodate them all. It probably won't go well, would it? Resources will quickly become scarce, coveted and fought (and killed) over. You can't entirely fall asleep out of fear that a stranger will slit your throat just to steal your warm bedroll. You can't bathe, knowing that your belongings might not be waiting for you when you return from the cleansing waters. No, when we are made to feel like caged animals, we eventually begin to act like them, and the guiding rules of society quickly slip away.

Now, what if each and every person that was sent to live in such a cramped place was already guilty of a horrendous act of betrayal? What if, by design, only the worst of us were forced to coexist, with no hope of ever escaping? This is the reality that awaits you in Shantytown, where thousands of inhabitants are stuffed into a space barely large enough to hold one-tenth them.

Key of Betrayal

In order to leave Monadhan, a creature or group of creatures must carry with them the object within Monadhan that is currently the most representative of betrayal. This "key" constantly changes, as a creature takes the key with it when it leaves Monadhan. Only Kas and Sarissa know this secret. Below are a few suggestions for what the key could be.

Bahlik Gur's Signet Ring. Bahlik Gur kisses his ring after each betrayal. It is beautifully crafted from white gold, adorned with small jewel in the shape of a dagger, and worth 500 gp. He wears his signet ring at all times. He can be found in areas H1 to H6.

Sarissa's Vial of Alchemist's Fire. Sarissa emptied this vial over her sleeping husband while still alive. Now it reappears in her possession every day completely full no matter how hard she attempts to get rid of it. It serves as a constant reminder of her betrayal. Sarissa can be found in area G2.

Something Already in a Character's Possession. Perhaps one of the characters already possesses an item that represents betrayal.

The Sword of Kas. The Sword of Kas is stowed away with the other treasure within the Halls of the Betrayer in area J.

... Or Anything Else You Can Think Of. Perhaps there's a McGuffin in your campaign that would make sense to use? Or something here that could serve as an adventure hook for the future? The choice is yours.

From a distance, Shantytown makes for an interesting study. It isn't so much of a town as it is a gathering of ramshackle huts and tents, built and rebuilt on top of each other due to the sparse real estate. Populated by murderers, the deluded and paranoid, the unstable and the insane, with no real unifying government. Instead, it is run by loosely controlled gangs and terrorized by lone killers who take what they want from the weakest among them. The worst is the center of the town, dubbed Downtown, where the weight of both the buildings and the throngs of people crushes in on you from all sides. To escape this, some head to the outskirts, to Edgetown, only to find that the threat of death at the hands of a fellow betrayer has been replaced by the claws and fangs of the ravenous beasts of the jungle.

Shantytown consists of dilapidated huts and tents, built haphazardly over each other due to the scarcity of raw materials in Monadhan. It is the only place that provides a safe haven from the dangers of the jungle, but as a result, it has become severely overpopulated with nearly 3,000 inhabitants. Each resident was spirited to Monadhan by the Dark Powers after committing a horrible act of betrayal and then dying. No governing body could ever hope to rule this place, as infighting and back-stabbing are as commonplace as breathing.

The omnipresent threat of betrayal forces an intelligent creature to make a Charisma saving throw at the end of every 1-hour period it spends in Shantytown. The save DC starts at 15 and increases by 1 for each additional 1-hour period. On a failed save, a character suffers from extreme paranoia and has disadvantage on Wisdom (Insight) and Charisma (Persuasion and Deception) checks. The paranoia can't be removed by any means other than finishing a long rest outside of Monadhan. Creatures with an intelligence score of 5 or lower are not affected. All inhabitants of Shantytown already suffer from this paranoia and are extremely suspicious of outsiders. The only seemingly "pleasant" individuals are those who were born here, though new births are rare, let alone being able to raise a child to adulthood.

Shantytown's layout constantly changes as throats are slit, huts are toppled, and new inhabitants arrive. The central part of the town, dubbed Downtown, is the most populated and violent. The outskirts, dubbed Edgetown, are less populated, but face a greater danger from the surrounding jungle.

The inhabitants are of all humanoid races, and most are chaotic evil or chaotic neutral in alignment. Those who can't ward others off with signs of aggression or fighting prowess perish soon after arrival. Use the **berserker**, **gladiator**, **thug**, and **veteran** stat blocks if you need to generate an NPC or a gang.

The only thing that can unify the inhabitants of Shantytown is when death giants or vampires stroll through town, in which case all inhabitants hide in whatever hut or tent is nearest. Other times, they might join forces and gang up on weak residents, tying them to ground for the beasts of Tangledeep to feed on, in the hopes that the monsters don't hungrily wander further into Shantytown. Those who are too afraid to go hunting in the jungle or fish in Blackfish Lake often either starve or resort to cannibalism.

What the Townsfolk Know

The inhabitants of Shantytown know certain facts about their existence and their surroundings. This common lore is summarized here. Conversing with them is extremely difficult, as most are either depressed, mad, or throwing baseless accusations against other people for their predicament. Characters can learn this information only little by little, and only with threats of violence or actual violence. Even when threatened, however, the inhabitants are more likely to lie than to tell the truth.

There is a small (15%) chance that characters stumble upon an inhabitant who was born here, in which case they are more easy to talk to. Roll percentile dice to determine this if the characters say they are going to ask around for information.

Arantor

About Arantor and his death giants, the inhabitants know the following:

- Arantor is a spectral dragon of immense power. He is the most powerful creature in Monadhan (In fact, Kas is far more powerful than Arantor, but the inhabitants have no inkling about Kas sometimes being in Monadhan).
- The death giants are large and cruel. Only the vampires could stand a chance against them, and only if they outnumbered them.
- The death giants are led by Bahlik Gur, the strongest of their kind. They live in the cave right outside of town.

The Land of Monadhan

The inhabitants know the following facts about the Dread Domain:

- Anyone who attempts to leave the Monadhan begins to choke on the fog. Those who don't turn back perish.
- New blood constantly arrives in Shantytown, each one more wicked than the last.
- Vampires, trolls, and various beasts lurk within the jungle. It is best not to go there other than in large numbers.
- Many-headed serpents and giant frog-monsters lurk within The Tangledeep and sometimes make their way into Blackfish Lake.
- There is a seer in town who can divine almost anything. She lives in a tiny hut in Edgetown.
- The end of the Ternun River spills into a massive, endless hole in the ground (The hole isn't really endless, but the inhabitants believe it nonetheless).

Areas of the Town

The following areas correspond to labels on the map of Monadhan.

G1. Bridge

The bridge leads from the east, over the Ternun River, and into Shantytown. A gang of ruffians block this entryway, demanding pay from anyone who wishes to enter. The gang is composed of 2d4 CE humanoid **veterans** and Banzull the Rotten (CE male **orc war chief**). Banzull does all the talking for the group and he has no patience for "talkers" as he calls them. If the characters don't pay immediately, he signals his gang to attack.

G2. Seer's Hut

Sarissa the Seer (CN female high elf **mage**) lives in this tiny hut on the edge of town. Unlike most of the other inhabitants, Sarissa is relatively personable. She is well-respected among the inhabitants, thanks to her unique talents, and most gangs tend to leave her alone. The nature of her betrayal that led her to Monadhan is unknown, but a DC 15 Wisdom (Insight) check can discern that it may have something to do with her vial of alchemist's fire, which she occasionally glances at with an expression of despair.

Sarissa answers any single question honestly for the sum of 100 gp.

What Sarissa Knows

Sarissa can name every type of creature that makes its home in Monadhan and she knows the same things everybody else in Shantytown knows. In addition, she knows the following facts:

- Arantor is the Darklord of Monadhan.
- She doesn't know how to reach Arantor's lair, but can provide vague details on the Shifting Caves, including a randomly determined sequence in which they appear (see Shifting Caverns for more detail). If the characters venture there, the sequence is likely to be different than the one divined here.
- Once every few months Arantor rises from his lair to destroy Shantytown and every inhabitant within, but somehow the town reassembles itself and everybody returns to life as if nothing had happened. Nobody except Sarissa seems to take notice, or even remember the previous assault.
- Arantor bows only to Kas, the greatest of betrayers.
- Kas the Betrayer has a hidden lair somewhere in Monadhan.
- In order to leave Monadhan, a creature or group of creatures must carry with them the object within Monadhan that is currently the most representative of betrayal. This "key" constantly changes, as a creature takes the key with it when it leaves Monadhan.
- Sarissa knows of the current "key" (see the "Key of Betrayal" sidebar). She only divulges this information if the key is not her vial of alchemist's fire.

G3. Pier

The pier holds up to 8 row boats, but only 1d6 of them are on the lake during the day. A gang of cutthroats control the pier for now, demanding 20 gp tribute from anybody who wishes to take a boat. The leader of the gang is Ashes (CE female **cambion**) who has a pet **troll** with her at all times. The rest of the gang are all CE **berserkers** of various genders and humanoid races.

G4. Fort

The fort is 120 feet long, 70 feet wide, and surrounded by 20-foot-high stone walls. The only entrance is a metal gate that faces Shantytown, while the fort's backside is close to the jungle. Within the fort is a stable with room for 8 horses (though there are no horses to be found anywhere) and a 3-story building that serves as both living quarters, armory, and watch tower for whoever controls the fort.

The fort's current commander is Pelnur Gatefist (CE male human **knight**). He has 2d4 **veterans** and 2d6 **berserkers** under his command, who are the only survivors of a brutal skirmish to seize the fort from its previous owner. Pelnur used to be a cruel and abusive governor, who found himself in Monadhan after being lynched by an angry mob. He plans to become governor of Shantytown, a plan that is destined to fail. Before long, infighting, mutiny, and betrayal are sure to cast him down from his newfound position of power. For now, however, he controls the safest place in all of Monadhan.

The Shifting Caverns

Sometimes I like it when a place is named so poetically. The added layers of meaning within it can help visitors better understand the essence of that particular location. Such is the case with the Shifting Caves, a system of caverns that leads to Arantor's lair, the most cursed place in all of Monadhan.

Notice I did not say "leads directly," for that that would be intellectually dishonest on my part. The Shifting Caverns, as you might have already inferred, tend to shift. A lot. Without rhyme or reason, and at the most inconvenient of times. While the properties of the caverns themselves remain constant, the passageways that link them and the order in which an adventurer is likely to come across each cavern will always change.

This phenomenon is attributed to the influence of Arantor, for his act of betrayal was so great that his eternal shame radiates out into the caves themselves, which then attempt to betray any who enter them.

The Shifting Caverns lead to Arantor's lair, the most cursed place in all of Monadhan. This has suffused them with a supernatural urge for betrayal, ensuring that the very layout of the caves betray those who enter here.

Area H1 is always the first and top-most cavern, and the Heart of Darkness is always the last. When characters move from one cavern to another, roll a d6 to determine which cavern comes next (area H2 on a roll of 1 or 2, area H3 on a roll of 3, area H4 on a roll of 4, area H5 on a roll of 5, and area H6 on a roll of 6), always rerolling if the result corresponds to the cave the characters are exiting, or have been through before. The path to area H7 appears once the characters have been through all six previous caves. Unless otherwise specified, each cavern has no illumination, and comprises one entry tunnel and one exit tunnel leading to another cavern (with the exception of area H7, which only has one an entry tunnel).

The tunnels that connect the various caverns each have a 10-foot radius and are 1,000 feet long. They meander through the ground, so a character can never see further than 20 feet ahead.

The monsters in the Shifting Caverns are all subservient to Arantor and have been for many years now. They are used to the shifting nature of the caves, but very rarely leave their posts.

When the characters attempt to take a long rest in the Shifting Caves, refer to the Death Patrol special event.

H1. Cavern of Rivers

This cavern is 60 feet wide, 80 feet long, and 20 feet high, with no illumination. A small waterfall lunges from the wall on the left side of the cave, cascading into a dark pool that occupies the center of the cave (10-foot radius). The water flows out through a separate tunnel on the wall to the right.

A **spirit naga** stands guard here along with two **cambions**. Characters notice bubbles occasionally rising from within the 10-foot- deep waters with a successful DC 22 Wisdom (Perception) check. The source of the bubbles is a **troll** that sits in hiding beneath the water (if you own *Mordenkainen's Tome of Foes*, consider using the **venom troll**). It rises up to attack if fighting breaks out in the cavern. The troll has been trained by the naga to hold its breath for extended periods, as well as to serve Arantor.

H2. Cavern of Cliffs

This massive cavern is 80 feet wide and stretches upwards for hundreds of feet. For every thirty feet along its length (starting from the end of the entry tunnel) there is a small plateau that the characters must climb in order to advance. There are five plateaus in total.

On the third plateau, 90 feet from the ground, stand three **barbed devils**, one **bone devil**, and one **horned devil** waiting in ambush. They can see the characters from their vantage point, and the barbed devils and horned devil hurl flames at the characters as they try to scale the first three plateaus. Meanwhile, the bone devil tries to harry any stranded characters, using its reach and flying speed to stay out of melee, keeping its distance until someone closes in on the third plateau.

Climbing the plateaus in combat requires an action, and a successful DC 15 Strength (Athletics) check every turn it is attempted. On a failed check, the character moves at half its usual speed. Characters with a climbing speed succeed the check automatically.

Each devil was banished to Monadhan after they broke their word and severed the bargains they had entered into with mortals. Arantor has now bound them into service.

H3. Cavern of Sulfur

This cavern is 100 feet long, 30 feet wide, and 60 feet high, with the exit going downwards just before the wall at the far end. Treat the cavern's width as six 5-foot-wide lanes, which the characters must walk along. Multiple small sulfur-spewing geysers protrude from the far wall.

When characters enter the cavern, roll initiative. On each initiative

count 20 (losing initiative ties) two of these geysers activate and release the acidic sulfur in a concentrated stream, filling two of the cavern's six lanes. Any creature in the area when a geyser activates must succeed on a DC 21 Dexterity saving throw or take 55 (10d10) acid damage and become poisoned until cured. On a successful save, a creature takes half as much damage.

Two **nemhains** are also in the cavern, but they are invisible, waiting to attack after one of the geysers has gone off. They are immune to the acidic sulfur and try to hinder the characters' progress through the cavern, using the many spells they have at their disposal. These nemhains lack the rejuvenation trait, as their ritual objects were destroyed on the Material Plane.

The nemhains were once dragonborn warriors of Arkhosia, assigned to guard a sacred temple of Bahamut. Unfortunately, as age wore on them and Arkhosia started losing ground, they entered into a dark pact in order to continue the only duty they ever knew in life. They betrayed their families, sacrificing them in the foul ritual needed to become a nemhain. While they were eventually slain on the Material Plane, they were cast into Monadhan and now voluntarily serve Arantor, who they have come to believe is Bahamut himself. Their dark, twisted minds are too far gone for them to see otherwise.

H4. Cavern of Air

The entrance and exit of this cavern are located on plateaus separated by a 200-foot-deep, 600-foot-long, and 300-foot-wide chasm on the cavern floor. The area is dimly lit by phosphorescent lichen, and the walls are covered in white mold.

> **White Mold**
> White mold is toxic and generates invisible fumes that irritate the eyes and airways. A patch of white mold typically covers a 10-foot square, and the smell within 30 feet of it is damp and sour.
>
> When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must succeed on a DC 16 Constitution saving throw or become poisoned for 1 hour. While poisoned in this manner, a creature can only discern broad shapes with its sight, not fine details, and whenever it speaks on a turn, it takes 5 (1d10) bludgeoning damage as its airways contract.
>
> White mold is immune to cold, thunder, piercing, and psychic damage. A patch of white mold exposed to an effect that deals fire damage is instantly destroyed.

Three stone platforms float in the middle of chasm, level with the plateaus. Two of them are 10 feet away from each plateau (entrance and exit) while the middle one is in a random location somewhere in between the two. Each platform is 5 ft x 5 ft wide and 1 ft. thick. When a creature weighing at least 20 lbs jumps onto a platform, roll a d100. On a roll of 1-30, the platform plummets to the ground where it shatters on impact. Any creature on the platform falls to the bottom of the chasm with it, unless it has some means of staying aloft. On a roll of 31-50, the platform wobbles as it sinks 5 feet. It returns to its regular height when there is no longer any pressure on the platform. Any creature on the platform when it wobbles must succeed on a DC 15 Dexterity saving throw to stay stable, falling prone on a failed save, and falling to the bottom of the chasm if the save fails by 5 or more. On a roll of 51-100 on the d100, a platform stays stable.

No hostiles are visible when the characters first enter the room. However, a **dread wraith** and two **mad wraiths** lie waiting in the tunnel that serves as the exit (for much deadlier challenge, replace the dread wraith with a **caller in darkness**). They wait to attack until at least one creature stands on one of the platforms. If all the characters use flight to get across, they attack in midair.

Once per turn, if a creature takes damage while on one of the islands, it must succeed on a DC 15 Dexterity saving throw or be knocked prone. If the saving throw fails by 5 or more, the creature falls off the island and into the chasm below.

H5. Cavern of Truth

This cavern is 40 feet wide and 80 feet long, with multiple torture devices located within it, including racks, guillotines, and iron maidens. Two **rakshasas** dwell here, both former mercenaries with a history of reneging on their contracts with their employers. They are loyal to Arantor, as that is the only way they can hope to thrive in Monadhan. They know that resisting his rule is futile, unless given convincing evidence otherwise.

The cavern also consists of multiple jail cells, which house captives from Shantytown or anyone else who has angered Arantor. The rakshasas watch over the prisoners and occasionally torture them for their master's amusement. He is especially fond of hearing their screams of agony while lying dormant in his cavern, deep in melancholy. When characters arrive here, there is a 25% chance that Arantor is listening in on a torture session and will likely be expecting the PCs once they reach the area H7.

One of the prisoners is a LE human **commoner** named Macaebus, who was cast into Monadhan after a life of appropriating funds from his lord's treasury into that of a rival kingdom's. If rescued, he can give PCs any information that they might have missed (see "What the Townsfolk Know"). He also knows what is needed for others to leave Monadhan (see the "Key of Betrayal" sidebar). This is something he picked up on after poking his nose around a little too much during his early days in Monadhan. However, he only teases this information, refusing to reveal it unless the characters can somehow make it worth his while (he desires to exit Monadhan with them). Macaebus can't be intimidated by physical threats, as he is accustomed to torture, and knows that he will be reborn in Monadhan if he dies.

H6. Cavern of Statues

The Cavern of Statues is 60 feet wide and 80 feet long, with a 20-foot-high ceiling. It contains multiple statues that remind Arantor of life before his fall to darkness, including one at the center of the room that depicts his former silver dragon form, complete with high eyes, beard-like chin spikes, and a spiny frill rising high over the head. The statue emits a faint reddish light, illuminating everything in the room ominously.

The other statues are situated in little alcoves within the walls. They depict great dragonborn warriors of the ancient empire of Arkhosia, which Arantor once served. One statue in the Southwest corner of the room has the word "Sarissa" carved into its pedestal at the bottom, but its form is crumbled into pieces. A *stone shape* spell or similar magic can reassemble the pieces to reveal an old woman, who characters might recognize as Sarissa, the seer from Shantytown, if they met her already.

The walls also have numerous tapestries depicting long-forgotten monarchs, warriors and kingdoms. Dungeon Masters can flavor these to suit their own worlds. However, of particular interest is the largest one, located on the north wall, which appears to be a map of some kind. A successful DC 25 Intelligence (History) check can identify it as map of the old empire of Arkhosia. This map is a priceless treasure that would be coveted by scholars on the Material Plane.

The Cavern is guarded by four **cambions** and six **nothics** which appear from the tapestries themselves when combat erupts (if you own *Mordenkainen's Tome of Foes*, consider replacing the nothics with **allips** for a much greater challenge). The cambions were once agents of the Nine Hells who betrayed their duties.

H7. The Heart of Darkness

Characters approach the Heart of Darkness through a 5-foot-wide tunnel that ends at the top of a cliff face. From there they can see a massive chamber in the shape of a large rift, more than 100 feet across and 100 feet long. Its walls are dotted with multiple crevices and alcoves, while numerous stalagmites and stone pillars jut from the floor. The crevices each lead right into one another, such that any creature travelling to the end of one will reappear in the mouth of another one.

Descending to the floor of the chamber is a 20-foot drop. Within the cavern is Arantor himself, floating back and forth, lost in his own misery.

> **Arantor as Darklord**
> The Darklord of Monadhan is the greatest servant of Kas the Betrayer. Arantor is a **dracowraith** with the following modifications:
>
> ***Breath of Betrayal.*** When a target fails its saving throw against Arantor's Necrotic Breath the target also becomes cursed. While cursed, a target has its movement halved and cannot regain hit points. The curse lasts until the target damages one of its allies.
>
> Within the Heart of Darkness, Arantor can take the following additional lair action:
>
> • Arantor conjures forth 1d4 **traitorous spirits** that appear in unoccupied spaces within 60 feet of Arantor. The spirits act on their own initiative and follow Arantor's will.
>
> Arantor has the following traits:
>
> ***Ideal.*** I despise my existence and hate those who do not share it.
>
> ***Bond.*** So long as he helps me inflict pain and loss unto others I will serve Kas unquestioningly, for he is the greatest and mightiest of all betrayers.
>
> ***Flaw.*** When the voices in my head overwhelm me, I play out the events of the night I slew my daughter and slaughtered the refugees, first destroying Shantytown before ascending into the clouds to reenact the argument that caused my downfall.

Arantor is always preoccupied with his thoughts while here, and typically does not hear the sounds in the other rooms. Unless the characters are carrying a source of light, he is unlikely to notice them. When combat erupts, he attacks with tactful viciousness, making full use of his lair actions. If a character is possessed by Imrissa's spirit, Arantor is able to detect this and focuses most of his attention on that character.

Coalescing Memories. An area of gray mist also concentrates on a particular spot within the chamber, covering a 5-foot-cube. A successful DC 20 Intelligence (Religion or Arcana) check reveals that the areas of mist are tied to Arantor's memories of life. A creature that ends its turn in the mist experiences a brief, momentary vision of Arantor's life (usually a scene from his argument with his daughter) and becomes immune to any harmful effect of Arantor's lair actions until the start of its next turn. The mist then disappears from that area, re-appearing in another random unoccupied space within the cavern.

Defeating Arantor. If the characters reduce Arantor to 0 hit points, his form discorporates into mist, yelling vile expletives at his slayers and vowing revenge. However, the skies above Monadhan begin to darken and a violent thunderstorm crashes down upon it. The Mists of Monadhan begin to thin, no longer harming those who pass through it, but not quite dissipating fully. Characters can use this opportunity to escape the Dread Domain. The natives of Shantytown are likely to refuse to leave, however, are still terrified of the choking fog, no matter how thin it gets.

After 24 hours, the Mists return and the dracowraith is reformed in the storm clouds above Shantytown. He reenacts the night he murdered his daughter and proceeds to wreak havoc on Shantytown again, before returning to the Heart of Darkness.

Special Events

The following events are designed to enhance a campaign in Monadhan. Use them at your discretion.

Death Patrol

Characters are likely to take a long rest in one of the Shifting Caverns after clearing it. If they do so, a death giant patrol arrives 1d4 hours after they start resting.

The characters can see four death giants charging towards them along the closest tunnel. The group comprises Bahlik Gur (CE male **death giant ascendant**), two **death giant dreadguards**, and one **death giant soulcatcher**. Bahlik is Arantor's lieutenant, responsible for ensuring that everything runs smoothly in the caverns, as well as handling negotiations with the vampire minions of Kas. The patrol seeks to bring swift death to the characters.

Bahlik is acutely aware of the regional effects of Monadhan. If he sees one of his allies near death, he is likely to strike the killing blow on them to gain the domain's blessing (see "Rewards for Betrayal").

Quarterly Destruction

When the whispers of Imrissa in Arantor's mind reach a fever pitch, his deep melancholy turns into a blind rage. At least once every few months, the Darklord bursts out of his lair and re-enacts the events that led to his downfall many years ago. First, he launches a brutal assault on Shantytown, yelling tactical orders at "Imrissa" as if the town were some military camp. Then he flies into the skies right above the town, seeming to argue and fight with an imaginary Imrissa. Within a few minutes, he flies back down to finish off any remaining structures or people in the town, before retreating to his lair.

By morning, however, the entire town seems to have miraculously re-constructed itself to its original state. The inhabitants are also reformed as they were, with no memories of the assault, and go back to their usual business. The only native aware of these events is Sarissa, who tends not to speak much about it unless asked. During the assault, she takes refuge in the outskirts of the forest.

Showing Teeth

Kas the Betrayer, takes notice of the party's skill and confronts them, flanked by two **vampire** lieutenants. He proposes to offer them a key to escaping Monadhan. In exchange, he asks them to venture into Citadel Cavitus in the Dread Domain of the Burning Peaks and destroy Vecna (or perhaps disrupt Vecna's operations in some other way). He has the means to transport them to the Burning Peaks, but he cannot enter Citadel Cavitus himself.

Alternatively, he might reveal that Imrissa's soul is trapped in the Pit, as well as its purpose, wanting to see if there is any creature brave enough to obtain it and confront Arantor. He takes peculiar joy in seeing if the characters can overcome the Shifting Caverns and actually defeat the dracowraith. If they do, he congratulates them in the end, letting them leave the Dread Domain but subtly hints at meeting again.

If the characters are in possession of the *Sword of Kas*, or if they show signs of being in league with Vecna, Kas shows no mercy and unleashes all of his might upon them.

With Love from the Tangledeep

Four **hydras** and 2d4 **chuuls** emerge to attack the on the outskirts of Shantytown in a hungry rampage. All the inhabitants flee in panic, hiding wherever is most convenient.

This event can occur any time the characters are either in the swamps of the Tangledeep, an area nearby, or in the Edgetown region of Shantytown. It could be used to portray the PCs in a heroic light, granting them some streetwise respect among the gangs of Shantytown.

Monsters and NPCs of Monadhan

Traitorous Spirit

Medium undead, chaotic evil

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

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 11
Languages the languages it knew in life
Challenge 5 (1,800 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.

Actions

Multiattack. The spirit makes three shiv attacks.

Shiv of Betrayal. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The first time on a turn creature takes this damage, it must succeed on a DC 13 Wisdom saving throw or take 11 (2d10) psychic damage and be paralyzed until the end of its next turn.

Reactions

Last Betrayal. When the spirit dies, it immediately gets a full turn in combat before dissipating.

Sunderheart

Ah, Sunderheart. A city truly born of two hearts, sundered in twain. We must start our tale in the ancient empire of Bael Turath, in the fair city of Harrack Unarth. Backed up against Grimstone mountain, three spectacular waterfalls cascaded down from cliffs on high behind the city, filling a pool that served as the city's water supply. A channel of water then flowed through the center of the city and out into a verdant vale of trees and farmland.

Enter Ivania Dreygu and Vorno Kahnebor, young lovers from rival houses, destined to be together even though their families were determined to keep them apart. Now, I must pause for a moment here. As soon as I began to write this section I realized that this tale sounded a bit familiar, though I couldn't exactly place where I had come across it before. Regardless, the other version I had heard featured innocent youths, starry-eyed and truly naive as to the subtle workings of the world. In the case of Ivania and Vorno, however, it was the world who was naive and unaware of the dark and sordid desires that bound the pair together.

The Darklords

The following has been taken from historical accounts, recorded and passed down by various important officials at the time when Harrack Unarth was in its prime, cross-referenced to ensure the most accurate account is given here.

Their families knew that Ivania and Vorno had displayed unsettling traits throughout childhood, and knew that there was darkness hiding behind their well-kept facades. They understood that should these two marry, they would surely cause each other to delve ever further into the depths of depravity. Thus, House Dreygu and House Kahnebor came to an agreement. Their children could not be allowed to stay together, lest they fully give in to the darkness inside of them. They would be separated, forcefully if need be, and the houses themselves would be spared the shame of their inevitable actions.

However, Ivania and Vorno were as resourceful as they were wicked. They escaped and evaded their would-be captors, fought them off at every turn, and eventually began to kill them as necessary when things turned more serious. All the while, through each adversity, through flight and through fight, their love grew stronger. In the end, when the blood had been cleaned from their blades, Ivania and Vorno were the ones still standing, as unopposed heirs no less. With no one left in their way, they quickly married and united the Dreygu and Kahnebor houses under them. Then, in a genius stroke that sealed their grip on power, they petitioned the emperor for rule of Harrack Unarth, whose existing lord mayor had recently passed away. The emperor granted their request and a new era of decadence, led by Ivania and Vorno's own example, dawned on the city.

It did not take long for Harrack Unarth to become known by its new unofficial title, the City of Carousal. Things started off innocently enough. The new rulers hosted parties every night, where they introduced the existing nobility to their "tastes," their love of debauchery. There were potent drinks and other substances to enhance the experience of the evening. Romantic encounters, in the privacy of a darkened corner or under the full view and encouragement of all would have been commonplace. Ivania and especially Vorno, however, did not possess an appetite that could be satisfied so easily. In order to stay amused, each night the activities grew more and more elaborate.

Now, I am choosing not to describe in detail every perverse act that we know occurred. Many of you will have the imagination to fill in the blanks, I am sure. I will just say this; for some individuals the sense of pleasure is indelibly tied up with pain, both in giving and receiving. Twisted though that may seem to many of us, I am not here to judge what willing revelers do behind closed doors. However, when a truly evil heart bends another creature into submission through their actual torment, and when they play with the lives of others as a game, this is where the line is clearly drawn for me. We know that servants were often brought into their activities as unwilling participants. They were later replaced by peasant girls and farm workers when the maids were suddenly in short supply. You see, the problem with linking pleasure and pain is that at some point pain will not be enough. At some point, only taking an innocent life will provide the same thrill. But let me stop there, before I accidentally reveal some of the details that were disturbing enough to give me nightmares for weeks on end.

Let us move on. In time Ivania and Vorno were invited to organize some of their "events" for the emperor himself, who had heard the rumors and barely kept secrets that flowed out of Harrack Unarth. Later, after gaining his trust, the emperor revealed that he was seeking the aid of devils in an effort to ensure that his rule would never end. Ivania and Vorno gladly volunteered their city as a home for the emperor's Hellbound, an army of devils fused with the bodies of mortals. Unbeknownst to the emperor, however, the two lovers had selfish ulterior motives. They made a pact of their own directly with Nephigor, the devil who was overseeing the creation of the Hellbound. In return for their souls, Ivania and Vorno would gain eternal youth. Neither disease nor age would be able to harm them, and they could never die, save though accident or murder.

For the next few decades, as the empire fell under the sway of devil worship, Ivania and Vorno enjoyed their newfound youth to its fullest. Everything sours with time, however. While Ivania was emboldened by her near immortality, Vorno became increasingly paranoid. He saw his death everywhere he looked, and with it the eternity of torture that awaited his soul. Friends that might betray him. Wild animals that could attack if he ventured out from the city walls. Even a fall down the stairs could be his end. Vorno retreated further and further into his chambers until he rarely came out at all. This division in their personalities drove a wedge between Vorno and Ivania, who began to resent him. Not only did she view him as a coward, but he had soured her enjoyment of the luxurious life they had always shared. She came to him one day and proposed one last night of pleasure, one last attempt to free his spirit from the shackles of doubt that held him down. After a long wait for his reply, Vorno reluctantly agreed.

That evening, Ivania brought to their palace the most beautiful young woman that could be found in the city, who radiated innocence and kindness. Ivania treated her to sumptuous food and wine. She showered her with exotic perfumes and silks. The two smiled and laughed all throughout the dinner, and then Ivania summoned a minstrel to play for them while they danced under the freeing influence of the drink. All the while Vorno watched silently, seated in shadow at the edge of the room. After a short while the woman began to get drowsy and sat down on a sofa to compose herself. Ivania lay her down to rest and the woman fell into a deep slumber. Then, after instructing the minstrel to leave, Ivania gave Vorno a knowing glance, retreated to the dinner table with her own glass of wine, and waited.

I would rather not put into writing the following part of their tale, but posterity and my academic integrity insists that I must. Ivania knew her lover too well. She knew that he could not resist the opportunity, and knew exactly what he would do. Vorno rose from his chair with a renewed vigor. He stalked across the room, bend down over the poor woman, lifted her arm gently up to his lips...and began to consume her still living flesh. Ivania smiled and sipped from her glass. Within seconds Vorno was writhing on the floor in agony as the unique poison that she had laced into perfume she applied to the woman's skin worked its way through his body. It was not a quick-working poison, by design, nor a merciful one, but in time the deed was done. Ivania gave him a funeral befitting a lord of the stature that he used to be. At least in death he could provide her with some enjoyable entertainment.

Little did she know it at the time, but by condemning her love to an eternity of torment Ivania had sealed her fate and that of her city. A curse befell those who were expecting a child. Over the next year every childbirth resulted in either the death of the mother or the baby, and the children that survived suffered horrible deformities. Citizens grew understandably frightened and left the city in great numbers (no wonder it is now called the Funeral City behind closed doors). The ones that remained bore witness to the coming storm one winter's night, a blizzard of mythical proportions that swallowed the city whole in a torrent of snow and shadow. When the icy remnants of the storm eventually melted away the following spring, the first visitors were surprised to find that not a single soul, living or dead, remained in the city. The entire population had vanished without a trace.

Here is where history gives way to speculation and hearsay, from whispers that made their way back to our world through cracks in the night sky. They say that Ivania's deed broke Vorno's heart that night, for he had still loved her. For this crime against true love, Ivania would be trapped for an eternity in a realm of the Dark Power's design, Sunderheart, a twisted reflection of Harrack Unarth.

Her true punishment, though, is not imprisonment in the city, but rather in the inescapable prison of her own body. Ivania will never be able to enjoy her decadent pastimes again. For, instead of freeing herself from the stifling nature of Vorno in his last days, she is now bound to him for all time, quite literally. Yes, the rotting undead corpse of Vorno is now fused to Ivania's own body, the two of them placed back to back. Ivania still rules Sunderheart absolutely during the daylight hours, but at night Vorno awakens. The Ghoul (as he is known, for only a select few know his true identity) then takes control of their bodies and wanders aimlessly through the River Palace, until either the morning comes again or he finds a helpless victim to feed on.

Lay of the Land

The Funeral City is a place of excess and debauchery, haunted by deafening echoes of the past. Still a mesmerizing sight, the city feels inviting and splendorous, though its true, infernal nature looms just beneath the surface. Creatures transported to Sunderheart by the Mists, usually find themselves in the Black Bay, being given a final chance not to enter the city itself.

Mists of Sunderheart

A deadly fog surrounds the city of Sunderheart and the Black Bay and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Sunderheart.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

Alterations to Magic

Sunderheart resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell - not even wish - allows one to escape from here. Astral projection, teleport, plane shift, and similar spells cast for the purpose of leaving Sunderheart simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the etherealness spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from the city is pulled back into Sunderheart upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as sending), Sunderheart is considered its own plane. Magic that summons creatures or objects from other planes functions normally here, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by Mordenkainen's magnificent mansion) are subject to the same restrictions as magic cast in Sunderheart.

Whenever a creature casts a spell of 1st level or higher on this plane, the spell can only be cast with the highest level spell slot available to the caster. For example, a 16th level wizard with all spell slots remaining must use its 8th-level spell slot the first time he or she casts a spell, followed by their 7th-level spell slot for the following spell, and so forth.

With the exception of devils, creatures that are magically conjured into existence here, don't follow the commands of their creator regardless of what magic is cast. Instead, such a creature is immediately overwhelmed by the wickedness and depravity that infuses the city, and will storm off to revel in as many earthly pleasures as it can.

While in this Dread Domain, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally - with one proviso: the Darklords can sense when someone is casting such a spell in Sunderheart and can choose to make itself the spell's recipient, so that it becomes the one who is contacted. During daytime hours, Lady Ivania will be able to do so, and during nighttime hours, The Ghoul will be able to do so.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the debased atmosphere. Here are examples:

- ***Find steed:*** The steed is dressed in fine silks and silvery shoes.
- ***Mage hand:*** The summoned hand moves with arrogance and wears fine, jeweled rings.
- ***Spirit guardians:*** The spirits resemble nobles, seemingly careless for the world around them as they dance and drink.

Random Encounters

Random encounters never occur within the Black Bay. They also never occur within the Living City or the River Palace during daytime. For every thirty minutes spent in the Living City or the River Palace during nighttime, and every ten minutes spent in the Tomb City, check to see if the characters encounter anything unusual. In the Living City and the River Palace, an encounter occurs on a roll of 18 or higher on a d20, while it occurs in the Tomb City on a roll of 16 or higher. If an encounter occurs, roll a d10 and consult the table below to determine what the characters encounter.

d10	Encounter
1	4d6 **zombies** (50%) that haven't noticed the characters yet as they are feasting on a corpse, or 2d6 **skeletons** plus 2d4 **skeletal mages** (50%) ready to ambush the characters when they get close.
2-4	1 **debauched knight-commander** followed by 2d6 **debauched knights** who request to see identification. If one of the characters has a scroll of pedigree, they are invited to join the knights at a party. If the characters refuse or don't have proper identification, the knights threaten to cut off the hand of a randomly determined character as tribute to Lady Ivania. If the characters join the party, roleplay it as you see fit, or have the characters wake up in an abandoned house the next day, with each character having lost valuables worth 1d4 x 10 gp and having gained one level of exhaustion.
5-6	A Large humanoid-shaped creature, covered by a ragged, gray cloak stands still as it and the characters notice each other. The creature is a **hellbound**. If the characters move along, it walks away. If the characters move toward it, it tries to keep its distance, defending itself if threatened or attacked. If a fight occurs, 1d4 additional **hellbound** come to its aid on initiative count 20 of the third round of combat.
7	1d4 cultists of Zehir. If captured, a cultist will take its own life.
8	2d6 **depraved specters**, some of them seemingly dancing while others play invisible instruments that make no sound.
9-10	A single **crow of ill omen** lands near the characters.

The Black Bay

The former vale of lush forest and farmland that stretched out before Harrack Unarth had been replaced with an expanse of pitch-black water in Sunderheart. The Mists surround the bay and seem to drive the water in against the city walls, pressing it further north into the city canals. The Mists have also been known to snatch any boatmen that wander too close to their edge, but only madmen or fools would dare approach them.

There are a few islands that dot here and there throughout the bay and some residents of the city do choose to live there. They raise what sickly livestock and meager crops they can on some, while on others the trees are felled for wood to bring back to the city. It is a dangerous life out in the bay, though, which is hardly a surprise. Fen hydras lurk in the waters, among other unspeakable things. While no one has proof that they are actually attracted to light, the superstition has been repeated enough times that no one dares question it, and as such the islanders refuse to use any sort of lantern when out on the water.

A1. Forest Islands

Usually inaccessible, these islands are only revealed when the Mists of Sunderheart retract. The folk from the Farm Islands go here from time to time to fell trees, never wandering far away from the water and always keeping their boats in sight. They know to ignore the horrid screams for help from within the forests as any heroic deeds would surely result in their doom. The Forest Islands are prowled by both **guulvorgs** and **thunderfury boars**.

A2. Farm Islands

This cluster of islands is populated by farmers who grow, produce, and keep live stock. Each farm belongs to a single family, all of which are tiefling. The families coexist peacefully with each other, only wishing to stay as far away as possible from the horrors that lurk at the far end of Sunderheart. They are a hardy people, however, always aiding each other when danger comes close. Each farmer has the statistics of a LN **Sunderheart citizen** and their children are LN tiefling noncombatants.

The produce looks colorless and shriveled, and the pigs they keep are full of blisters and sores while limping around, seemingly weighed down by the sinister influence of Sunderheart itself. Each family produces plenty of food, though there is never enough for the entire city.

Food From the Farm Islands

Though the food looks and smells horrible, it provides the same sustenance as it would if it was of prime quality. If some of the food is carried into the city proper, the food magically appears to be fresher, both visually and in smell and taste, relative to its condition outside the city walls.

Sunderheart
C3
The Bleak Abyss
The Tomb City
C2
C4
C1
C1
B7
The Living City
B6
B5
B2
B4
B3
B1
B1
The Black Bay
A2
A3
A2
A2
A2
A2
A4
A2
A1
A1

A3. Glimmerhope Crag

Nobody would climb this 300-foot-tall cliff even if it wasn't impossible to climb. The Mists sneak through the forests above, as do **guulvorgs** and **thunderfury boars**. During the day, large reflective surfaces among the stone can be seen from afar, some shining brighter than others. These surfaces are depots of copper and gold, which the local populace scratch out of the rock to bolster their income.

The farmers of the Black Bay are mostly shunned to mine only copper, while the citizens from the inner city go for the gold. If confronted about this, they explain that their more lavish lifestyles require them to do so.

Both the farmers and the citizens defend Glimmerhope Crag from outsiders as it is their primary source of wealth. They will kill to protect it.

A4. Cliffs of Despair

The Cliffs of Despair have gained their name by being the primary means of suicide for Sunderheart inhabitants who can't bear their own existence any more. Some ponder making the jump into the Bleak Abyss, but they are too frightened of the unknown depths to even make an attempt. Climbing the 220-foot-high cliffs within the Black Bay is relatively easy, as it has been traversed many times through the ages. It is more difficult to make the climb from within the city, and has often resulted in a would-be climber falling down and breaking his or her legs, or even sustaining mortal (but painful) injuries.

If the climb is made within the Black Bay, it is best attempted at night where the mists above the cliffs retreat somewhat and allow climbers to navigate once they reach the top. This is perhaps the easiest path to the White Tower.

The Living City

Between the bay and the city stands a great wall, the main purpose of which is to keep out most of the water while letting just enough in through the river entrance to feed all the city's canals with water. Dredgers man the walls and use nets and long poles to pull debris from the water. All manner of flotsam floats from the Mists up to the wall of the city. Crates of lost goods or half-spoiled food, splintered pieces of shipwrecks, and even corpses are found with disquieting regularity.

During the day, this first, main section of the city is teeming with life. There are shops and homes, craftsmen of all sorts, and even a prison, for Lady Ivania does not permit lawlessness in her city. The residents traverse the neighborhoods by small boats in the network of canals, or on foot across the many bridges. At night, however, every door is locked, and window shuttered, when the ancestral dead return to roam the canals.

B1. The Low Wall

While the three-storied, 30-foot-tall wall allows for archers at various heights, nobody is stationed within it. Lady Ivania Dreygu has decreed that none shall inhabit the low wall as the city doesn't need protecting from anything outside it. The many tunnels and rooms within the wall are thus never used, except by rats and spiders. It is an excellent hiding place, should one ever need one.

The very top of the wall is used during the day however, as dredgers are allowed to operate the cranes, as well as use their hooked poles and roped nets to pull out the flotsam and jetsam that gather below the low wall. The barrels and boxes that end up here come floating with the current, out of the mists at the far end of the Black Bay, after mists have swallowed a shipwreck somewhere on the Material Plane and sent its remains here. On rare occasions some wreckage from a boat, such as a keel or bowsprit, also make their way to the wall, while the bloated body of a sailor appears even more rarely. Only a few times has a living person been pulled up by the dredgers, but never has such a person stayed alive for long. They are gifted to Ivania Dreygu who uses them for dark entertainment at her lavish banquets.

Whatever goods the dredgers amass during a day's work is hauled to their base of operations, the Department of Dredgers.

B2. The Grimriver

As the waters of the Black Bay enter the city, they become the Grimriver that stretches all the way to the Bleak Abyss and the Grimcanals which spring from the river and curl around the city's buildings. Though bridges allow for some travel throughout the city, most citizens use gondolas to get from place to place. While far from every citizen can afford their own gondola, there are plenty who make a living by offering taxi services.

> **Sunderheart Water Taxis**
> While a character might wait up to 10 minutes for a taxi to sail by in the far corners of the Grimcanals, it is as easy as raising a hand on the Grimriver itself. Most taxi services charge 2 cp to ferry a passenger from one location to another. Each passenger is charged, regardless of whether they share their destination or not.
>
> A gondola can hold up to five sitting passengers. The gondolier stands as he rows, though it looks as if he or she poles the gondola forward (which the waters of Sunderheart are much too deep for). A gondolier has the statistics of a **Sunderheart citizen**.

B3. Department of Dredgers

The base of operations of the dredgers. A dredger has the statistics of a **Sunderheart citizen**. The goods they collect from the waters outside of the low wall are gathered here where merchants from the Avarice Arcade come to buy in bulk.

The department is guarded by four tiefling **debauched knights** at all times; two outside of the main entrance, and two inside.

B4. Geed's Gondolas

Orissa Geed, who is regularly called "Greed" behind her back, is a female **Sunderheart citizen** in her mid-thirties. Orissa lives in a small apartment above her shop, together with her son, Mekas Geed, who also assists her with her work and slowly learns the trade. Mekas is a tiefling noncombatant in his early teens. Orissa inherited the gondola business after her husband who died in a drowning accident shortly after Mekas was born.

In her shop, Orissa sells gondolas. Given her monopoly on the market, she charges extravagant sums for her work, which can range anywhere from 60 to 100 gp for a gondola, depending on her mood at the time. Most folk in the city simply repair their gondolas when the wear and tear becomes too much and many families have had the same gondola for generations. The wealthiest citizens use gondolas as a symbol of status and enjoy having Orissa construct a gondola for them with unique coloring or carvings along the side.

B5. The Witch of Downing Street

A wooden sign, bearing the image of a hand with an eye in its palm, hangs above the door of this old, crooked-looking house. The inside is warm and cozy unlike any other place in Sunderheart, giving a sensation of calmness and hope. Large, luxurious pillows for sitting lie around two small tables in this one-room house. A hunched old woman lives here, blind as her eyes have been stitched shut. If asked about her eyes, she replies she did it to herself to see better.

> **The Witch of Downing Street**
> The witch is a **night hag** with blindsight of 120 ft. in place of darkvision. She is blinded beyond the radius of her blindsight.
>
> The witch knows the history of Sunderheart and that The Ghoul is in truth Vorno Kahnebor. She trades information scarcely and only for books and scrolls obtained from the Broken Library - a place she dares not visit herself. She wishes to escape Sunderheart and seeks to obtain knowledge of how it can be accomplished.

B6. Prison

Justice is a rather ambiguous concept in Sunderheart, but Ivania likes to maintain at least a semblance of order in her city. Her dark paladins keep watch during the day, arresting only those who are caught in the act, or accused by several prominent witnesses. There is no trial nor structured sentencing for any transgressors; they are brought directly to the prison, where the prison guards starve, humiliate, and torture them. Any prisoner ordered arrested directly by Ivania is instead groomed and dressed for "entertainment" at one of her banquets; their fate is usually worse than that of the ordinary prisoners.

The Yuan-ti and the Cultists of Zehir

A group of yuan-ti worshippers of Zehir, the yuan-ti God of Poison, were living in Harrack Unarth when it was swallowed by the Mists and became Sunderheart. Most of them remain here to this day, having established a secret hideout for themselves in the catacombs beneath the prison. They seek to put an end to Lady Ivania Dreygu's rule and usher in a new era in the name of Zehir, transforming Sunderheart into a haven for their kind. To achieve this, they have already corrupted most of prison guards to become covert cultists of their foul god, and the remaining guards are none the wiser.

The yuan-ti and the cultists follow a clever and patient leader known as Sstkuh the Devious, who they address as "Mother." Although many of the yuan-ti have been driven insane by their entrapment in this Dread Domain, they have been kept in check by Sstkuh. She knows better than to launch a full-frontal assault on River Palace without strong back-up, as that would surely be disastrous for her "children." As such, she keeps the yuan-ti hidden in the catacombs, relying instead on the guards to do her bidding on the surface. After torturing captured prisoners, the corrupted guards bring them to the Sstkuh, who then force-feeds them a unique potion that transforms them into **yuan-ti broodguards** (see *Volo's Guide to Monsters*).

> **The Yuan-Ti of Sunderheart**
> Sstkuh has the statistics of a **yuan-ti pureblood** with the following additional trait:
>
> ***Mind Fangs (3/Day).*** The first time Sstkuh hits with a melee attack on its turn, she can deal an extra 16 (3d10) psychic damage to the target.
>
> Sstkuh commands a **yuan-ti anathema** (see *Volo's Guide to Monsters*) named Izhil. Why Izhil follows the orders of Sstkuh, rather than subjugate her and the remaining yuan-ti, is a mystery.
>
> Each of the remaining yuan-ti has the statistics of a **yuan-ti pureblood** or **yuan-ti broodguard** (see *Volo's Guide to Monsters*).

While Ivania is aware of a yuan-ti threat in Sunderheart, she is oblivious to the fact that most of her prison guards have been corrupted and are covertly working against her. As such, her attempts to discover the Zehir cult's base of operations have proven unsuccessful thus far.

A prison guard or cultist of Sunderheart has the statistics of a **Sunderheart citizen** with an AC of 12 (studded leather) and is wielding a flail (+2 to hit, 1d8+2 bludgeoning damage).

B7. Avarice Arcade

The arcade consists of numerous shops, each operated by a merchant (**Sunderheart citizen**). The location is guarded by four tiefling **debauched knights** who enact Lady Ivania's will by ensuring law and order.

Each merchant sells items from the Adventuring Gear and Trade Goods tables (with the exception of live animals) in the *Player's Handbook* for twice the regular price, accepting only copper, gold, and gemstones as payment. Some merchants might have more exotic items for sale. Use the Avarice Arcade table to generate random merchants or choose which ones to use. Alternatively, you can use merchants of your own creation.

d8	Merchant
1	**Forge of Destiny.** Skarius Xik owns the shop which has several anvils for sitting (despite the shop's name he isn't a blacksmith). In addition to regular wares, Skarius also sells armor from the Heavy Armor table in the *Player's Handbook* for three times the regular price.
2	**Madam Zaiquine, Master of the Mystic Arts.** Zaiquine Neemi's shop is surrounded by mystery, hidden away behind colorful drapes. In addition to regular wares, Zaiquine also sells trinkets from the Trinkets table in the *Player's Handbook* which she claims give good luck or might even open a portal to another realm. None of this is true, however. Randomly determine which trinkets she has available. Each trinket costs 1d100 cp.
3	**The Tanner.** Koxsire the Quick owns the shop. Most refer to him simply as "The Quick," a name he has gotten for his quick (but also erratic) movements. Koxsire has the statistics of a **Sunderheart citizen** with movement 40 ft. and advantage on initiative rolls. In addition to regular wares, Koxsire also sells armor from the Light Armor and Medium Armor tables in the *Player's Handbook* for four times the regular price. He lowers his prices to three times the regular price for a character who can beat him in a game of darts.
4	**Good Intentions.** Yurissa Phizeiss, a tiefling about the size of a halfling, owns the shop. In addition to regular wares, Yurissa also sells artisan's tools from the Tools table in the *Player's Handbook* for three times the regular price. If a character speaks to Yurissa in Thieves Cant, she lowers her prices to twice the regular price and discloses that she also sells disguise kits, forgery kits, poisoner's kits, and thieves' tools from the Tools table in the *Player's Handbook,* as well as weapons from the Simple Melee Weapons and Martial Melee Weapons tables in the *Player's Handbook* that don't have the reach, two-handed, or versatile property.
5	**No Strings Attached.** Misdonis Arei owns the shop. In addition to regular wares, Misdonis also sells musical instruments from the Tools table in the *Player's Handbook* for three times the regular price. If an instrument needs strings, they are sold without strings attached. She will sell and attach a string to an instrument for an additional 1 gp per string.
6	**UMS.** Nith Laia owns the shop, and has three tiefling teenagers (noncombatants) in her employ. When approaching, she always engages a potential customer with "Welcome to Unified Messaging Services, how may we help you?" In addition to regular wares, Nith also sells messenger services to anywhere in the Living City for 50 cp. If bribed with an extravagant sum of 50 gp or more, she may be persuaded to deliver a message to the River Palace.
7	**Touch of Divinity.** Horxes the Bright owns the shop. Contrary to the other merchants, Horxes doesn't sell adventuring gear or trade goods. Instead, he sells spellcasting services. He provides these services through numerous spell scrolls, all encrypted in a strange tongue that only Horxes seems to be able to decipher. Where he gets his scrolls is a mystery to all; if asked, he simply says they are gifted to him by a divine power and that he has been selected for reasons even he doesn't understand. In truth, he gets his scrolls from the lich at the White Tower who has charmed him and uses him for entertainment. Horxes can produce the effect of any 1st-level and 2nd-level cleric or wizard spell, requiring 50 gp per spell level in addition to the cost of any material components required.
8	**B&B.** Benjamin Lius and Benjamin Kycis jointly own the shop. They have three tables where the city's inhabitants come to play Three Dragon Ante. Each table has a dealer who is in the employ of B&B. In addition to regular wares and their gambling services, B&B also sells gaming sets from the Tools table in the *Player's Handbook* for three times the regular price.

The Tomb City

Beyond the River Palace and the second wall lies the Tomb City, an old ward of the town that now serves as a makeshift graveyard due to lack of appropriate space elsewhere. Tombstones and grave markers line the dusty, cobbled streets and many an abandoned and decrepit house has been converted into a crypt or mausoleum. The dead never stay peaceful for long in Sunderheart though, quite possibly one of the reasons that the living revere their ancestors so. I for one would certainly make sure I paid my proper respects to any relative that I knew would rise as an undead shortly after their coffin was buried. And indeed, a large population of undead shambles quietly about the Tomb City during the day, residents of one side of the wall during life and the other upon death. They, as well as their living counterparts, pay heed to Lady Ivania's decree that none are allowed to scale the second wall. All entry or exit must be made through the canals that pass beneath her palace.

The waters that pass through the canals flow ever faster as they near the far reaches of the Tomb City, where they plummet over the broken edges of the city and into the Bleak Abyss below. From time to time part of a building will crumble and fall over the edge as well, lost to the unknown depths, though one structure in particular towers precariously on the edge. The Broken Library, whose carved stone facade hides the fact that the inside has been split in two and left open to the sky above, hangs perpetually in a state of near destruction over the edge. Who knows what ancient tomes lie within? As far as I am aware, no one has willingly risked their own life to find out the answer for themselves.

B1. The High Wall

All citizens of Sunderheart, both living and dead, are banned from entering this enormous 100-foot-tall wall that separates the Living City from the Tomb City. Still, the wall does have inhabitants: the abominable **hellbound** make their home here, keeping watch over the city and act as guardians of Ivania's rule. During daytime, they skulk in the city's alleys and hide in dark passages within the River Palace. When night consumes Sunderheart, they fly high above the city, unseen by the inhabitants below.

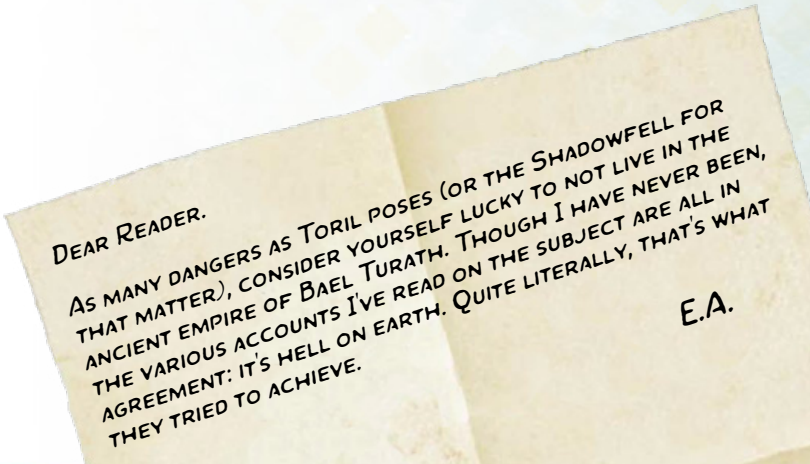
The hellbound have been seen on several occasions, though the gray cloaks they wear outside of the High Wall has disguised their true nature. They are commonly referred to as "gray giants" and are the subject of many rumors and bedtime stories.

The Hellbound

Bael Turath was a place of sin long before the birth of Sunderheart. They attempted to bind infernal power to their human forms, and while this cost many commoners their lives, their debauched beliefs caused them to keep volunteering for those most macabre of experiments. When the Dread Domain of Sunderheart formed, the tortured souls of those who died to the experiments where pulled into the realm, and given new life in a shell much different from their former human ones. They now exist as a human-devil hybrid, resembling giant, winged tieflings.

They are the guardians of Lady Ivania, though they avoid direct contact with her. If a hellbound is ever in the same room as Ivania, she doesn't acknowledge its presence (so great is her denial of her circumstances). They also double as spies for Nephigor, reporting to him constantly. The hellbound don't care for their own lives, as they simply reform within Sunderheart 24 hours after their death, and they always come to the defense of Lady Ivania and Nephigor. They aren't capable of harming Lady Ivania, The Ghoul, or Nephigor, regardless of what magic or trickery might compel them to do so.

The hellbound are constantly searching for yuan-ti and cultists of Zehir, destroying them wherever they discover them.



B2. White Tower

This ivory tower looms over the entire city from its narrow spur on the Cliffs of Despair. It is immediately evident how much this tower doesn't belong here. It doesn't have any openings except for a single window just above a balcony near the very top.

The tower stands 50 feet tall, with a balcony encircling the tower 40 feet from the ground. The tower is warded against all magic from the outside and is impervious to damage. From the balcony, entrance into the tower is possible through a window.

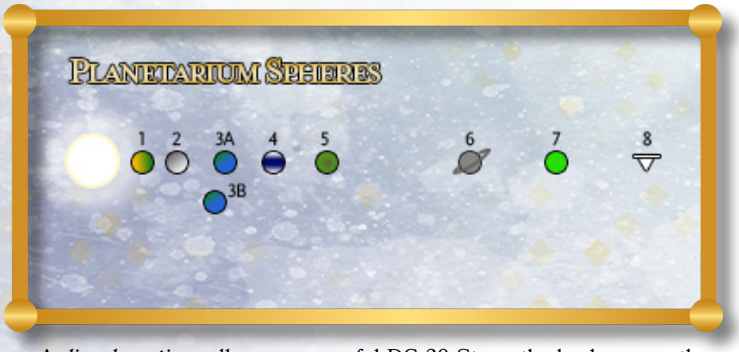
Reaching the Tower. Many citizens have attempted to reach and climb the White Tower, both of which are dangerous endeavors. The safest route is climbing the Cliffs of Despair from the Black Lake. The climb can be made within the Living City or the Tomb City as well, though it is only possible with climbing equipment or a climbing speed. In the Tomb City, there is a single hidden passage, that allows the tower to be reached, but discovering it requires a successful DC 22 Wisdom (Survival) check.

Fifth Floor: The Planetarium

This 10-foot-radius circular room is completely empty, except for a metallic sphere mounted on a pedestal, located centrally within the room. If it is nighttime, the metallic sphere glows with white light. The are no exits, other than the single window.

If a character touches the sphere, the window closes shut and disappears, and the entire room seemingly bursts apart to reveal an endless sea of stars in an infinite void that swallows the pedestal and leaves only the sphere. Each creature must make a DC 20 Intelligence saving throw. On a failed save, a creature perceives the illusion as real and feels as if it is floating in the vastness of space. On a successful save, a creature discerns the illusion for what it is, causing it to resemble a mere projection upon the room's surfaces.

Realmspace Spheres. Regardless of the saving throw, the sphere floats a few feet into the air where it becomes magically fixed in place and begins to glow with a fierce, white light. Within a few seconds, nine illusory spheres appear at various distances from glowing sphere, seemingly orbiting it. The central sphere represents the sun, and the smaller spheres represent the planets in Realmspace. See the Planetarium Spheres table for an overview.



A *dispel magic* spell or a successful DC 30 Strength check causes the central sphere to move out of place and ends the illusion, causing the room to reset.

Planetarium Spheres

Sphere	Color and Description	Distance from Central Sphere	Represents
Central	Glowing white	-	The sun
1	Amber and green	2 inches	Anadia
2	Gray and white	4 inches	Colier
3A	Mostly blue and with some green and a single satellite	8 inches	Toril
3B	Resembles 3A perfectly except that it seems to move slightly out of sync	8 inches	Abeir
4	Gleaming sapphire ball with white caps	1 foot	Karpri
5	Green orb with moving brown smudges	1 foot 4 inches	Chandos
6	Dull gray orb with three satellites, surrounded by a ring	3 feet 4 inches	Glyth
7	Green sphere with twelve satellites	4 feet	Garden
8	Crystalline white flat disc with a pointed cylinder in the middle that always aims away from the central sphere	4 feet 10 inches	H'Catha

Completing the Planetarium. The characters must solve the puzzle by arranging the planets in the proper order. Putting a finger on a planet allows a character to move it. Sphere 3B must be pushed into 3A so they occupy the same space, as Toril and Abeir originally did, and sphere 8 must be turned so the pointed cylinder aims at the sun. The sun's light changes to blue when a character touches sphere 3B, which could give them a hint. A character can deduce this puzzle with a successful DC 20 Intelligence (Nature) check. Use the Planetarium Spheres illustration to help visualize the spheres.

If the puzzle is solved, the room returns to normal and the central sphere floats off towards the far side of the room, changing shape and growing in size until it resembles a door. A creature that walks through the light appears on the fourth floor of the tower. The doorway remains open for 1 minute before the room resets entirely.

Fourth Floor: The Chemicarium

This 10-foot-radius circular room is the Chemicarium. A glowing orb attached to its 10-foot-high ceiling fills it with bright light.

Mirror-like Entrance. This room has a 10-foot tall floor-to-ceiling mirror built into the wall where characters enter from. When a character arrives here from the fifth floor, the surface of the mirror behind them moves like mercury as the character steps out of the mirror and into this room. Walking back through the mirror returns a creature to the fifth floor.

Steel Door Exit. On the far wall, opposite the mirror, is a large steel door with three keyholes; one chromium, one lead, and one platinum.

Three Peculiar Objects. Three peculiar objects are apparent when entering the room. Along the east wall is what looks like a large oven. In addition, there is a 6-foot tall, 2-inch radius iron tube protruding from the floor just in front of the steel door. Near the east wall floats a perfectly spherical orb of transparent liquid, suspended in mid-air.

Chemicarium Compounds. In the middle of the room stands a round table with several bowls. Each bowl is engraved with words and holds exactly 16 oz of a particular alchemical compound as shown in the Chemicarium Compounds Table, which is almost enough to fill it right to the brim. The bowls can be removed from the table and magically refill when placed back on the table.

Chemicarium Compounds

Label	Description
Baryta-Water	This clear liquid has no smell. It is an extremely corrosive base called barium hydroxide. Any part of a nonmagical object that comes into contact with the acid corrodes and is destroyed. If a creature touches the acid, it takes 55 (10d10) acid damage and loses whatever part of its body it used to touch the acid. If a character that isn't immune to acid damage drinks the acid, it dies.
Blue Depths	These blue-colored crystals are harmless when ingested. A creature that heats and inhales one or more crystals, must succeed on a DC 18 Constitution saving throw or become unable to benefit from resting for 1d4 + 4 hours, during which time the creature's movement speed increases by 5 feet and it has disadvantage on Dexterity (Stealth) checks and Constitution saving throws to maintain concentration. The trance can be ended early via a *greater restoration* spell or similar magic. While affected by the crystals, the creature feels absolute bliss. When the effect ends, the affected creature experiences a longing to return to that feeling.
Nitric Acid	Invisible fumes rise from this clear liquid, leaving a suffocating smell in the air around it. The acid is extremely corrosive. Any part of a nonmagical object that comes into contact with the acid corrodes and is destroyed. If a creature touches the acid, it takes 55 (10d10) acid damage and loses whatever part of its body it used to touch the acid. If a character that isn't immune to acid damage drinks the acid, it dies.
Salt	Just regular salt.
Second Chances	This bowl holds three glowing orbs that pulse with chromatic light. Holding one and crushing it as an action causes the room to reset, returning everything to how it was when the characters first arrived here - except that there is now one less orb in this bowl. The bowl refills after 24 hours.
Toluol	This clear liquid smells harsh and very unpleasant. A character that drinks the liquid must succeed on a DC 20 Constitution saving throw or have its Intelligence score reduced by 2. The creature dies if this reduces its Intelligence to 0. The reduction lasts until removed by a *greater restoration* spell or similar magic.
Quicksilver	The bowl contains mercury; a liquid metal. A creature that ingests this liquid must succeed on a DC 25 Constitution saving throw against poison. On a failed save, the creature makes attack rolls, ability checks, and saving throws with disadvantage. In addition, it can see only 30 feet and can speak only falteringly. The effect lasts until removed by a *greater restoration* spell or similar magic. If the effect isn't removed within 24 hours, the creature dies.

Antimagic Field. The entire Chemicarium is the under effects of an *antimagic field* spell, which affects everything except for the magical bond that ties the specific objects to this room. Any object found here that is removed from this room instantly disappears and re-appears in its original location within this room.

Completing the Chemicarium. Characters must obtain the keys for all of the three keyholes of the steel door to open it. To accomplish this, they must explore the three peculiar objects and be resourceful with the alchemical substances in the bowls.

When all three keys are found, and the steel door is opened, a mirror identical to the entrance of this room is in its space and stepping through it allows characters to advance to the third floor.

The Chromium Key

If the characters examine the oven, they notice that it has a heavy lid with three large handles. Inside the oven is a chromium key encased in a large transparent crystal. The crystal is too large to be removed from the oven and it is impervious to all damage.

A creature that looks through the alchemical compounds in the center of the room can make a DC 20 Intelligence check. On a success, it deduces that nitric acid and toluol can be combined to create an explosive compound that might be able to shatter the crystal. In order for this to work safely, both compounds must be placed in the oven separately, and the lid closed firmly, allowing the chemical reaction to take effect inside. A creature that carries the bowl of nitric acid to pour into the oven must succeed on a DC 20 Dexterity (Sleight of Hand) check to avoid any accidental spilling.

A character must then volunteer to shake the oven violently with a successful DC 15 Strength check, causing the compounds inside the oven to mix, which releases an ear-shattering boom. Each creature in the room when this happens must make a DC 18 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a successful save. The lid can then be opened to reveal the chromium key freed of the crystal.

The Lead Key

A character with darkvision or a light source who looks into the iron tube sees a lead key at the bottom if it. However, the key is too far down to reach, and the tube is impervious to all damage. Since lead isn't magnetic, it can't be obtained in such a manner either.

A creature that looks through the alchemical compounds in the center of the room can make a DC 22 Intelligence check (with advantage if proficient with alchemist's supplies). On a success, it deduces that quicksilver is denser than lead, and simply pouring enough quicksilver into the tube will cause the key to rise upwards.

The Platinum Key

If the characters examine the spherical orb, they notice that it contains exactly one gallon of transparent liquid. Invisible fumes rise from this liquid, leaving an acrid, suffocating smell in the air around it. In the center of the liquid is a platinum key. Obtaining the key isn't as easy as reaching into the liquid, however. The liquid is an extremely potent acid called nitric acid (if characters examined the bowl of nitric acid and saw its label before investigating the orb, they can easily identify the liquid). Any part of a nonmagical object that is inserted into the liquid corrodes and is destroyed (remember that the *antimagic field* causes magic items to become mundane). If a creature touches the acid, it takes 55 (10d10) acid damage and loses the limb it inserted into the acid.

A creature that looks through the alchemical compounds in the center of the room can make a DC 18 Intelligence check. On a success, it deduces that baryta-water, a potent base, will neutralize the nitric acid if added to it in a 1:1 ratio. This will require eight successful trips to and from the circular table with the bowl, replacing it on the table to re-fill, as it can only hold 16 oz at a time. Each of these trips requires a successful DC 18 Dexterity (Sleight of Hand) check to avoid accidental spillage of the baryta-water. Once the acid is neutralized, the key can be safely retrieved.

If a creature accidentally adds toluol to the acid, the reaction causes a mighty explosion, dealing 110 (20d10) fire damage to each creature in the room and vaporizing all objects in the room except for the bowl labeled "Second Chances" and its contents.

Third Floor: The Memorarium

The Memorarium is a 10-foot-radius circular room. When a creature enters here, it simply appears in an unoccupied space somewhere on the floor. As before, a glowing orb attached to the 10-foot-high ceiling fills the room with bright light.

Shelves with Flasks. The only thing of note here are the shelves that stretch from floor to ceiling, encircling the entire room. Thousands of sealed glass flasks stand on the shelves, each one with a piece of paper attached to it with a name written on it. One flask does not have any paper attached to it (see "A Dream of Freedom and Fresh Air" below).

Stored Memories. Each of the flasks hold a specific memory of a creature that once lived or still lives, distilled into a liquid. No two flasks have a liquid of the exact same color and shade. Drinking even a single drop from one of the flasks causes a creature to fall into a catatonic state, incapacitating it for 1 minute. The creature can't be awoken by any means for the duration. While incapacitated in this manner, the creature experiences the stored memory as the creature to whom the memory belongs experienced it. The memory itself might be a few seconds or several hours, but it is all experienced over the 1 minute the effect lasts. When the effect ends, the creature wakes up, remembering the memory vividly and clearly, as if having just lived the memory.

Below are descriptions of some of the interesting flasks a character might find.

Hewes, B. - A Most Unfortunate Death

This memory is experienced as Bryar Hewes, a human who volunteered for infernal experiments in the ancient, otherworldly empire of Bael Turath. He lies bound on the ground, placed centrally on top of a pentagram drawn in blood. Five hooded mages stand around him, chanting obscure incantations. The entire seance lasts for hours, each minute more painful than the last, as his skin begins to boil, and his skull and bones begin to reshape themselves. Finally, feeling as if transcendence is almost at hand, Bryar releases a cackle as his life leaves him and the memory ends.

Hewes, B. - A Most Fortunate Rebirth

This memory is experienced as Bryar Hewes, a consciousness surrounded by mist and in terrible agony. As the agony grows worse, the mists seem to shape a city out of nowhere; a grandiose city, surrounded by cliffs and placed at the edge of an endless abyss. The city is Sunderheart, and Bryar is looking down at it. He suddenly realizes his hands are not human, but look immense, brutish even, and have a red hue with large, black claws protruding from each finger. He is flying with massive beating wings, looking down on the city below him. As his gaze fixates upon a white tower standing upon the cliffs to the east, the memory ends.

Leaves of Grass

This memory is experienced as the mage of the White Tower, standing in the middle of the Memorarium and looking around the room before looking upward. There, attached to the ceiling, is the glowing orb that shines its light upon the room. The mage lifts his hand, revealing soft, male fingers grasping the orb and turning it 90 degrees before pulling his hand back. As he looks down, the floor seems to move downwards, transforming into a winding staircase. The memory reveals how to descend further down the tower, towards the second floor.

The Art of the Deal

This memory is experienced as Nephigor as he made his deal with Ivania and Vorno, granting them everlasting life. Base the experience on the introductory text for this Dread Domain.

When Love Died

This memory is experienced as Lady Ivania when she murdered her husband. Base the experience on the introductory text for this Dread Domain.

A Dream of Freedom and Fresh Air

Contrary to all other flasks, the liquid in this flask glows and its color changes every few seconds. It doesn't contain any memories either, but rather a magical formula created by the tower's owner. Drinking a drop from the flask causes a creature to disappear with a faint popping noise, instantly reappearing on the fifth floor.

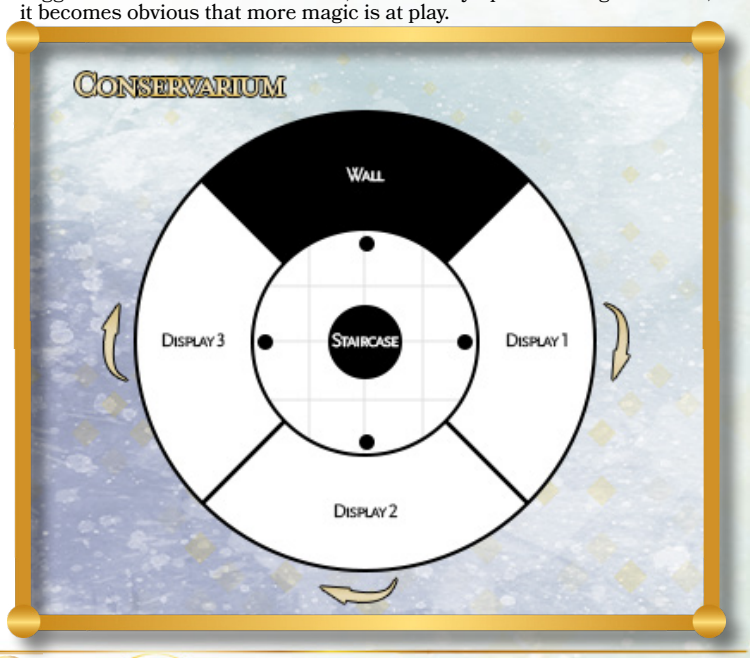
Most of the memories might have no story relevance or consequences for some campaigns. In this case, consider adding a few flasks of your own design to the collection, as they can offer an interesting tie-in with your ongoing campaign. A character might even discover one of its own memories stored here.

Completing the Memorarium. The memory stored in the flask labeled Leaves of Grass reveals how to progress further down in the tower.

Second Floor: The Conservarium

The Conservarium aims to present moral dilemmas to the characters. There is no way to fail this challenge by any means other than simply refusing to do it and walking back up the stairs.

The staircase that connects to the Memorarium above is located centrally within this room. The room itself is 10 feet in radius and has a 10-foot-high ceiling, much like the previous room, and as the tower's size would suggest from the outside. However, immediately upon entering this room, it becomes obvious that more magic is at play.



Display Areas. Only a quarter of the surrounding wall is an actual white wall, like the floors above. The remaining three quarters of the wall is made of 1-inch thick glass. Behind the glass on each of these three quarters sections of the wall appears to be areas intended to display various creatures. Each display area has a green, glowing orb fastened to its own ceiling, filling both the display areas and the central room with bright light.

When the characters first enter the Conservarium, the creatures contained within the various display areas are as described for Cycle 1 in the Conservarium Lifeforms table (an axebeak in Display 1, a boar in Display 2, and a white cat in Display 3). The glass that covers each display is immune to all damage, can't be broken, and prevents entering a display area by means of teleportation.

Conservarium Lifeforms

Cycle	Display 1	Display 2	Display 3
1	An **axe beak**	A **boar**	A white **cat**
2	A **hyena**	An **elk**	A **lion**
3	Two **wolves**	Two **mastiffs**	A **camel**
4	A **giant ape**	A **giant scorpion**	A **winter wolf**
5	A **gorgon**	An **otyugh**	A **troll**
6	A pair of hog-tied human **commoners**, one male and one female.	A cradle. It is impossible to see what's inside.	Ten kittens playing with ten puppies.

Control Crystals. In front of each display, as well as the northern wall, is a 4-foot-tall pedestal with a white crystal protruding from the top of it. See the Conservarium illustration for a visualization of the room's layout. When a character touches a crystal in front of any of the displays, each creature or object inside the display is hit by a continuous *disintegrate* spell originating from the green orb in the ceiling of its room until the creature is thoroughly disintegrated.

Once a crystal has been touched, the displays begin to move, circling around the Conservarium left-to-right, until it all of the displays seemingly disappear behind the north wall. As this happens, a new cycle of lifeforms appears in the Conservarium; as Display 3 disappears behind the northern wall, the Display 3 of the next cycle appears from behind the previous Display 3 wall. The rotation continues in this manner until all three displays of a cycle have disappeared behind the wall, revealing three new displays. See the Conservarium Lifeforms table for details on what appears in which display for all six cycles.

Restarting the Cycles. If a creature touches the crystal next to the wall while Cycle 1 is active, nothing happens. If a creature touches it at any other point, the displays move behind the wall, as the displays from Cycle 1 appear again, restarting the challenge.

Completing the Conservarium. The characters must complete all six cycles in order to advance down to the first floor. This means that one creature from the three in each cycle must be disintegrated, which might present a moral conundrum (and also influences the encounter in the Imaginarium below). Once a crystal is touched while Cycle 6 is active, a portal opens in the northern wall, leading to the first floor.

Moral Dilemma. The tower's owner, Walta, can hear everything that takes place in the Conservarium, and he is especially interested in the conversations the characters have this room. The lich pays close attention to how the characters converse with each other both before and after they disintegrate a creature. He wants to know what their moral compass is, or whether they even have one. If they argue over which creature in a cycle to disintegrate, Walta makes note of the conflicts in the party, and might factor them into how he eventually interacts with the characters. He will be especially excited at the prospect of characters who are unafraid of making tough decisions.

First Floor: The Imaginarium

The Imaginarium is filled with bright light, though the light has no source.

Cube Sides. The room consists of six sides on the inside of a giant cube. Each side in the cube is 30 by 30 feet. When a character arrives here, roll a d6 and consult the Imaginarium Sides table to determine which side the character appears on. All sides are like the white walls of the tower.

Imaginarium Sides

Side	Symbol	Ability
1	Bull	Strength
2	Cat	Dexterity
3	Bear	Constitution
4	Fox	Intelligence
5	Owl	Wisdom
6	Eagle	Charisma

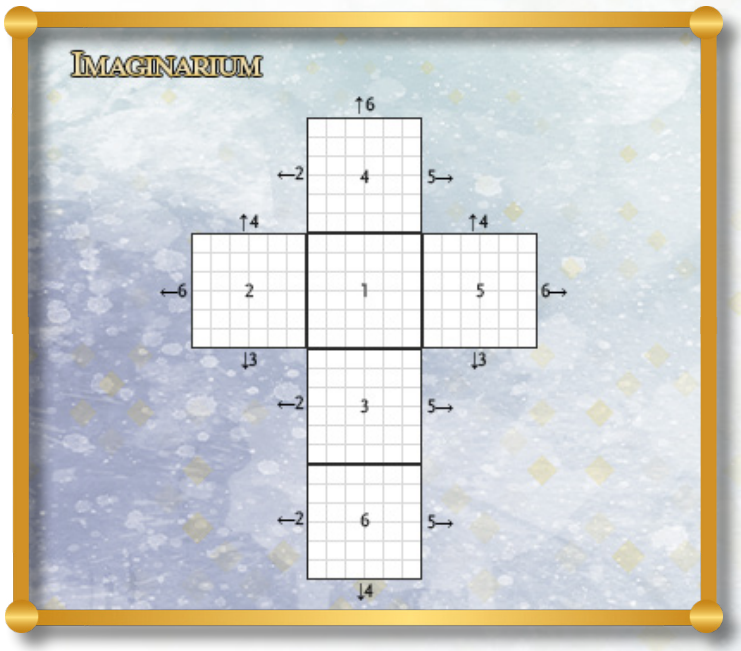
Movement. Gravity pulls towards the ground no matter which side a character is on, making it possible for a character to walk from one side to another just as easily as walking normally. However, magic that augments movement (such as *fly*, *jump*, and *levitate*) and teleportation effects do not work in the Imaginarium.

A Hollow Voice. When a creature first arrives in the Imaginarium, it hears a hollow voice echoing throughout the Imaginarium; read the following out loud:

> Prove your worth or confess your worthlessness.

The voice belongs to the tower's owner, Walta. If a creature ever says that it is worthless, or in some other way claims to be inferior, it disappears with a faint popping noise, instantly reappearing on the fifth floor. This is the only way to escape the Imaginarium, short of passing the challenges it poses.

To help visualize the environment, use the Imaginarium illustration or imagine the inside of a d6.



Challenge Symbols. Each of the six sides has a symbol the size of a clenched fist engraved into its center, and each symbol represents a particular ability score, as seen on the Imaginarium Sides table. A character must touch the symbol to activate a challenge associated with that symbol. For example, touching the bull symbol activates the Challenge of Strength.

Isolated Trials. No more than one challenge can be active in the Imaginarium at the same time, and only one creature can participate in a challenge. As such, no challenge can be activated while two or more creatures are on the same side of the cube. When a creature activates a challenge, it becomes the challenger, and is cleansed of all beneficial magic cast on it by another creature. While a challenge is active, the challenger might experience illusions and hallucinations that appear as real as reality itself, allowing them to be touched and interacted with and are thus potentially as harmful as the real thing.

The illusions that a challenger perceives are imperceivable by other creatures present in the Imaginarium. As such, companions of the challenger might see their friend fighting nothing, climbing into thin air, or being hurled by some invisible force.

Ending a Challenge. The length of a challenge varies depending on the challenge itself. A challenger can either succeed, try and fail, or admit defeat before trying. A challenge ends prematurely if another creature attempts to assist the challenger in any way while the challenge is taking place.

Completing the Imaginarium. All six challenges must be successfully completed to overcome the Imaginarium. When this happens, a portal opens in the center of the cube and gravity disappears, allowing creatures to float freely. A character that enters the portal appears in the basement of the tower.

Challenge of Strength

A mad genius, no doubt, but Walta has absolutely no sense for furnishing a home.

I mean, there are hardly any death traps!

-C

A hollow voice echoes throughout the Imaginarium. Read the following aloud:

> What is the nature of strength? Holding on or letting go?

An iron bust, resembling a creature the challenger cares for the most, manifests in front of the challenger, suspended 5 feet above the ground. After six seconds, the bust drops to the ground. The challenger must grab the bust as it appears or catch it as it begins to fall.

Every minute thereafter, the bust starts to get heavier and heavier, testing the character's endurance and ability to hold on to the bust, preventing it from hitting the ground. The challenger must make a Strength check each minute that the bust gets heavier in order to avoid dropping it. The DC starts at 12 and increases in increments of 5 for each minute thereafter. The challenger is likely to fail a check eventually, but the challenge only fails if the challenger willfully lets go of the bust, or if it fails one of the first three checks.

If the challenge isn't failed, the bust transforms into water as it hits the ground. The water spreads to cover the entire side and slowly begins to rise. The challenger can choose to stay afloat or hold its breath as the water rises upwards. After 3 minutes, the water has risen to a depth of 30 feet and it slowly begins to swirl, forming a whirlpool in that 30x30-foot space. Roll initiative for the challenger. At the start of each of the challenger's turns, they must succeed on a DC 15 Strength saving throw or take 28 (8d6) bludgeoning damage and be pulled 10 feet toward the center (which is the middle 10-foot-square section of this cube side). If the challenger is already at the center, it is instead pulled 10 feet downwards. This is the last part of the challenge and it is about much more than physical strength. The water continues to attempt to pull the challenger until the challenger is either reduced to 0 hit points or simply stops resisting the water, automatically failing the saving throw. If the challenger stops fighting, they are pulled towards the bottom of the water at the center and the challenge ends.

If the challenge is failed, the water disappears and the voice echoes with a sinister cackle:

> That which does not kill us makes us stronger.

If the challenge is successful, the water disappears, and the bull symbol begins to glow as the voice echoes with respect:

> You have power over your mind, not outside events. Realizing this is true strength.

Challenge of Dexterity

The hollow voice once again echoes throughout the Imaginarium. Read the following aloud:

> What is power without control?

A small ball made of a jelly-like substance appears on the ground in front of the challenger. Written on the ball are the words "owl food." The goal is to hit the small owl symbol on the side of the Imaginarium that is directly above this side.

When lifted, the ball feels like it weighs 10 lbs. and it is obvious that it can't be thrown very far. If the challenger lifts the ball and lets it drop, it bounces when it hits the ground, flying upwards twice the distance that it was dropped from. It continues to do so, bouncing higher and higher, until it eventually hits another side in the Imaginarium. From this point forward, the ball continues to bounce between sides, with more and more force, until it eventually becomes like a projectile that ricochets throughout the entire Imaginarium. If this happens, roll initiative for the challenger. On the first initiative count 20, the challenger must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage. On each subsequent initiative count 20, the challenger must repeat the saving throw, though the save DC increases by 1 and the damage increases by 1d6 with each subsequent attempt, whether successful or unsuccessful. The ball continues to bounce in this manner, until the challenger leaves the cube side with the challenge, or after 1 minute has passed.

To successfully complete the challenge, the challenger can cause the ball to jump and hit the owl symbol by standing in the very middle of the cube side that the challenge is on, and carefully aiming where to drop the ball. Doing so successfully requires the challenger to make an attack roll against an AC of 25. On a successful hit, the ball bounces until it eventually hits the owl symbol and the challenge is completed.

If the challenge is successful, the ball disappears, and the cat symbol begins to glow. Though the tone depends on whether the challenge was completed or failed, the voice echoes with the same words regardless:

> There is no power without control.

Challenge of Constitution

A hollow voice echoes throughout the Imaginarium with sinister glee that is all-to-obvious. Read the following aloud:

> What is stronger than even gold or jewels?

A 5-foot-diameter, 200 feet deep pit opens on the side of the challenge next to the bear symbol. The pit is filled with bright light, revealing floorboards at the bottom. Next to the pit lay various objects. They are:

- A 5-foot-diameter boulder that fits exactly into the pit.
- A large cloth bag filled with 1,000 gp.
- An iron-bound wooden chest, magically locked (it is full of iron ore).
- A steel safe, magically locked (it is full of steel bars).
- A silk bag filled with 3 lbs. of gemstones.

The challenger is likely to assume that one of these objects needs to be tossed into the pit. If the challenger lets any of the objects drop into the pit, the object eventually lands on the floorboards at the far end and the challenge is failed. When the challenge is failed, the air around the challenger is momentarily filled with poisonous gas, and the challenger must make a DC 20 Constitution saving throw. On a failed save, the challenger takes 21 (6d6) poison damage and is poisoned for 1 hour. On a successful save, the challenger takes half as much damage and isn't poisoned. The pit and the objects then disappear and the voice echoes with a mischievous grin:

> The riddle of steel.

In order to succeed, the challenger must jump into the pit, falling 200 feet before hitting the bottom and shattering the floorboards, landing on the ground where the pit was just moments before and now is no longer. The challenger takes fall damage for falling the full distance and the challenge is successful. The objects then disappear and the bear symbol begins to glow as the voice echoes with dark authority:

> Steel is stronger than even gold or jewels. But steel isn't strong. Flesh is stronger.

Challenge of Intelligence

A hollow voice echoes with suspense throughout the Imaginarium. Read the following aloud:

> The true sign of intelligence is not knowledge but imagination.

A skeletal fox appears before the challenger. The challenger immediately becomes aware of the rules of the challenge:

- The fox is thinking of a number. The number is either 1, 2, or 3.
- The challenger can ask the fox one question, to which the fox must reply truthfully, answering with either "yes," "no," or "I don't know."
- The challenger can deduce and name the correct number. If the challenger deduces the correct number, the challenge is passed successfully. Otherwise, the challenge is failed, and the character can't reattempt the challenge for 24 hours.
- If the character guesses a number, rather than deducing it logically, the challenge is failed regardless.

Roll a d6 to determine what number the fox is thinking of. On a roll of 1 or 2, the fox is thinking of the number one, on a roll of 3 or 4, the fox is thinking on the number two, and on a roll of 5 or 6, the fox is thinking of the number three.

There are quite a few solutions to this puzzle. The simplest solution is for the challenger to ask, "*I'm thinking of the number 1 or 2; is the number you are thinking of higher than the number I am thinking of?*" In this example, if the fox replies "yes," it must be thinking of the number 3. If the fox replies "no," it must be thinking of the number 1. If the fox replies "I don't know," it must be thinking of the number 2.

If the challenge is failed, the fox screeches in agony as it disappears. The challenger must make a DC 20 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much on a successful one. The voice then echoes with supercilious undertones:

> Failure is simply an opportunity to learn something.

If the challenge is successful, the fox disappears and the fox symbol begins to glow as the voice echoes with fascination:

> There is no great genius without some touch of madness.

Challenge of Wisdom

A hollow voice echoes throughout the Imaginarium with dark anticipation. Read the following aloud:

> A smart person makes a mistake, learns from it, and never makes that mistake again. A wise person finds a smart person and learns from them how to avoid the mistake altogether.

A skeletal owl then appears before the challenger. The challenger immediately becomes aware of the rules of the challenge:

- The owl is thinking of a number. The number is between 1 and 10.
- The challenger can ask the owl up to six questions, to which the owl must reply, answering with either "yes," "no," or "I don't know."
- The challenger can deduce and name the correct number. If the challenger deduces the correct number, the challenge is passed successfully. Otherwise, the challenge is failed, and the character can't reattempt the challenge for 24 hours.
- If the character guesses a number, rather than deducing it, the challenge is failed regardless.

In truth, all of the rules for the challenge are lies. Roll a d10 to pretend randomizing the number the owl is thinking of. If the challenger treats it as truth, the challenge will eventually fail. When that happens, the challenger must succeed on a DC 20 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much on a successful one. The owl then disappears as the hollow voice echoes with disdain:

> Experience is the mother of wisdom.

The challenge can only be won by the challenger proclaiming to the owl that it is a liar. If the challenge is successful, the owl disappears and the owl symbol begins to glow as the voice echoes with deep respect:

> A person is never more truthful than when acknowledging themself a liar.

Challenge of Charisma

A hollow voice echoes throughout the Imaginarium with panache. Read the following aloud:

> Charisma is a fancy name given to the knack of giving others your full attention.

A skeletal eagle appears before the challenger. The challenger immediately becomes aware of the rules of the challenge:

- The eagle is thinking of a hypothetical: you can choose to save only one person, knowing for sure the others will die. The people are your best friend, the love of your life, and a noble prince whose eventual rule will bring prosperity to thousands. Which person do you choose?
- The challenger must not answer the moral conundrum for him or herself, but rather guess how their companions would answer it.
- If the challenger guesses correctly for at least half of their companions, the challenge is passed successfully. Otherwise the challenge is failed.

If the challenge is ended and reattempted, or if it has already been failed, the nature of the challenge changes the next time it is activated: the challenger is instead told by the eagle that they must convince all of their companions to reveal their darkest secret (something they least want that particular character to know about). The challenger must then recount those secrets to the eagle. If all secrets are truthful, the challenge is successful. If one or more secrets are lies or not the darkest secret of a character, the challenge is failed.

If the challenge is failed, the challenger must succeed on a DC 20 Charisma saving throw or become cursed for 24 hours. While cursed in this manner, the character must roll a d4 and subtract it whenever it makes an attack roll or a saving throw. The target can repeat the saving throw at of every 24 hours. Each time the target fails this saving throw beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on. If the saving throw is successful, the curse ends if the die is a d4, or the die size is reduced by one if it is a d6 or higher.

After the first saving throw is made, the eagle disappears and the voice echoes with a cruel malevolence:

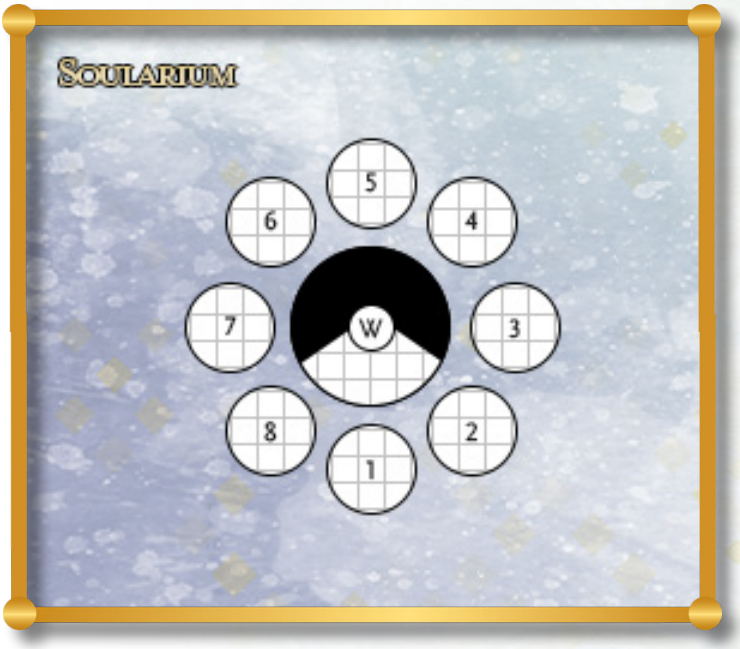
> Charisma is the result of effective leadership, not the other way around.

If the challenge is successful, the eagle disappears, and the eagle symbol begins to glow as the voice echoes with reverence:

> Charm is always genuine; it may be superficial, but it isn't false.

Basement: The Soularium

The Soularium consists of nine platforms floating in an endless void. Thousands of translucent souls float past the platforms, seemingly oblivious to their situation. When a creature arrives here, they appear on one of the eight small platforms that surround a larger central platform. Roll a d8 to determine which platform it appears on. Reroll duplicates, as two characters can't start on the same platform. See the Solarium illustration for details on the layout.



Peripheral Platforms. The eight smaller platforms each have a 15-foot diameter and are 5 feet thick; they surround a larger, central platform. The small platforms are all white in color and have a 1-foot-long bar built into a hole in the center that can be grasped. All platforms are 5 feet away from adjacent ones, and the small platforms float 1 foot below the central platform.

Central Platform. The central platform has a 30-foot diameter and is also white in color, though a 20-foot-tall frictionless wall surrounds most of the platform, making it inaccessible by climbing from platforms 3 through 7. The middle of this platform holds a large throne; on it sits a skeleton with a jewel-encrusted skull, dressed in fine, white silken robes and a white pork pie hat. The skeleton is Walta the White, an ancient lich who began building the tower while he was still alive.

Walta the White

Walta has the statistics of a **lich**. His phylactery is on the third floor. It is the flask named Leaves of Grass which also contains one of his memories.

In life Walta often attended Ivania and Vorno's banquets, reveling in the carousal and overindulgence found there. He was a powerful mage already and his depraved experiments had caused him to start his road to lichdom. One day, however, during a particularly excessive banquet, he became the evening's highlight, as Ivania wanted to see what was underneath the skin of a mage. So, they peeled, and they peeled, until there wasn't anything left of Walta besides his bones. Walta was dead, and the incomplete phylactery he had been working on was unable to house his soul. Shortly after his death, when the mists gripped Harrack Unarth and Sunderheart was born, Walta found himself back in his tower, his path to lichdom completed. Here, he has been sitting ever since, biding his time, waiting for somebody to help him take his vengeance on Ivania, all the while still indulging his depraved inclinations.

Walta greets the characters with his hollow voice:

> Congratulations! Congratulations on your accomplishments and for now finding yourself in my presence. Few have done what you have done, but none have ever passed my final test. You have my deepest sympathies. Forgive me, and let me introduce myself: I am Walta, the genius who built this magnificent tower. The tower's magnificence wanes only in comparison to my own magnificence - which you shall now see firsthand. Prevail or die, I win either way.

Roll on the Soularium Effects table to determine how Walta channels the might of the Soularium. These effects replace his lair actions. Whenever you roll an effect on the Soularium Effects table, Walta speaks a sentence in his hollow voice, as shown in the Quote column of the Soularium Effects table. The effect takes place immediately. Roll initiative for Walta and each character in the Soularium. On each initiative count 20 on every round after the first, roll on the Soularium effects table again, rerolling if the result is the same as the previous round. In addition, Walta can use a bonus action on each of his turns to turn the central platform either 90 or 180 degrees.

Soularium Effects

d6	Effect	Quote
1	**Boundless Relocation.** Walta targets one creature he can see. The target must succeed on a DC 20 Charisma saving throw or be magically teleported to a realm of utter darkness, reappearing in the space it left or in the nearest unoccupied space if that space is occupied on the next initiative count 20.	*Say my name!*
2	**Chemical Spill.** Walta causes a chemical substance to appear in abundance above a platform of his choice, causing it to rain down upon the platform below. If he targets his own platform, the throne is untouched by the chemical. Choose between Baryta-Water, Nitric Acid, or Quicksilver. Each creature on the chosen platform is affected by the substance as shown on the Chemicarium Compounds table.	*Chemistry is the study of matter, but I prefer to see it as the study of change.*
3	**Memory Lane.** Walta targets one creature he can see. The target must succeed on a DC 20 Intelligence saving throw or be stunned until initiative count 20 on the next round.	*I am not in danger. I am the danger.*
4	**Dire Consequences.** Walta causes each creature that died in the Conservarium to appear in unoccupied spaces of his choice. The creatures act on Walta's initiative and are subservient to him. If the cradle was among the sacrificed life forms, a cradle appears containing an **intellect devourer**. All summoned creatures, other than the intellect devourer, if present, disappear on initiative count 20 on the next round.	*You think I am in the stargazer business or the chemistry business? No, I'm in the empire business.*
5	**Beyond Imagination.** Walta targets up to two characters that completed a challenge in the Imaginarium. Roll a d6 for each target, rerolling if the result equates to a challenge the target completed. The effects are: *1.* The target must succeed on a DC 20 Strength saving throw or be knocked prone and pushed 10 feet away from Walta in a straight line. *2.* The target must make a DC 20 Dexterity saving throw as countless souls suddenly attack, taking 6d6 necrotic damage on a failed save, or half as much on a successful one. *3.* The target must make a DC 20 Constitution saving throw as the air around it is momentarily filled with poisonous gas, taking 6d6 poison damage and becoming poisoned for 1 hour on a failed save, or taking half as much damage on a successful save. *4.* The target must make a DC 20 Intelligence saving throw, taking 6d6 psychic damage on a failed save, or taking half as much damage on a successful save. *5.* The target must make a DC 20 Wisdom saving throw, taking 6d6 psychic damage on a failed save, or taking half as much damage on a successful save. *6.* The target must make a DC 20 Charisma saving throw or become cursed for 24 hours. While cursed in this manner, the character must roll a d4 and subtract it whenever it makes an attack roll or a saving throw. Each time the target fails this saving throw beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on.	*The universe is random. Not inevitable. It's simple chaos.*
6	**Hang On.** Walta causes all even-numbered or all uneven-numbered platforms to turn upside-down until initiative count 20 on the next round. A creature standing on a platform that turns must either make a DC 20 Strength or Dexterity saving throw (its choice) to hold on to the bar in the center of the platform, or use a reaction to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check (its choice) to attempt to jump to the nearest unoccupied space on an adjacent platform. A bar located in the center of a platform only allows for one creature to hold on to it at a time. A creature that fails to hold on or escape to another platform plummets to its death.	*If you don't know who I am, then maybe your best course would be to tread lightly.*

If Walta is defeated, his skeletal remains are assailed by countless souls, tearing his bones apart, while he proclaims with a final hollow sigh:

> We're done when I say we're done.

All effects from the Soularium Effects table then end, and a 5-foot-radius beam of white light shoots from the throne and upwards into the infinite darkness above. A creature that enters the beam appears on the Cliffs of Despair, right outside the tower. See the Special Event "A White Flag" for what can happen next.

B3. Broken Library

This enormous structure stands proudly at the tip of Sunderheart, looking almost as majestic as the River Palace when approached by the Grimriver. The Broken Library didn't get its name for nothing though, as anyone who enters the building from the front or sails past its face along the Grimriver notices that a large part of the library has collapsed into the Bleak Abyss. The library now stands on a shard of tilted land, threatening to come loose and send the entire library plummeting into the bottomless chasm that is the Bleak Abyss.

The inside of the library is a ruin. As the wind howls through the corridors and shambled bookshelves, books and scrolls are periodically caught by a fateful breeze, sending them flying into the endless darkness. The library holds books on the history of Bael Turath and Harrack Unarth, as well as House Dreygu and House Kahnebor. If a character reads any such book, base it on the introductory text for this Dread Domain.

The place would seem abandoned if not for the echoing of rattling chains and desperate wails that seem to haunt it. In truth these sounds come from the devil **Nephigor**, with whom Ivania and Vorno long ago struck a deal with for eternal youth, except it isn't Nephigor - not really. Rather it is the ghost of Nephigor. Such things should obviously be impossible, as devils return to the Nine Hells upon death, but somehow the Mists have made this reality.

Nephigor

Nephigor is trapped in the library, doomed to an eternity of solitude and barred from returning to the Nine Hells. Even death is no release as he is now but a ghost of his true self as a chain devil. He still looks very much like a chain devil but is translucent and hovers through the air. If Nephigor is killed, his ghostly shape reforms within the Broken Library three days later at midnight with all hit points restored. See "Monsters and NPCs of Sunderheart" for Nephigor's statistics.

Living in this state for centuries has taken its toll on Nephigor; he talks with himself and repeats every sentence at least twice. However, he is the most knowledgeable individual in all of Sunderheart, knowing the entire history of Sunderheart and its Darklords. He even knows about Walta the White and his tower.

A Devil's Bargain. Nephigor offers information only if a character strikes a deal with him. To do so, Nephigor prepares a document stating all the terms and conditions of the deal and require a character to sign the document with his or her blood. The contract states, that when the character dies, its soul belongs to the Nine Hells.

If a character signs the contract, it can't be brought back to life the next time it dies as its soul can't be reached. The contract can only be revoked if Nephigor himself revokes it. Tearing up the contract or killing Nephigor has no effect.

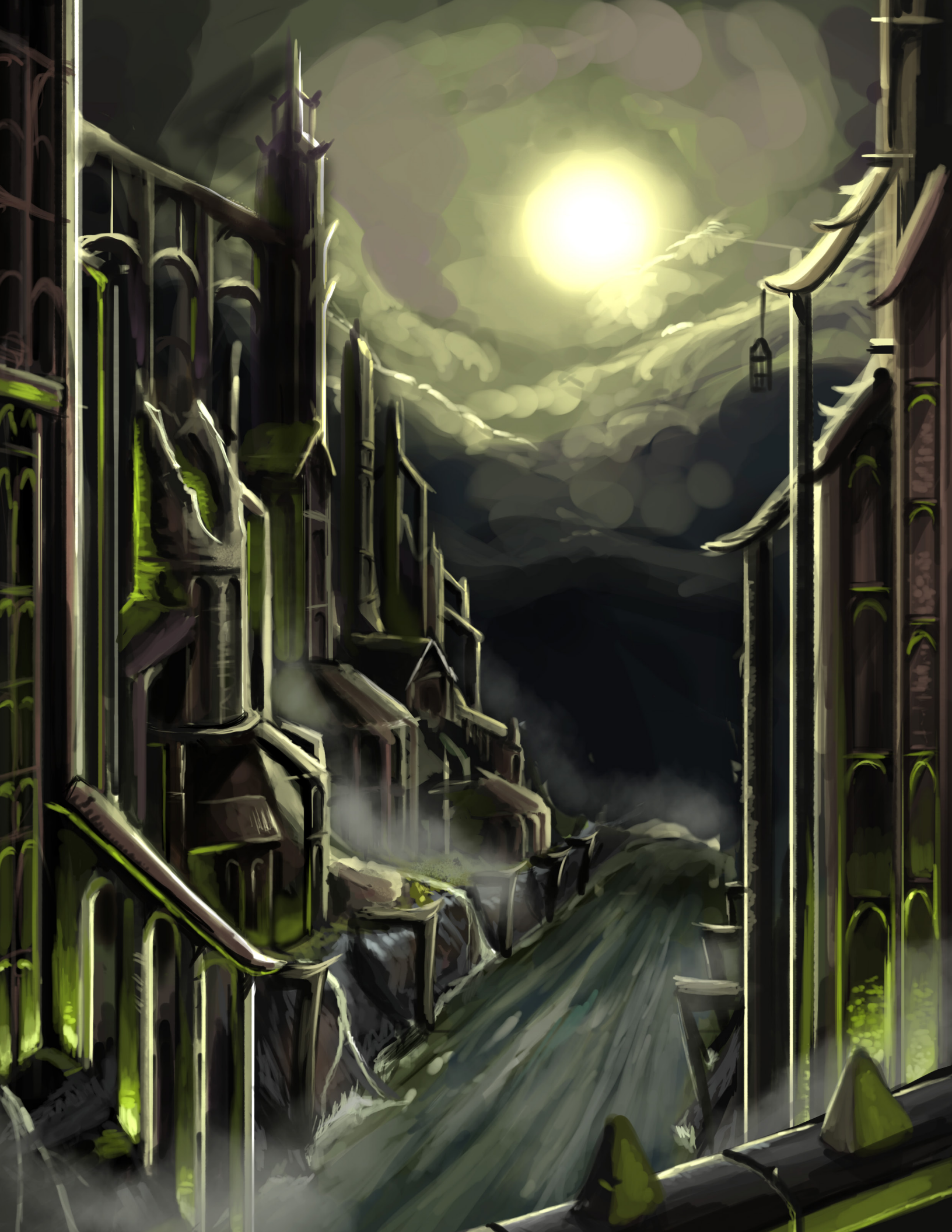
B4. River Palace

The River Palace is Ivania's home, an ornate structure with dazzling stained-glass windows and an intriguing architectural design. Where a second wall separates the Living City from the Tomb City, the River Palace is built atop the center portion of that wall. Boats are then able to float though 30-foot-wide arched tunnels, which pass underneath the palace and connect the two halves of the city. The living bring the recently deceased on funeral barges to inter them in the Tomb City during the day, while at night ghostly boats arrive with scores of the dead, forever pulled back to the city they once called home.

The most sprawling of structures in Sunderheart, the River Palace is built on the High Wall, looming high above the rest of the City. Its stained-glass windows cast glittering light upon the Living City day and night, piercing through the constant gloom that weighs down upon the city. The Grimriver passes through an immense tunnel beneath the River Palace. The tunnel is only traversed when the living go into the Tomb City during the day to get rid of their dead. At nighttime the dead swim through the tunnel in search of prey in the Living City, returning to the Tomb City shortly before daybreak.

The inside of the River Palace encompasses the dual nature of life and death as much as the rest of Sunderheart. One half of the palace faces the Living City and is brightly lit with exquisitely scented candles and well-maintained. This is where Ivania has her bedroom and banquet halls, where her debauched knights live, and where visitors are brought. The other half of the palace faces the Tomb City and looks like ruin, a faint memory of its former splendor. The Ghoul stalks these halls during the night. The undead from the Tomb City also walk this half of the palace, seemingly following whatever command The Ghoul gives them. The undead never step into Ivania's half of the palace.

Right in the center between the two halves, on the topmost floor, are the dark couple's old bed chambers where they struck their deal with Nephigor. It is also the site where Ivania later murdered Vorno.



The Bleak Abyss

A void without bottom or walls, the abyss swallows the river, whole chunks of the city at a time, as well as the surrounding Mists that it touches, no one truly knows what, if anything, lies within.

Towering above and off to the side lie the Cliffs of Despair, where many have chosen to end their lives by throwing themselves into the nothingness below. Just beyond, farther up the cliffs, is the White Tower. This used to be home to a wizard who turned from Harrack Unarth when the emperor embraced the worship of demons. While the tower was destroyed in Harrack Unarth, it remains intact in Sunderheart. The slick white stone walls of this tower cannot be scaled, and there are no visible doors or windows to grant entry. There is, however, a balcony that can just be seen through the encroaching Mist at the very top. This entices fools to attempt the climb on occasion, only for them to inevitably be blown off by the high winds halfway up.

The Bleak Abyss

A creature or an object that falls into the Bleak Abyss is lost unless it has a means of flying or teleportation as the Bleak Abyss is truly bottomless. A creature will continue to fall for eternity. When a falling humanoid eventually dies, whether from starvation or other means, the Mists catch the lifeless body and transform it into a **hellbound**, bound into an eternal and obscure service for all time.

Escaping Sunderheart

There is no redemption to be found for any of Sunderheart's inhabitants. The only thing an outsider can hope for is escaping the Funeral City before their own funeral is brought about. There are but two ways to escape: the first is to defeat Ivania and the Ghoul, and the second is detailed in the Devil's in the Details special event.

While it is quite impossible to kill Ivania and The Ghoul permanently, their destruction will allow for a 24-hour window where the Mists around the Black Bay weaken, allowing those who dare traverse them to escape the clutches of this Dread Domain, returning either to the Material Plane or somewhere in the Shadowfell.

Special Events

Sunderheart allows for several special events to take place, depending on your wishes and the characters' actions.

An Open Invitation

Ivania eventually notices the presence of powerful adventurers in her domain and sends a squad of her more esteemed paladins (2d4 + 1 **debauched knights**, 1d6 **debauched knight-commanders**, and one **debauched knight-marshal**) to invite them to a banquet on her behalf. The knights are chivalrous at first, but not hesitant to use force if the offer is refused.

If the characters accept, they are brought to the palace at once, and groomed for the occasion. Ivania's servants instruct them on the proper behavior when in Lady Dreygu's presence (see "Roleplaying Ivania" in chapter 19). Ivania will pose as a warm, and welcoming host, laughing off small mistakes in behavior in the first meeting, for she is trying to woo the characters into her service. She might task the characters with dealing with the threats to the farms in the Black Bay or exploring the mysterious White Tower. She rewards them handsomely for successful completion of tasks, but ultimately capitalizes on the opportunity to kill each character one-by-one, trapping them while they are alone. Although she is a potent foe, she prefers not to show herself fighting, as that would be contrary to the image she strives to cultivate.

A White Flag

Walta the White contacts the characters - but only if they previously defeated him in the White Tower without also destroying his phylactery. He proclaims that they passed his final test and offers to join forces with the them against Lady Dreygu. His knowledge of the history of this Dread Domain and its Darklords is as extensive as Nephigor's.

If the characters accept, Walta joins them in confronting Ivania and the Ghoul, suggesting that they attack immediately. If the characters wish to postpone the assault, Walta waits for them near the River Palace entrance. When they eventually engage the Darklords together, a character near a window might see a faint reddish light shine from the Bleak Abyss. If the characters and Walta defeat the Darklords together, Walta makes his escape before the characters can turn their attention towards him. If they are sufficiently weakened, he might instead set upon destroying them.

If the characters run away while Walta is engaged in battle with the Darklords, he continues his assault, swearing undying vengeance upon the characters.

Devil's in the Details

If the characters speak to Nephigor after they have allied with Walta the White in the Special Event "A White Flag," Nephigor will know about it. He tells the characters that he knows how to escape Sunderheart without them confronting Ivania and The Ghoul, but will only reveal the details if at least one of the characters enters into a bargain with him, signing a contract in blood (see the "Nephigor" sidebar).

If anyone accepts the deal, Nephigor is true to his word and the letter of the contract. He explains that the characters need to incite Walta to engage in a battle with Ivania and the Ghoul, which would weaken the very foundations of Sunderheart, causing the bottomless pit that is the Bleak Abyss to spill out in a location outside the Dread Domain. The safest way to do this is to sail a gondola down the Grimriver, past the Broken Library, and into the Bleak Abyss while the battle rages on in River Palace. This is all true, but what Nephigor doesn't mention is that the Bleak Abyss will actually spill out into the River Styx within Avernus, the topmost layer of the Nine Hells of Baator.

If the characters do this, Nephigor will need to whirl his chains around the gondola as the characters sail past the Broken Library, clinging to it as it plummets into the River Styx thousands of feet below. Since he is bound to the library, this is his only means of escape.

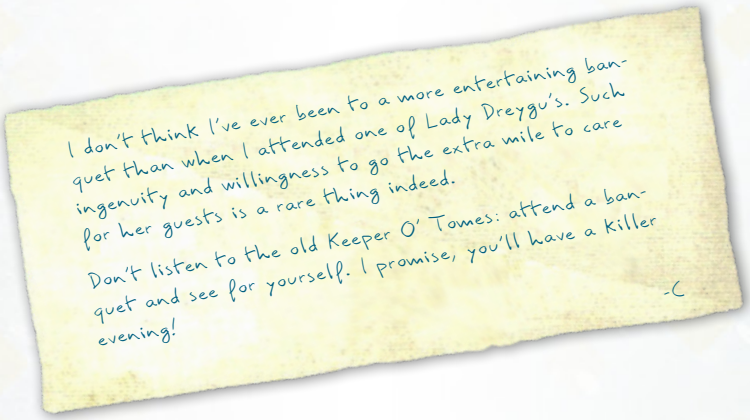
As the group arrives in the Nine Hells, Nephigor is released from his tormented form, and disappears with a sigh of relief. His physical body manifests somewhere else in his home plane. Meanwhile, the characters are left to fend for themselves.

The Blind Leading the Blind

If the characters obtain books and scrolls for the Witch of Downing Street (see the "Witch of Downing Street" sidebar), she devises a plan to escape Sunderheart. She suggests the characters convince Lady Dreygu to go to the Broken Library and confront Nephigor, explaining that if she proclaims remorse for having murdered her husband, Nephigor can complete their bargain and hurl the souls of the Darklords to the Nine Hells, causing Sunderheart to dissipate. Whether this is true or not is irrelevant, however, as Ivania will never leave the River Palace and isn't capable of feeling remorse.

To Nurse a Snake in One's Bosom

The characters are framed for a minor crime, arrested by the Debauched Knights, and sent to prison. This is orchestrated by the cultists of Zehir in order to get the characters to meet Sstkuh, the yuan-ti leader of the cult, without her having to risk exposure by climbing out of the catacombs beneath the prison herself. She wishes to destroy Ivania, but is wary of the hellbound that seem to be protecting her (see the "Hellbound" sidebar). Sstkuh tries to negotiate with the characters, asking for their help in clearing out these fiends from the High Wall, so that they do not interfere with the yuan-ti's assault on River Palace.



Monsters and NPCs of Sunderheart

Crow of Ill Omen

Tiny monstrosity, lawful evil

Armor Class 14
Hit Points 13 (3d4 + 6)
Speed 10 ft., 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	15 (+2)	10 (+0)	17 (+3)	7 (-2)

Skills Insight +5, Perception +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 1 (200 XP)

Incorporeal Movement. The crow 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.

Ill Omen. Creatures without this trait have disadvantage on saving throws against spells and other magical effects while within 5 feet of the crow.

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

Mimicry. The crow can perfectly mimic animal sounds and humanoid voices from creatures it has previously inhabited.

Actions

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

Inhabit (Recharge 6). One beast or humanoid that the crow can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be inhabited by the crow; the crow then disappears but is aware of the inhabited creature's surroundings, and the crow learns to mimic the target's voice with its Mimicry trait. The crow can't be targeted by any attack, spell, or other effect. A creature can only be inhabited by one creature at a time in this manner. While a creature is inhabited by the crow, it is affected by the crow's Ill Omen trait and feels a constant sense of unease.

The target can repeat the saving throw as an action on each of its turns, forcing the crow out on a successful save. Otherwise, the crow continues to inhabit the target until the target drops to 0 hit points or the crow spends 5 feet of movement exiting the body. When the crow exits a creature, the crow reappears in an unoccupied space within 5 feet of the body. The target is immune to this crow's Inhabit for 24 hours after succeeding on the saving throw.

Guulvorg

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	5 (-3)	11 (+0)	10 (+0)

Saving Throws Dex +5, Con +8
Skills Deception +4, Perception +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages Worg
Challenge 10 (5,900 XP)

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

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

Mimicry. The guulvorg can mimic simple screams of pain or panic it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

Multiattack. The guulvorg makes two bite attacks and one tail slam attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the guulvorg can make one melee bite attack with advantage against the attacker.

Hellbound

Large fiend (human-devil hybrid), lawful evil

Armor Class 15 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	21 (+5)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Int +5, Wis +4, Cha +6
Skills Deception +6, Perception +4, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Infernal, telepathy 120 ft.
Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the hellbound's darkvision.

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

Actions

Multiattack. The hellbound makes four attacks in any combination.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage. The hellbound scores a critical hit with this attack on a roll of 18, 19, or 20.

Glaive. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Hurl Flame. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

Fiery Invisibility. The hellbound magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). While invisible, it leaves scorch marks wherever it touches a surface. Any equipment it is wearing or carrying is invisible with it.

Nephigor

Medium undead (devil), lawful evil

Armor Class 11
Hit Points 170 (20d8 + 80)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	18 (+4)	11 (+0)	12 (+1)	19 (+4)

Saving Throws Con +9, Wis +6, Char +9
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede Nephigor's darkvision.

Ethereal Sight. Nephigor can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

Incorporeal Movement. Nephigor 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.

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

Unnerving Aura. Nephigor can activate or deactivate this feature as a bonus action. While active, Nephigor creates the illusion to look like a departed loved one or bitter enemy of whatever creature within 30 feet of him looks at him that he can see. If a creature within range can see Nephigor, it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its turn. Undead and fiends ignore this effect.

Actions

Multiattack. Nephigor makes three attacks with his ghostly chains.

Ghostly Chains. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage or 22 (4d8 + 4) necrotic damage against a restrained target. The target is magically grappled (escape DC 17) as ghostly chains constrict around it. Until this grapple ends, the target is restrained and takes 9 (2d8) necrotic damage at the start of each of its turns.

Chains of Bondage (Recharge 6). Nephigor is surrounded by countless ghostly chains that swirl all around him. Each creature within 30 feet of Nephigor must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) necrotic damage and is grappled (escape DC 17) as ghostly chains constrict around it. Until this grapple ends, the target is restrained and takes 9 (2d8) necrotic damage at the start of each of its turns

Reactions

Chains of Ghostly Vengeance. When hit by an attack, Nephigor makes an attack with his ghostly chains against the attacker. To do so, Nephigor must see the attacker.

Horrifying Mask. When a creature that Nephigor can see becomes frightened within 30 feet of him, he magically conjures images of eternal torture and torment of the creature's loved ones within its mind. The creature must make a DC 17 Wisdom saving throw or age 1d4 × 10 years and drop prone. If a target's saving throw is successful, the target is immune to Nephigor's Horrifying Mask for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Sunderheart Citizen

Medium humanoid (tiefling), lawful evil

Armor Class 10
Hit Points 9 (2d8)
Speed 40 ft.

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

Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal
Challenge 1/8 (25 XP)

Innate Spellcasting. The citizen's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 11, +3 to hit with spell attacks), requiring no material or verbal components:

At will: *thaumaturgy*
1/day each: *crown of madness, ray of sickness*

Actions

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

Thunderfury Boar

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Languages -
Challenge 6 (2,300 XP)

Relentless (Recharges after a Short or Long Rest). If the boar takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Thunderous Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage plus 22 (4d10) thunder damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The boar makes two attacks with its tusks.

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

Thunderfury (Recharge 5-6). The boar releases a thunderous shockwave that can be heard up to 1 mile away. Each creature within 20 feet of the boar must make a DC 14 Constitution saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is stunned until the end of its next turn. On a successful save, a creature takes half the damage and isn't stunned.

The City of Judgment

Part 2: The Fugue Plane

I am loath to admit it, but for the sake of transparency and in an effort to portray my experiences with this subject as sincere and knowledgeable, I feel that I must. I have died.

I realize many of you are shocked at this revelation. However, while I certainly did not plan for it to happen, my encounter with death did provide me with the undeniable opportunity to study the journey of souls to the afterlife firsthand. So then, as soon as I became aware that I had in fact died, and once my spirit had fully separated from my mortal body, I began to faithfully observe and commit to memory all that occurred. No detail was too small. Unerring in my pursuit of truth even through death, I knew that I would want to compare my own notes with those on the subject already housed in Candlekeep, as soon as my companions were able to raise me back from the dead. Based on the distance they would need to travel to reach a cleric able to cast the necessary spell, and carrying the additional weight of my body, I calculated that I had at most five days to go and explore.

Chapter 4: Death and the Afterlife

My death itself was less than glamorous, and I will not bore you with the details here. Suffice it to say that one should never assume the stoneskin spell will completely stop a strike when said strike comes from a metal fist larger than your head.

But I digress. In one moment, I was sure of the outcome of our battle, and in the next my spirit was expelled from my body and shunted into the Shadowfell. I, of course, understood what had happened, yet I still stood there a moment or two in shock, rather upset with myself and cycling through ways in which this all could have turned out differently.

Once that pointless mental exercise was over, I paced about and took in my surroundings. The Shadowfell was exactly how I remembered it. Bleak, rather depressing, and devoid of light and life. I had no intention of staying there for even for an hour. I had experienced all of that realm that I wished to experience on my previous trips. No, this time I was solely focused on the Fugue Plane and would not waste my time in the shadows.

The Fugue Plane is extremely enticing to scholars, you see. Just as death is unavoidable by mortals (lest you undertake extreme measures to shed your mortality), so too is the trip to the Fugue Plane. It is something that binds us together, a communal trial that we all must pass.

Unfortunately, though, it is rather difficult to travel to the Fugue in life. One needs the aid of powerful magic to physically get there, since the Fugue Plane is located adrift in the Astral Sea, and Kelemvor doesn't take overly well to mortals entering his domain, not the living ones at least. Unsurprisingly then, most scholars are unwilling to visit the Fugue and risk the wrath of a god (in particular, one who will ultimately decide whether or not they proceed to their proper afterlife) and they are also unwilling to take the easy path and die for the sake of research. I, however, was now dead and had little choice in the matter.

Petitioners

Normally, or in the case of normal mortals I should say, the Shadowfell serves as a conduit for mortal souls on their way to the Fugue. They will arrive confused and likely scared, reasonably so as the Shadowfell is a terrifying place, and have no option but to wander where their instincts lead them. I could feel the pull myself, as all souls can, for the gateways to the Fugue Plane draw souls to them. I had no intention of slogging across the Shadowfell towards a gateway like a normal petitioner though. Petitioners are, of course, what all souls are called before they successfully reach the afterlife of their god, because they need to petition Kelemvor to judge them and send them on. But as I was saying, I was no normal petitioner. Instead, as a devoted and high-ranking follower of Oghma, I sat and prayed to my god to send a divine servant to my aid. Within minutes the servant appeared and with a touch teleported us both to just outside the gates of the great City of Judgment. Behind me were the gray, unremarkable plains of the the Fugue, while in front of me rose the spires of one of the most famous cities we mortals will ever lay eyes on. I thanked my guide, assured him that I would only be here for a short stay until my resurrection was secured, then eagerly strode through the gates.

Kelemvor's Agreement

Now, most mortals assume the City of Judgment will be a peaceful place, if a bit bland, which is mostly true as we have already observed. Neither the Heavens nor the Hells, filled with neither great joy or fear. You expect the equivalent of a slightly uncomfortable chair to wait in, a spot to pass the time until your hour of judgment. It may come as a shock then to learn that devils roam the city, free to torment the permanent inhabitants and barter with the newly deceased for possession of their souls. Even more shocking, that this is all with Kelemvor's approval, part of his agreement with the Nine Hells.

I should pause a moment at this point. Some explanation is needed for many readers, I am certain. To start, how many of you know where Devils come from? Indeed, how many have ever even considered that question? The answer is that fresh souls, willing or unwilling, can be transformed into devils. Yes, what you just read is indeed correct. But why, you ask? Why would a soul willingly choose to become a devil when they are so close to their promised afterlife? You assume perhaps that every mortal followed their god faithfully in life, that they are deserving of an eternity in paradise. The truth of the matter is that few mortals have the discipline, the faith, or the sense of sacrifice to truly live the kind of life their god requires. Most mortals scrape by, doing the best they can. They survive. They don't burden themselves with what they can't see or feel in front of them. To many, the afterlife is a pleasant thought, a dream, or a tale used to scare children into behaving properly. What do they do then when they die, reach the City of Judgment, and realize that they are about to be judged? A judgment that they will most surely fail. There is no eternity in paradise awaiting them. In their place, what would you do? Choose a near certain eternity of punishment, doled out in whatever way your god sees fit? Or become a devil instead?

This might not be a hypothetical question after all. We all will die, and the devils will be waiting. Permanent portals to the Nine Hells exist in the Fugue plane, through which the devils can come and go as they please. If I were you, I would take stock of how well you are serving your god every day. But I am not you, fair reader, and it is truly not my place to interfere. Consider yourself warned then.

The False and the Faithless

I would be remiss if I did not at least quickly discuss the False and the Faithless. Souls that dutifully followed a god in life are judged according to that god's criteria, what they require from their followers, how they wish to be honored or worshiped, and so on. Based on this, the souls are then granted either an eternity of bliss in their god's version of the afterlife, or an eternity of punishment. But, what about those mortals who didn't follow a god? Some may have turned from their god, forsaken them, while others never committed to a god in the first place. For these mortals, there is no afterlife awaiting them. As such, Kelemvor claims them as his own.

The False are those who left their god, abandoned them intentionally. Oathbreakers, they are committed to eternal servitude in the City of Judgement and are the city's only permanent residents. Kelemvor doesn't try to hide his disdain for them, though, and allows the visiting devils to torment them from time to time.

On the other hand, the Faithless never followed a god. They never connected with divine beings at all, and therefore they are not entitled to any sort of afterlife. So, these souls are unceremoniously bricked into the great wall that surrounds the city, the Wall of the Faithless. There, they are slowly absorbed into the dark, gray nothingness of the wall. A fitting end for those that refused to believe in continued existence after death.

Chapter 5: Locales of Note

While most of the Fugue Plane is an endless rocky landscape of dull grays and withering flora, there are a few locations that are worth elaborating on.

Navigating the Fugue Plane
Creatures that travel outside of the City of Judgment and don't follow the Oozing River are automatically lost, wandering in a random direction for every 4 hours of travel until they encounter either the City of Judgment or the Oozing River (which could be a very long time).

The City of Judgment

The City of Judgment is, of course, the domain of Kelemvor, Lord of the Dead. They city itself is as unremarkable as the rest of the plane, filled with nondescript buildings and tight, twisting lanes. It is the sort of place where one can easily become turned around or completely lost if you don't pay careful attention and keep your bearings straight. This is, of course, what happens to most of the souls that come here. Poor fools, wandering aimlessly through the streets, trying to find their way as best they can. Many don't even know where they are ultimately trying to go, or worse yet some don't even realize that they are now dead. In the end it doesn't matter. They will be summoned before Kelemvor when it is their time and be judged according to how well and faithfully their served their god in life.

In the center of the city stands the Crystal Spire. Just what you would imagine from such a simple and descriptive name, it is no less than an imposing tower of translucent crystal, jutting up out of the heart of the city. The tower sparkles slightly in the dull light of the Fugue, but I daresay it would glitter magnificently should true sunlight ever strike it. Here is where Kelemvor and his assistant, Jergal, Seneschal of the Crystal Spire and Scribe of the Doomed, reside. Here is where the eternal fates of countless souls are decided, and the results meticulously recorded.

Infernal Gateways

On several locations throughout the City of Judgment, you can find glowing, ruby-red portals, seemingly melting the stonework near them and radiating with intense heat. These are the infernal gateways that link the Fugue Plane to the Nine Hells of Baator. Yes, this is where devils come from, and yes, this might be terrifying to some of you. However, rest assured that these malicious creatures are bound by Kelemvor's agreement to not hurt you, and devils are nothing if not sticklers for rules. Just keep your distance and ignore their seductive temptations. For the brave reader, don't even think about walking through the infernal gateways. Kelemvor's agreement doesn't allow for you to use them and you are his guest while here. If you wish for an excursion to the Nine Hells, I suggest finding another means.

The Oozing River

The Oozing River stretches throughout the entirety of the Fugue Plane. Apart from the City of Judgment, it is the only feature on the plane that allows a visitor to orient themselves. You should never simply wander the Fugue Plane as doing so might very well prove to be your doom. Navigating here is incredibly difficult. Of course, you would not have far to travel after death finds you. So this advice might be utterly pointless.

Back to the river itself though. The "water" in it is best described as a bubbling, foul-smelling, gray liquid. It seems to have a life of its own with the "tendrils" that constantly seem to stretch out from it and grab at the land around it, only to slowly drip back into the river. I can't say with any certainty what would happen, but I can assure you that you'd do best to simply not go bathing in it.

The Oozing River
If a creature touches the Oozing River on its turn, it must succeed on a DC 20 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. A creature that is fully submerged at any point during its turn has disadvantage on the saving throw. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends if the creature is no longer in contact with the liquid.

Infernal Gateway

Part 3: Deities and Other Powers

Stories of the gods come two per copper. If you doubt me, offer up a silver at your local tavern to anyone who can recite a history of how the gods and the cosmos came to be. You will suddenly be surrounded by a slew of expert storytellers, each in possession of the one "true" version of the story. Yes, everyone knows at least the rudimentary facts about the major gods, simply because it is the duty of their respective temples to make it so. While one god's temple spreads tales of their patron deity's greatest deeds, the temples of competing gods spread stories detailing how weak or foolish the others are. How then are we mortals to know which is indeed the truth? Even clerics within a particular god's religion, certainly until they reach the utmost ranks, are merely repeating what has already been passed down to them. If makes perfect sense, of course. Who but the gods themselves were there at the start of time, and around for the events that shaped the very essence of our world? How then do we know fact from fiction, if the gods themselves were the original storytellers? Surely when one god replaces another, it is in their best interest to rewrite the narrative on how they came into power, to cast them in the best light. But then, this is the nature of stories, and the danger therein when one trusts them blindly.

In my studies I have come across countless different iterations of each god's origin tale. Most reinforce each other, a sign that they were passed down from one individual to another. It is the ones that have something new to say that pique my interest the most. Those are either the words of a madman, passing off their own baseless musings as fact, or a glimmer of the greater, hidden truth, one that somehow slipped through the cracks from time long forgotten.

Below I have done my best to only provide information that is, according to the vast majority of text and cross-referenced across many different temple's libraries, generally agreed to be accurate. However, should you ever speak directly to one of these divine beings, unlikely though that may be, and they proceed inform you otherwise, I would be most interested to hear what was said so that I can correct my error.

Chapter 6: Dendar the Night Serpent

When I was younger, at the time studying the history of the cosmos and the wars between the elder gods and the primordials, I came up with a memorization device, a way to easily remember Dendar's role in it all. I called her the "stuff of nightmares". This is, of course, a rather simple, on-the-nose description. I cringe at the obvious nature of it now, but I was six years old at the time, so some degree of childishness must be forgiven.

Dendar is, of course, an elder evil. She is a snake of massive proportions, nearing 300 feet in length, it is said, with scales of indiscernible dark hues. Yet her terrifying appearance is not why I labeled her the stuff of nightmares. No indeed. While most primordials were born out of the elemental chaos at the dawn of time, legend has it that Dendar sprang into existence the first time a mortal being had a nightmare. You see, she is quite literally the stuff of nightmares. She feeds off of them, savors our greatest fears on her tongue before devouring them whole. And, while we may not remember with perfect clarity a dream from the night before, even though it woke us in a state of terror and cold sweat, Dendar knows them all. It is a bit disconcerting, is it not? That our most dreaded and personal fears swirl endlessly in her stomach, never fading.

But let's talk about the real terror that Dendar encompasses, shall we? The horrors that she will someday thrust upon us. For the most part, Dendar is content to stay in her vast cavern home, tucked away along the Oozing River, which flows continuously around the Fugue Plane. There, she gorges herself on a steady stream of nightmares, born from the minds of both mortals and immortals alike (yes, even the gods fear the Night Serpent). However, Dendar is known, and has always been known, as the harbinger of the end of the world. The end of all things, not just our physical, mortal world but of all existence. With each nightmare she consumes, Dendar grows in size. Every night she grows, larger and larger, little by little, biding her time with barely contained anticipation. You see, what Dendar desires most of all is to grow massive enough to be able to swallow the sun. Unbelievable, isn't it, that such a thing could be possible? She has done this once before, however, when the universe was still young, which forced the gods to drive her away and create a new sun in its place. The gods dare not destroy the Night Serpent now though, for if they ever did, the nightmares contained within her, every one of our deepest terrors, would be released back out upon creation. Neither mortals nor gods would be spared if that happened, engulfed by our most crippling fears and with darkness descending upon us.

Cheery though that thought may not be, there is at least one small ray of hope left. A small number of elite monks, trained by Kelemvor's clerics over many generations, spend their entire lives preparing for a fight with Dendar in her lair. They do so knowing full well that they will not survive the encounter. However, their goal is not to kill her, but to force her to release as many nightmares in her defense as they can, thereby reducing the number that she has stored and delaying the end of the world by as much time as possible. They bravely go to their deaths solely out of duty to the world that they were born into, understanding that if they do not attempt this impossible task, no one will, and soon there may well be no more lives to protect.

Immortal Nature. Dendar doesn't require air, food, drink, or sleep.

Roleplaying Dendar

Dendar is primarily occupied by devouring and consuming nightmares, favoring the nightmares of powerful or influential creatures such as kings, archwizards, and even demigods. The consumption of nightmares helps her grow in size and power. The Night Serpent's ultimate goal is to grow so large that she can swallow the sun, as she has done once before in eons past, ushering in the end of the world.

Dendar does not care for the petty struggles and concerns of others, whether they be deities or not, for they are beneath her and all life is fleeting.

She doesn't speak, in the traditional sense. Instead, Dendar hisses a horrible sound that manifests as a soft, gasping voice in the minds of those who hear it. She cares for neither titles nor names, and never addresses others in that manner either. She speaks with a carefree and confident demeanor, much like a contemptuous queen.

Dendar as a Patron

The Night Serpent isn't one to make pacts with mortals on a whim. However, in the exceptionally rare case that she does, she doesn't take an interest in her protégé beyond making it clear that she prefers to avoid unnecessary murder. In the grand scheme of things, these are mere footnotes. What's truly important to her is that a protégé supplies her with a steady stream of nightmares to consume. Whether this is done by causing others to sleep or by assailing them with magical nightmares is of no importance. Needless slaughtering of mortals would reduce her supply of nightmares.

Fighting Dendar

Dendar does not wish to kill and does so only to protect herself. Instead, she prefers to use her vast powers to cause her opponents to fall asleep, so she can feast on their nightmares. She is no fool, however, and can easily discern if a situation is dangerous to her, usually if faced by multiple powerful opponents. In such a case, she might quickly dispatch of most of them, so she can focus on one or two opponents, who she will then force into a deep slumber. She knows if an opponent can't be forced into a slumber and has no qualms about dispatching them first.

Dendar's Traits

Ideal. "All life must end simultaneously, and it is my purpose to bring about a swift apocalypse."
Bond. "I am made of nightmares. Consuming more nightmares increases my power and makes life tolerable for the living while they await their inevitable doom."
Flaw. "None can stop me from achieving my goal."

Dendar's Names and Powers

Below you will find some quick facts about Dendar.

Names. Dendar is known as the Eater of the World, Mother of the Night Parade, Nidhogg, and, most commonly, the Night Serpent

Primordial Sense. Dendar continually senses all sleeping creatures in the multiverse, allowing her to absorb their nightmares.

Dendar's Lair

Dendar's lair is the Maw of Eternal Night, a massive cave on the Fugue Plane.

Lair Actions

On initiative count 20 (losing initiative ties), Dendar can take a lair action to cause one of the following effects:

- Dendar's hiss echoes throughout the cave, tearing at the psyche of any who hear it. All creatures of Dendar's choice within her lair can't benefit from resistance or immunity to psychic damage until initiative count 20 on the next round.
- Dendar targets one creature she can see within her lair, forcing it to witness a glimpse of the end of the world. The target must succeed on a DC 27 Wisdom saving throw or become frightened until initiative count 20 on the next round. While frightened in this manner, a creature is also paralyzed. This effect ignores any immunity to the frightened condition received from spells, or magic items that are not artifacts.
- The cave itself seemingly transforms as Dendar's eyes glow with a purple tinge. Until initiative count 20 on the next round, the lair becomes affected by a *mirage arcane* spell. Dendar decides the nature of the illusory terrain.

Optional: Epic Die Traits

If your group plays with the Epic Die, Dendar also has the additional trait noted below:

Epic Trait: Empowered Nightmares. The save DC for Dendar's Assailing Nightmares trait increases by a number equal to the Epic Die..

Dendar

Gargantuan aberration (Elder Evil), neutral evil

Armor Class 28 (natural armor)
Hit Points 1,435 (70d20 + 700)
Speed 80 ft., climb 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	24 (+7)	24 (+7)

Saving Throws Dex +12, Con +22, Wis +19
Skills Athletics +22, History +30, Intimidation +19, Perception +19, Stealth +24, Survival +19
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses blindsight 120 ft., truesight 240 ft., passive Perception 38
Languages all, interplanar telepathy
Challenge 45 (565,000 XP)

Assailing Nightmares. Dendar is literally made up of eons worth of collected nightmares. She possesses several abilities that unleash these nightmares upon her foes. A creature assailed by these nightmares takes 11 (2d10) psychic damage. The first time on a turn that a creature takes this damage, it must succeed on a DC 30 Wisdom saving throw or gain one level of exhaustion. If a creature gains six levels of exhaustion due to this trait, it doesn't die; instead it drops unconscious as it falls into an eternal slumber and can't be awoken by any means short of a *wish* spell.

Elder Evil. Dendar adds a d12 to her initiative rolls, can't be surprised, and has advantage on attack rolls, ability checks, and saving throws, and she can't be affected or detected by spells of 7th level or lower unless she wishes to be. In addition, Dendar is permanently under the effects of the *detect evil and good* and *detect magic* spells, and is unaffected by difficult terrain.

Epitome. Any advantage Dendar has can't be negated by disadvantage.

Eternal. Dendar can never truly die. If she is reduced to 0 hit points, all creatures are assaulted by nightmares when they sleep and Dendar begins to reform as soon as the first nightmare is had, fully reforming after 24 hours.

Repository of Nightmares. When Dendar drops to 0 hit points or dies, all nightmares within her are released back into the world and her body is destroyed. Each creature within 100 feet of her must make a DC 30 Wisdom saving throw, taking 165 (30d10) psychic damage on a failed save, or half as much on a successful one. In addition, each living creature in existence takes psychic damage equal to twice its level or CR and gains 5 levels of exhaustion. Constructs and undead are unaffected, as are elves and other creatures that don't need sleep.

She reappears on the Fugue Plane as a Tiny serpent-like creature as soon as a living creature has a nightmare and gradually grows in size as she consumes more nightmares, reaching her Gargantuan size again after a 5d20 years have passed.

Innate Spellcasting. Dendar's innate spellcasting ability is Charisma. She can innately cast the following spells as 9th level spells (spell save DC 27), requiring no components:

At will: *charm person, counterspell, crown of madness, detect thoughts, dispel magic, dissonant whispers, dream, phantasmal force, plane shift, sleep*
3/day each: phantasmal killer, *mass suggestion, modify memory, shadow conjuration, shadow evocation*
1/day each: *dominate person, feeblemind, mirage arcane*

Legendary Resistance (6/Day). If Dendar fails a saving throw, she can choose to succeed instead.

Massive Body. Dendar can enter the space of any creature and stop there, except other creatures that also have this trait.

Nightmare Prison. Any creature or object that Dendar swallows is transported to a demiplane that can be entered by no other means. A creature in this nightmare prison is affected by the Assailing Nightmares trait at the start of each of Dendar's turns. A creature can leave the demiplane only by using magic that enables planar travel, such as the plane shift spell. At the center is Dendar's gizzard, slowly grinding countless undigested nightmares into the fuel that sustains her. If the gizzard takes 80 damage or more on a single turn from a creature inside it, Dendar must succeed on a DC 33 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Dendar. If Dendar dies, the demiplane disappears. The demiplane is otherwise indestructible.

Nightmare Scale. Each of Dendar's scales contains a consumed nightmare. A creature that hits Dendar with a melee attack causes one of its scales to fly off, unleashing its contained nightmare upon the attacker as described in the Assailing Nightmares trait.

Psychic Mirror. If Dendar takes psychic damage, each creature within 30 feet of her takes that damage instead; Dendar takes none of the damage. In addition, Dendar's thoughts and location can't be discerned by magic.

Actions

Multiaction. Dendar casts a spell or uses her Unleash Nightmares. She then makes a bite attack or a tongue attack.

Bite. *Melee Weapon Attack:* +22 to hit, reach 20 ft., one target. *Hit:* 62 (8d12 + 10) piercing damage plus 55 (10d10) psychic damage. If the target is a creature, Dendar can choose one of the following additional effects:

Lockjaw. The target is grappled by Dendar (escape DC 30). While grappled, the target is restrained and Dendar can't use her bite against another target.

Nightmare Venom. The target must succeed on a DC 30 Constitution saving throw or fall unconscious. While unconscious in this manner, the target takes 28 (8d6) psychic damage at the start of each of its turns as it experiences horrible nightmares. The unconscious creature can only be awoken by a *greater restoration*, *heal*, *remove curse*, or *wish* spell

Swallow Whole. The target must succeed on a DC 30 Dexterity saving throw or be swallowed by Dendar. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of Dendar's Nightmare Prison.

Tongue. *Melee Weapon Attack:* +22 to hit, reach 100 ft., one creature. *Hit:* 11 (8d12) psychic damage, and the target must make a DC 30 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of Dendar, who can then use a bonus action to make a bite attack against the target. Dendar can't use this attack if she is grappling a creature or object with her bite.

Crush. *Melee Weapon Attack:* +22 to hit, reach 0 ft., all Large or smaller creatures in Dendar's space. *Hit:* 32 (4d10 + 10) bludgeoning damage and a creature must succeed on a DC 30 Dexterity saving throw or be restrained as it is pinned beneath Dendar's enormous body. While restrained in this manner, a creature has total cover against all effects originating outside of Dendar's space. A restrained creature takes 22 (4d10) bludgeoning damage at the start of each of its turns but can make a DC 30 Strength (Athletics) or Dexterity (Acrobatics) check as an action, freeing itself on a success. The restrained condition ends for all pinned creatures if Dendar moves.

Unleash Nightmares (Recharge 4-6). Dendar unleashes one or more nightmares in one of the following ways:

Nightmare Breath. Dendar releases countless nightmares in a 120-foot cone. Each creature in that area must make a DC 30 Wisdom saving throw. On a failed save, a creature gains one level of exhaustion and takes 110 (20d10) psychic damage. On a successful save, a creature takes half as much damage and doesn't gain any exhaustion. Each time Dendar uses her Nightmare Breath, her current and maximum hit points are reduced by 110. This reduction lasts until Dendar finishes a long rest.

Nightmare Haunting. Dendar targets a sleeping creature she knows of on any plane of existence, sorting through all her stored nightmares to weave together the worst nightmares possible for that creature. The target must succeed on a DC 27 Wisdom saving throw or become inflicted by a random long-term madness from the Long-Term Madness table (see chapter 8 in the Dungeon Master's Guide).

Legendary Actions

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

Bite (Costs 2 Actions). Dendar makes a bite attack.
Cast Innate Spell (Costs 2 Actions). Dendar casts a spell she can cast innately.
Cast Innate At-Will Spell. Dendar casts a spell she can innately cast at will.
Crush. Dendar uses the Crush action.
Move (Costs 2 Actions). Dendar moves up to her speed.
Unleash Nightmares (Costs 2 Actions). Dendar uses her Unleash Nightmares action if she can or recharges it if she can't.

Chapter 7: Jergal, Scribe of the Dead

Those who don't know any better might think that the Scribe of the Dead, who is by definition a servant of the true God of the Dead, to be little more than an assistant. Most likely a demigod, so they assume, granted just enough power to fulfill his duties to his master. Jergal does, of course, have duties. He faithfully chronicles when and how each and every mortal being passes from life to death, and where they are sent in the afterlife once Kelemvor has judged them. Jergal even takes pleasure in this endless task, which affords him a peaceful, orderly existence, far from the politics and squabbling that the more visibly powerful gods must endure. No, Jergal simply chronicles, and writes, and watches patiently as the world slowly slips towards its inevitable demise.

Yet, Jergal is no mere scribe, and it is beyond foolish to think of him as such. In eons long past, during the age of the Netherese empire, Jergal grew to power as the greater god of Murder, Strife, and yes also the Dead. He wielded power beyond compare and reveled in his ability to decide the fate of millions of souls. However, time has a way of dampening the fire of your passions, and over the ages Jergal became simply bored. Then, unheard of and unexpected among his fellow gods, but just as we mortals are often known to do, he abandoned his post in favor of a new life and new experiences. He relinquished his divine portfolios and divided them between Bane (for Strife), Bhaal (for Murder), and left Myrkul as the new Lord of the Dead. Jergal subsequently assumed the position of Scribe of the Dead under Myrkul and later Cyric, and still retains the title with Kelemvor now in the role. There he still sits, rather content and unlikely to leave this post. For a few more aeons at least.

Immortal Nature. Jergal doesn't require air, food, drink, or sleep.

Jergal's Names and Powers

Below you will find some quick facts about Jergal.

Names. Jergal is known as the Final Scribe, the Pitiless One, Seneschal of the Crystal Spire, the Forgotten One, Scribe of the Doomed, the Bleak Seneschal, and the Lord of the End of Everything.

Godly Senses. Using an action, Jergal can perceive anything within twenty miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Sense. Jergal can sense the final moment of any creature he lays his eyes upon - whether it has already happened or not.

Jergal's Clergy

Jergal's clergy is quite small and many commonfolk seem to have completely forgotten about his existence. The clergy consists of both clerics and monks, who are collectively known as Scriveners of Doom. Each monastery or temple has a First Scrivener of Doom who leads the remaining scriveners there. The clergy uses no other titles.

Doomscribes

Exceptionally devoted scriveners may be selected to become a doomscribe, allowing them to continue to serve the Final Scribe far longer than a mortal would normally be able to. You see, these doomscribes prolong their lifespans through magic, something that other scriveners are prohibited from doing. They are sent to remote corners of the world, often far away from civilization, where they record the deaths among nomadic tribes and other savage folk. A doomscribe will quite often have nonsentient undead such as skeletons and zombies serving them.

Extinct Orders

When Jergal's church was still prominent, two more orders existed within the clergy. The Companions of the Pallid Mask were Jergali clerics who commanded nonsentient undead in their fight against sentient undead. The Hand of Jergal was a militant order that viciously attacked any church that performed resurrections without their consent (which usually came with a steep cost).

Optional: Epic Die Traits

If your group plays with the Epic Die, Jergal also has the additional traits noted below:

Epic Trait: Bleakness. Jergal adds the Epic Die to his AC. Additionally, at the beginning of each of Jergal's turns, he regains a number of lost hit points equal to 10 x the Epic Die.

Roleplaying Jergal

Jergal has no interest for the living, save recording their final fates. To him, life is but a momentary anomaly in an eternity of nonexistence - of death.

Jergal's demeanor is always calm and composed, speaking with a bone-chilling voice that echoes with a dry whisper. His speech is excessively formal, carried by a calm yet bland tone, revealing only a narrow spectrum of emotions.

The Final Scribe reeks like a crypt that hasn't been attended to for centuries. Being in his presence causes a feeling of unease in mortals and deities alike. With the pitiless gaze from his seemingly non-existing eyes, Jergal can perceive the final fate of any creature. Not even Kelemvor is privy to such details.

Fighting Jergal

The Final Scribe isn't interested in fighting and might not even defend himself. He knows full well that he can't be destroyed unless he wills it. He also knows that he could easily destroy any mortal but would never do so unless their time was up.

Should Kelemvor command Jergal to take up arms, however, his duty would compel him to do so. The likelihood that Kelemvor would ever issue such a request is slim though, as his respect for the Pitiless One is immense.

Jergal's Traits

Ideal. "Life is momentary, death is eternal."
Bond. "I must document and file every death across all the Planes, so the God of the Dead may fulfill his duties."
Flaw. "At times, I dwell too much on death. Perhaps it is my own time soon."

Avatars of Jergal

Jergal has no interest in the petty squabbles of mortals and rarely communicates with them. If he feels he must, he can create avatars in the image of aberrations or undead with a CR of 30 or lower. When Jergal creates an avatar in another creature's image, it retains all its statistics, though he can make any of his avatars resemble himself if he so wishes.

Jergal

Medium aberration (greater deity), lawful neutral

Armor Class 24 (natural armor)
Hit Points 740 (40d20 + 320)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	26 (+8)	26 (+8)	27 (+8)	26 (+8)

Saving Throws Con +18, Wis +18, Cha +18
Skills History +28, Insight +28, Perception +28, Religion +28
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 38
Languages all, Plane-wide telepathy
Challenge 38 (340,000 XP)

Discorporation. When Jergal drops to 0 hit points or dies, his body is destroyed but unless he truly wants to die, his essence travels to the Astral Plane where he can immediately take physical form, appearing in an unoccupied space with 1 hit point remaining.

Epitome. Any advantage Jergal has can't be negated by disadvantage.

Greater Deity. Jergal can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Jergal is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Inscrutable. Jergal is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Jergal's intentions or sincerity have disadvantage.

Legendary Resistance (5/Day). If Jergal fails a saving throw, he can choose to succeed instead.

Pitiless. Any creature dies if it drops to 0 hit points within 30 feet of Jergal.

Special Equipment. Jergal wields the Doom Quill, a magical writing tool that never runs out of ink and whose writings can never be erased. If it absorbs the blood of a creature, Jergal can use it to unname a creature, removing it from reality. Jergal cannot be disarmed of the Doom Quill. He also has a seemingly endless supply of scrolls and parchment beneath his robes.

Spellcasting. Jergal is a 30th-level spellcaster. Jergal knows all cantrips and has all spells prepared, except ones that create undead, and can cast them without providing components. His spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks).

Jergal has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slot), 11th level (1 slot), 12th level (1 slot).

Actions

Multiaction. Jergal casts two spells and makes an attack with his Doom Quill.

Doom Quill. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit: 61* (16d6 + 5) piercing damage. If the target has blood in its veins, the quill absorbs an ounce of it. In addition, the target's hit point maximum is reduced by an amount equal to the damage taken.

Unname (1/Day). If Jergal has absorbed a creature's blood into the Doom Quill, he can write the creatures truename on a piece of parchment and unname it. There's no fire, no flash, and no corpse. It's as if the creature Jergal unnamed never existed in the first place. Nobody but Jergal can remember the creature having existed. A creature slain in this manner isn't simply dead; it never existed. Bringing such a creature back to life is an impossibly difficult task. It must first be remembered through unknown rituals, then given a new truename through godly magic, and finally be brought back to life with a *true resurrection* or *wish* spell.

Change Shape. Jergal magically polymorphs into a humanoid, beast, or undead that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Jergal's choice).

In a new form, Jergal retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Jergal magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Jergal can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jergal regains spent legendary actions at the start of his turn.

Cast a 1st - 5th Level Spell. Jergal casts a spell he has prepared of 5th level or lower.

Cast a 6th - 8th Level Spell (Costs 2 Actions). Jergal casts a spell he has prepared, expending a spell slot of 6th to 8th level.

Cast a 9th - 12th Level Spell (Costs 3 Actions). Jergal casts a spell he has prepared, expending a spell slot of 9th to 12th level.

Change Form. Jergal uses his Change Shape or Change Size action.

Move. Jergal moves up to his speed.

Chapter 8: Kelemvor, God of the Dead

Most often, when I am asked in a casual setting about the origins of one god or another, I present the listener with a simplified version of the story; at times vastly simplified. This situation comes up at events in Baldur's Gate from time to time, which I am required to attend in order to solidify our relationship with the lords of the city. Knowing the position that I hold, young lords and ladies will predictably approach me throughout the evening, questioning me on any and every subject that you can imagine. Sometimes they are topics that truly interest them, in which case I am happy to oblige. However, many young lords feel the need to try to embarrass me by asking me a question so arcane or obscure that they erroneously believe there is no chance I could possibly provide them an answer. I have yet to leave the look of smug satisfaction intact on any lord's face, I will have you know.

As I was saying when I began, though I usually respond with simplified versions of these tales because the true, complete chronicled histories of the greater gods are often painstakingly long and confusing. This is especially true for those who were once mortal and later ascended to godhood, for you have both their mortal and immortal lives to compare and take into account.

This leads me to Kelemvor, Lord of the Dead. He was born into our world a mortal man named Kelemvor Lyonsbane. I will spare you the minute details of his upbringing, much as I would with any non-scholar, and instead provide you with his abridged story. If you wish to know whether or not he played nicely with other children, I suggest you visit the temple of Kelemvor, where the clergy will be more than happy to sate your curiosity. For our purposes here, I will begin just before his ascension.

Cyric's Betrayal

During the Time of Troubles, when the gods were cast down and forced to walk the world among us mortals in the form of their avatars, Kelemvor rose to prominence alongside his fellow adventurers Midnight (the wizardess), Adon (a cleric of Sune), and the then mortal Cyric. Together they recovered and returned the Tablets of Fate, which were stolen from the Overgod Ao. However, in a final, cataclysmic fight with the avatar of Myrkul (then god of the dead), atop Blackstaff Tower in Waterdeep, Kelemvor was betrayed by Cyric and killed by his hand. Specifically, he was killed by the sentient sword that Cyric held, Godsbane, which is a very important distinction. You see, Godsbane wasn't merely a sword, but was, in fact, the god Mask in disguise. I did mention that these stories were a bit complicated, did I not? So, when Godsbane plunged into Kelemvor's chest, Mask decided to rob Cyric of the pleasure of killing Kelemvor, and instead stole his soul away and trapped it in a demiplane where Cyric couldn't find it.

At this point, you might be rereading the paragraph above in an attempt to keep the timeline and all the players straight in your mind. It's really not that complicated, I assure you, but the sheer amount of information you need to take in all at once in order to make sense out of the doings of the gods can be a bit much for an amateur scholar, I agree.

Kelemvor's Return

Let us proceed ten years further then. As those years don't directly concern Kelemvor, forgive my brevity but I will gloss over them for now. At this point Cyric had ascended to godhood (as god of Deception, Murder, Strife, the Dead, and Intrigue) and for all those years he had never given up looking for the soul of his former comrade. He planned to use the soul of Kelemvor as a tool to gain leverage and power over the goddess of magic, Mystra. Again, let me elaborate. The former Mystra was killed during the Time of Troubles, and none other than the mortal wizardess Midnight rose to take her place, and her name.

However, unbeknownst to Cyric, Mask (still disguised as Cyric's sword Godsbane) had already used the soul of Kelemvor to influence Mystra and convinced her to aid him in his own plans. Through an elaborate act of deception, Mask drove the City of Death (now the City of Judgement on the Fugue Plane) into chaos. The faith of Cyric's followers, and consequently his power, fell low enough that his very own nightmare was able to break free from Dendar the Night Serpent and find him again. Cyric's mind was suddenly filled with visions of Kelemvor returned to life to seek revenge. In his madness, and finally realizing his sword for what it truly was, Cyric broke Godsbane in two. This released the soul of Kelevmor and ultimately made Cyric's worst nightmare real, standing before him. The two of them fought then and there in the City of Death. Crippled by fear as he was though, Cyric lost to Kelemvor, who in victory claimed not only the mantle of God of the Dead, but also control of what is now the City of Judgment.

Immortal Nature. Kelemvor doesn't require air, food, drink, or sleep.

Kelemvor's Followers

The Death Clergy, as they are called, consists of clerics who administer last rites, conduct funerals, and help take care of the paperwork (such as inheritance). The clergy sees death as Kelemvor does: not as something to be feared, but a necessary end of one chapter that is simultaneously the beginning of a new one.

Doomguides

The Doomguides consist of Kelemvor's elite clerics, called judicators, and paladins, called prosecutors. They help mortals deal with their fears of death and existence after the fact. In order to help combat these fears (many of which are tied to the works of necromancers) doomguides also serve as elite divine spellcasters who seek to destroy necromancers and their undead servitors, and bring a measure of peace to the world.

Knights of the Eternal Order

The sole purpose of this knightly order, consisting exclusively of hand-picked veteran doomguide prosecutors, is the hunt for and destruction of the undead.

Most Solemn Order of the Silent Shroud

This order has neither nobles nor a crest. It is comprised of common folk whose work revolves around death, such as embalmers, gravediggers, and coffin makers. Their task is a simple one: keep Kelemvor's clergy informed about desecrated gravesites and undead activity. Members of the order identify each other through a series of secret signs.

Roleplaying Kelemvor

Kelemvor takes his duties as judge of the dead very seriously. He is just, forthright, and kind, valuing transparency and honesty. He can also be stern, however, especially if others don't adhere to his rules or don't accept his judgment.

The Great Guide believes he has a responsibility for ensuring that the balance in the multiverse is maintained. He can, at times, intervene directly in matters that he believes to be of great importance, though these rash decisions sometimes cause him to overlook severe consequences down the road. While superior to even the most powerful mortal in every way, Kelemvor isn't as clever as other deities. He doesn't scheme, hold grudges, or manipulate, but rather speaks his mind and rushes to action if he deems it necessary.

Fighting Kelemvor

Kelemvor doesn't back down from a fight, though he only seeks it actively if he feels he must. He has no qualms about killing but is happy to be merciful if his opponent shows genuine repentance. However, necromancers and undead are always an exception to Kelemvor's leniency; such abominations are an affront to the established order of life and can't be allowed to exist.

Kelemvor's Traits

Ideal. "Death is but a part of life. It is not an end but a beginning, not a punishment but a necessity. There is no deceit in death, nothing concealed, nothing chaotic. Death is an orderly process."
Bond. "My judgement is impartial and fair."
Flaw. "I make rash decisions based upon my ideals."

If you only knew what is underneath that mask.

On a completely unrelated note, what do you get if you crossbreed a hag with an ooze?

-C

Kelemvor's Lair

Kelemvor's lair is the Crystal Spire, a frighteningly tall tower standing at the center of the City of the Dead in the Fugue Plane. The spire has many floors, the exact number of which is determined by the whims of Kelemvor. Each floor takes the shape of a unique landscape. Kelemvor also decides how each floor leads to the next, whether through stairs, a door, or a portal.

Kelemvor has a challenge rating of 43 (495,000 XP) if he is encountered in his lair.

Lair Actions

On initiative count 20 (losing initiative ties), Kelemvor can take a lair action to cause one of the following effects.

- Kelemvor speaks a prayer censuring the undead. Each undead in the lair must make a DC 29 Wisdom saving throw. If a target fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Kelemvor as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If an undead with a CR of 12 or lower fails its saving throw, the creature is instantly destroyed.
- Kelemvor chooses one creature he can see within 30 feet of him, cursing it until initiative count 20 on the next round. The next time Kelemvor or an ally of his hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.
- Kelemvor speaks a holy word. Until initiative count 20 on the next round, the next time Kelemvor or one of his allies suffers a critical hit, it instead becomes a normal hit.
- The crystal spire begins to glow subtly. Until initiative count 20 on the next round, if a creature hostile to Kelemvor dies within the lair, Kelemvor regains lost hit points equal to the enemy's hit point maximum.

Planar Effects

The Fugue Plane has the following features:

- The Fugue Plane is ever unchanging. When something is destroyed or changed, it reverts to its old self after 24 hours.
- Spirits of dead mortals roam everywhere. Devils are also granted permission. While here, they aren't hostile to non-natives of the plane, but are allowed to solicit them for souls. In return, they protect the plane from demons who sometimes manage to enter the plane in an attempt to steal souls.
- No creature requires any air, food, drink, or sleep while here. In addition, the duration for short and long rests are halved.
- A living creature that is reduced to 0 hit points can't benefit from healing unless Kelemvor allows it.

Kelemvor's Names and Powers

Below you will find some quick facts about Kelemvor.

Names. Kelemvor is known as Lord of the Dead, Judge of the Damned, Lord of the Crystal Spire, and The Great Guide.

Godly Senses. Using an action, Kelemvor can perceive anything within twenty miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Kelemvor can sense all life choices that a dead creature has made in life, as well as the intentions behind them. Kelemvor must see the soul of a dead creature for this sense to function.

Kelemvor

Medium celestial (greater deity), lawful neutral

Armor Class 26 (natural armor)
Hit Points 943 (46d20 + 460)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	30 (+10)	24 (+7)	29 (+9)	25 (+7)

Saving Throws Con +21, Int +18, Wis +20, Cha +18
Skills Athletics +19, History +18, Insight +20, Perception +20, Religion +18
Damage Resistances bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 31
Languages all, Plane-wide telepathy
Challenge 42 (460,000 XP)

Discorporation. When Kelemvor drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to the Crystal Spire in the City of the Dead within the Fugue Plane, and he is unable to take physical form for a time.

Epitome. Any advantage Kelemvor has can't be negated by disadvantage.

Greater Deity. Kelemvor can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Kelemvor is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Inscrutable. Kelemvor is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Kelemvor's intentions or sincerity have disadvantage.

Legendary Resistance (5/Day). If Kelemvor fails a saving throw, he can choose to succeed instead.

Special Equipment. Kelemvor wields Fatal Touch, a magical +5 longsword that is especially harmful to undead. He can't be disarmed of this weapon.

Spellcasting. Kelemvor is a 30th-level spellcaster. He knows all cantrips, has the *contingency, teleport,* and *wish* spells prepared, as well as all cleric and abjuration spells, except ones that deal damage or create undead, and can cast them without providing components. His spellcasting ability is Wisdom (spell save DC 28, +20 to hit with spell attacks).

Kelemvor has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slot), 11th level (1 slot), 12th level (1 slot).

Sense Undead. Kelemvor is aware of the presence of undead within 5 miles of him. He knows the distance and direction to each undead, as well as their CR and identity.

Actions

Multiaction. Kelemvor casts a spell and makes four melee attacks.

Fatal Touch. *Melee Weapon Attack:* +24 to hit, reach 5 ft., one target. *Hit:* 31 (4d8 + 13) slashing damage or 35 (4d10 + 13) slashing damage if held with two hands, plus 22 (4d10) radiant damage. A creature hit one or more times by this attack must succeed on a DC 28 Wisdom saving throw at the start of its next turn or take 44 (8d10) radiant damage. If the target is undead, it is instead destroyed on a failed save.

Judgment. Kelemvor targets a creature he can see within 120 feet of him. The target must succeed on a DC 28 Charisma saving throw or be magically stunned. The target must repeat the saving throw at the end of its next turn. On a failed save, the target is hurled to a Plane of Kelemvor's choosing. On a successful save, the stunned condition ends.

Change Shape. Kelemvor magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Kelemvor's choice).

In a new form, Kelemvor retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Kelemvor magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Reactions

Deflect Spell. When Kelemvor is targeted by a spell, he can intercept the spell with Fatal Touch, deflecting it back at the caster. When he does so, the caster becomes the new target of the spell as if Kelemvor had cast it himself (30th-level spellcaster, save DC 28, +20 to hit with spell attacks).

Legendary Actions

Kelemvor can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kelemvor regains spent legendary actions at the start of his turn.

Cast a Spell (Costs 2 Actions). Kelemvor casts a spell he has prepared, expending a spell slot as normal.

Change Form. Kelemvor uses his Change Shape or Change Size action.

Ethereal Purge. Each creature on the Ethereal Plane within 120 feet of Kelemvor must succeed on a DC 28 Charisma saving throw or be magically forced into the Material Plane and remain there for 1 hour. This ability only functions while Kelemvor is on the Material Plane.

Judgment (Costs 2 Actions). Kelemvor uses his Judgment action.

Guiding Flames (Costs 2 Actions). Kelemvor magically targets any number of undead creatures he can see within 120 feet of him that isn't a deity. Each target must make a DC 28 Wisdom saving throw with disadvantage. If a target fails its saving throw, it takes 110 (20d10) radiant damage and ignites in holy flame. At the start of each of an ignited creature's turns, it must succeed on a DC 29 Constitution saving throw or take 22 (4d10) radiant damage. On a successful save, the flames are doused.

Swift Fury. Kelemvor moves up to half his speed and makes a melee attack.

Avatars of Kelemvor

While some deities enjoy walking the Material Plane as an avatar, Kelemvor seldom does so. He neither has the time nor the temperament for such "games." Only if a matter requires his full attention is he likely to manifest an avatar. On these rare occasions, he never attempts to hide his identity.

Kelemvor will assume an avatar that most closely resembles those who he aims to interact with. This often means he takes on the shape of a commoner, a knight, or a priest. If he anticipates a credible threat of violence, he might instead assume the form of an armor-clad giant.

Avatar of Kelemvor Template

Kelemvor can create avatars in the image of beasts, humanoids, or giants with a CR of 30 or lower. When Kelemvor creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes lawful neutral.

Damage Resistances. The avatar has resistance to necrotic damage.

Condition Immunities. The avatar cannot be charmed or frightened.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

New Trait: Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Action: Guiding Flames. The avatar targets any number of undead creatures it can see within 120 feet of it. Each target must make a Wisdom saving throw with disadvantage (save DC = 8 + the avatar's proficiency bonus + the avatar's Wisdom modifier). If a target fails its saving throw, it takes 22 (4d10) radiant damage and ignites in holy flame. At the start of each of an ignited creature's turns, it must succeed on a Constitution saving throw (save DC = 8 + the avatar's proficiency bonus + the avatar's Wisdom modifier) or take 5 (1d10) radiant damage. On a successful save, the flames are doused.

Sample Avatar of Kelemvor

Here the avatar of Kelemvor template has been applied to a human commoner to create a human commoner avatar of Kelemvor.

Commoner Avatar of Kelemvor

Medium humanoid (human avatar), lawful neutral

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances necrotic, poison, radiant
Condition Immunities charmed, frightened, exhaustion, paralyzed, poisoned
Senses truesight 120 ft, passive Perception 10
Languages all
Challenge 1/8 (25 XP)

Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Actions

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

Guiding Flames. The avatar targets any number of undead creatures it can see within 120 feet of it. Each target must make a DC 10 Wisdom saving throw with disadvantage. If a target fails its saving throw, it takes 22 (4d10) radiant damage and ignites in holy flame. At the start of each of an ignited creature's turns, it must succeed on a DC 10 Constitution saving throw or take 5 (1d10) radiant damage. On a successful save, the flames are doused.

Optional: Epic Die Traits

If your group plays with the Epic Die, Kelemvor also has the additional trait noted below:

Epic Trait: Judge of the Damned. When Kelemvor uses his Judgment action, he can target an additional number of creatures equal to half the Epic Die (rounded down).

The Judge

Kelemvor rarely reveals himself to mortals, but when he does, he usually does so in the shape of his aspect: the Judge. In this shell, Kelemvor is a 10-foot tall, steel-clad warrior, wielding an enormous gavel that gleams with light in his hands.

Kelemvor's Avatar: The Judge

Large celestial (avatar), lawful neutral

Armor Class 18 (plate armor)
Hit Points 262 (25d10 + 125)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	11 (+0)	20 (+5)	17 (+3)

Saving Throws Int +5, Wis +10, Cha +8
Skills Athletics +11, History +5, Insight +10, Perception +10, Religion +5
Damage Immunities radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

Innate Spellcasting. The avatar's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *command, detect evil and good, gentle repose, speak with dead, thaumaturgy, zone of truth*
3/day each: *dispel evil and good, guardian of faith, hallow, spirit guardians*
1/day each: *divine word, etherealness, forbiddance, holy aura, word of recall*

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Sense Undead. The avatar is aware of the presence of undead within 5 miles of it. It knows the distance and direction to each undead, as well as their CR and identity.

Actions

Multiattack. The avatar uses its Channel Divinity if it can and makes three weapon attacks.

Gavel. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 18 (4d8) radiant damage.

Doom Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 27 (6d8) radiant damage.

Guiding Flames. The avatar targets any number of undead creatures it can see within 120 feet of it. Each target must make a DC 18 Wisdom saving throw with disadvantage. If a target fails its saving throw, it takes 44 (8d10) radiant damage and ignites in holy flame. A target with a CR of 5 or less that fails its saving throw is destroyed. At the start of each of an ignited creature's turns, it must succeed on a DC 18 Constitution saving throw or take 11 (2d10) radiant damage. On a successful save, the flames are doused.

Dear Reader.
Live your life fully and be true to yourself and your God, but do not fear death. Kelemvor is a fair judge and the spires of the City of Judgment are breathtaking to behold. Just don't speak to any devils while you are there, no matter what they may offer you.

E.A.

Chapter 9: Kezef the Chaos Hound

Kezef, like Dendar, is an elder evil born at the dawn of time. A great mastiff with swarms of maggots writhing throughout the sparse hair on its skeletal frame, undulating in crude mimicry of where flesh and muscle should be, few creatures inspire such pure and absolute terror among both mortal and immortal beings. If you have ever heard stories of a ghostly hound that hunts its prey unrelentingly and without mercy, which are common throughout the various folklore traditions of our world, they are all derived from Kezef.

I cannot in fact confirm that the following is true, but it is a common enough version of Kezef's tale that I felt the need to include it here. Legend has it that Jergal was the one responsible for the birth of the chaos hound, back when the realms were young. Jergal, then god of the dead, believed that the souls of all mortals should remain under his control, and not be sent on to an afterlife with the god they had worshiped in life. The dead were his domain, and he alone would decide their fate. So, in an act of supreme jealousy, he created Kezef, a monster that would hunt down the souls of those faithful to his fellow gods and devour them, denying them eternity with the gods they so longed to be with. The resulting backlash from the other gods was quick and severe. Jergal was forced to step down from his roles as a greater god and now serves as scribe to the current lord of the dead, an act of eternal penance.

The Ravager of Heavens

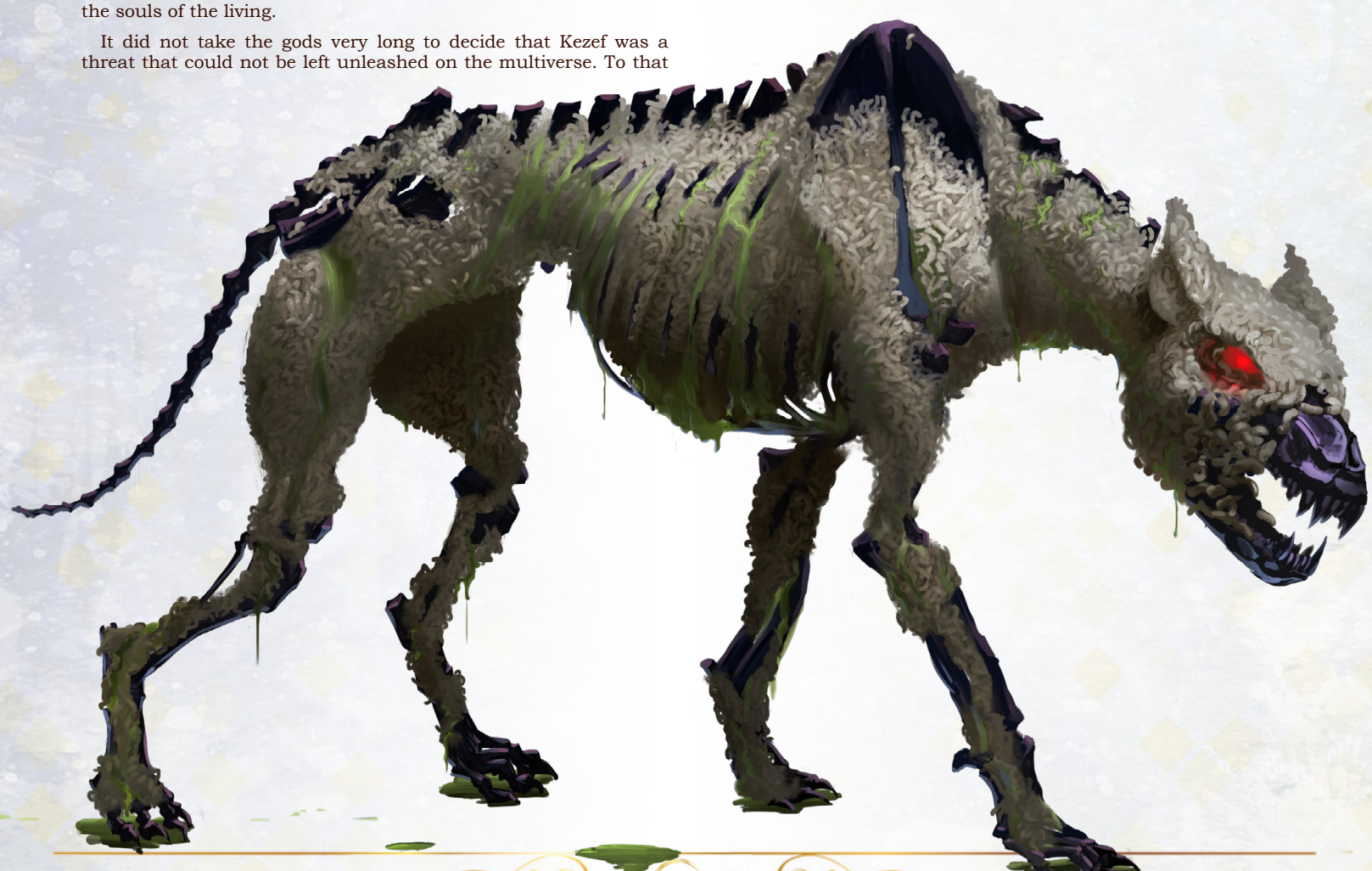
As you may have guessed from the previous passage, those who have the most to fear from Kezef are the Faithful, the souls of those who diligently served their god in life and in turn have been accepted into their god's afterlife. This seems a cruel turn for those who otherwise have finally made it to their promised reward, but Kezef is nothing if not cruel. He scours the planes for these prey, devouring any that he catches, erasing their very soul from existence as he does so, banished even from the memory of their loved ones. The Faithless and the False hold no allure for the hound, nor do the souls of the living.

It did not take the gods very long to decide that Kezef was a threat that could not be left unleashed on the multiverse. To that end, a group of gods banded together to defeat their common enemy. They chased the hound across the planes in a great hunt, finally surrounding him at last on Gehenna. Gond the Wonderbringer brought an unbreakable chain that he had crafted, but the hound would not let any of them approach. Eventually, the gods convinced Kezef that no harm would come to him from all of this. Kezef relented, allowing Gond to loop the chain around his neck, but only after Tyr willingly put his right hand into the beast's open jaws in return. Once the chain was fully in place, the god's real plan was set into swift motion. Gond pulled the chain tight, which he had anchored miles below them, deep in the caves of Gehenna. At the same time, Mystra bound Kezef in a sheet of nigh-indestructible, regenerating magic. Trapped and finally, painfully aware of what had happened, Kezef bit down and ripped Tyr's hand from his arm. He would feast on it for centuries, on the divine essence it contained.

In the end, though there was a sacrifice made, they had triumphed. Never before had the gods set aside their disputes for the greater good of all. And so the deed was done, and all was safe. For a while.

Though the gods forbade any being to go near Kezef, not everyone does as they are told. In time, Cyric discovered a way to release the hound, whom he thought would help him track down the lost soul of Kelemvor. Cyric was gravely mistaken though, for he had no power over the beast. Instead, Kezef was blinded by rage and solely focused on vengeance against Mask, who had played a role in tricking him alongside Cyric, and would not stop until the god of thieves was found. Kezef hunted Mask relentlessly across the planes until at long last the hound cornered and attacked him, severely weakening the god. It was only through a gift from Mystra, the dagger Houndsbane, that Mask was able to survive. With the dagger in his possession, Mask is now safe, as Kezef is unwilling to approach that blade.

Immortal Nature. Kezef doesn't require air, food, drink, or sleep.



Roleplaying Kezef

Kezef doesn't bargain, listen to reason, or adhere to any rules. This menace has no moral compass to guide him, nor does he feel any emotion. He is driven only by a single goal: to devour and consume souls.

Kezef as a Patron

Kezef enjoys entering into pacts with mortals. He will gladly grant them powers in exchange for their service, but only under two conditions. First, they must be faithful to a deity and come to Kezef willingly upon death. Secondly, they must be willing to slay other faithful, giving Kezef something to hunt (for more on "the faithful," see chapter 4).

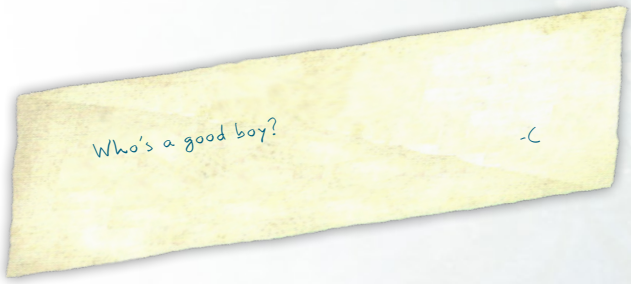
Breaking a pact with Kezef, however, is often a fatal decision.

Fighting Kezef

If a creature attacks Kezef or attempts to stop him from devouring a soul, it has sealed its own fate, for Kezef will chase the perpetrator across all the Planes if need be. There is no escape and no mercy: The Chaos Hound will have his due.

Kezef's Traits

Ideal. "The gods can't be allowed to amass their followers in the afterlife."
Bond. "The souls of the faithful sustain."
Flaw. "My only fear is the dagger Houndsbane."



Optional: Epic Die Traits

If your group plays with the Epic Die, Kezef also has the additional trait noted below:

Epic Trait: Contamination. The radius of Kezef's Foul trait increases by a number of feet equal to 10 x the Epic Die.

Kezef

Huge aberration (Elder Evil), neutral evil

Armor Class 26 (natural armor)
Hit Points 870 (60d12 + 480)
Speed 60 ft., climb 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	27 (+8)	20 (+5)	27 (+8)	23 (+6)

Saving Throws Int +17, Wis +20, Cha +18
Skills Athletics +20, Investigation +17, Insight +20, Perception +32, Stealth +30
Damage Resistances cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from magical attacks made with artifacts or by a deity
Damage Immunities acid, poison, bludgeoning, piercing, and slashing from nonmagical attacks that aren't from artifacts
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 240 ft., passive Perception 42
Languages understands Primordial but can't speak
Challenge 45 (565,000 XP)

Corrosive Form. A creature that touches Kezef or hits him with a melee attack while within 5 feet of him takes 20 acid damage and is covered in corrosive slime; until someone takes an action to scrape the slime off, the creature has its movement speed halved, takes 20 acid damage at the start of each of its turns, and plummets to the ground if it is flying. Each time a creature takes this damage, any non-artifact metal armor worn by the creature takes a permanent -1 penalty to the AC it offers, and any non-artifact metal weapon it is carrying or wearing takes a permanent -1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5, the object is destroyed.

Corrosive Pools. At the end of a turn where Kezef doesn't move and isn't incorporeal, a pool of corrosive slime covers the ground in his space and remains there for 1 hour. The first time on a turn that a creature other than Kezef moves through the slime, it is subjected to Kezef's Corrosive Form trait.

Elder Evil. Kezef adds a d12 to his initiative rolls, can't be surprised, and has advantage on attack rolls, ability checks, and saving throws, and he can't be affected or detected by spells of 7th level or lower unless he wishes to be. In addition, Kezef is permanently under the effects of the *detect evil and good* and *detect magic* spells, and is unaffected by difficult terrain.

Epitome. Any advantage Kezef has can't be negated by disadvantage.

Eternal. Kezef can never truly die. If he is reduced to 0 hit points, his remains become indestructible and reanimate 24 hours later.

Flawless Tracker. Kezef can designate a creature as his quarry. To do so, Kezef must know a creature's face or name. Kezef knows the direction and distance to his quarry regardless of planar boundaries or magic. Only the dagger Houndsbane can hide a creature from Kezef. A creature remains Kezef's quarry until he slays it or Kezef designates another creature to be his quarry.

Foul. Any creature that starts its turn within 60 feet of Kezef must succeed on a DC 28 Constitution saving throw or be poisoned until the start of its next turn. In addition, no non-magical fire can burn within that radius.

Innate Spellcasting. Kezef's innate spellcasting ability is Charisma. He can innately cast the following spells as 9th level spells (spell save DC 26, +18 to hit with spell attacks), requiring no components:

At will: *counterspell, dispel magic, invisibility (self only), plane shift*

Legendary Resistance (6/Day). If Kezef fails a saving throw, he can choose to succeed instead.

Ravager of Heavens. Kezef's weapon attacks are magical. When Kezef deals acid damage, the damage can't be reduced by any means, and it ignores resistance and immunity to acid damage.

Regeneration. Kezef regains 100 hit points at the start of each of his turns if he has at least 1 hit point.

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

Actions

Multiattack. Kezef uses his Terrifying Howl. He then makes four attacks: two with its bite and two with his claws. He can replace one or both claw attacks with his Corrosive Spit. Alternatively, he can replace three of his attacks with his Shake and Slay.

Bite. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 22 (4d10) acid damage. If the target is a Huge or smaller creature, it is grappled (escape DC 28). Until this grapple ends, the target is restrained, can't cast spells, can't regain hit points by any means, and Kezef can't bite another target.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 22 (4d10) acid damage.

Shake and Slay. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one creature grappled by Kezef. *Hit:* 110 (20d10 + 8) piercing damage plus 55 (10d10) acid damage. If the target has 150 hit points or fewer after taking this damage, it must succeed on a DC 28 Constitution saving throw or die. If the target had a soul, its soul is absorbed by Kezef and cannot be returned to life. In addition, Kezef regains all lost hit points.

Corrosive Spit. Kezef spits corrosive slime, targeting one creature that he can see within 60 feet of him. The target must succeed on a DC 28 Dexterity saving throw or be affected by Kezef's Corrosive Form trait.

Terrifying Howl. Kezef releases a horrible, sanity-shattering howl. Any creature within 300 feet of Kezef and able to hear his howl must make a DC 28 Wisdom saving throw. On a failed save, a creature suffers the effect of the confusion spell. The effect lasts until the start of Kezef's next turn. Kezef doesn't need to concentrate on the spell.

Corrosive Breath (Recharge 5-6). Kezef exhales corrosive slime in a 60-foot cone. Each creature in that area must succeed on a DC 28 Dexterity saving throw. On a failed save, a creature takes 132 (24d10) acid damage and becomes coated in the corrosive slime as if affected by Kezef's Corrosive Form trait.

Incorporeal Jaunt (Recharge 5-6). Kezef becomes incorporeal until the end of his next turn. During this time, Kezef's movement speed is unlimited, he can fly, he is immune to all damage, can travel across planar boundaries, and he can move through other creatures and objects. If he ends his turn in an occupied space, he is ejected to the nearest unoccupied space.

Legendary Actions

Kezef can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kezef regains spent legendary actions at the start of his turn.

Assault. Kezef moves up to his speed and makes a claw attack.

Bite. Kezef makes a bite attack.

Cast Innate Spell. Kezef casts a spell he can cast innately.

Corrosive Spit. Kezef uses his Corrosive Spit action.

Eject Slime (Costs 3 Actions). Kezef spews out a corrosive slime, targeting a point he can see within 60 feet. The ground is covered in a 10-foot radius pool of slime, as described in the Corrosive Pools trait, centred on that point.

Chapter 10: Mask, God of Thieves

Perhaps it is because he embodies intrigue, or at least he did, because plotting and deception are woven into the fabric of his being. Or perhaps he simply has a knack for being in the right place at the right time. Whatever the reason, the Lord of Shadows certainly finds his way into the most interesting of all the epic tales of the gods. This is, of course, my humble opinion, but I have rarely been so captivated as when I first read the accounts of the the rise, fall, and rise again of the God of Thieves.

Mask has existed in the shadows as long as we mortals can remember. He first served as the herald of Shar, where he learned of the secrets that darkness holds and perfected his skills in manipulation and thievery. For a long while after, he was the God of Shadows, Thieves, and Intrigue; on the precipice of becoming a greater deity. His name became commonplace as his power rose. Shopkeepers cursed Mask when their wares were pilfered in the dead of night, and every rogue and burglar prayed to him for guidance and blessing before undertaking a dangerous heist. Times were good for Mask, but he was never one to leave well enough alone. No, the God of Intrigue could never help himself, could never stay out of trouble for long. Ever scheming, Mask thrives when he is knee-deep in one of his plans, when the odds are against him and he must rely on his wit and skill to pull off the impossible. And of course, when one is scoping out potential targets, which could be more challenging and rewarding than the gods themselves?

This compulsion, to manipulate and steal from his fellow gods, unsurprisingly led to his undoing. Some of the gods were more competent at detecting and countering Mask's tactics than he anticipated, while others proved to be just as deceptive as he himself was. I almost feel bad for him, ridiculous as that sounds, pitying a divine being. But he is not an evil god, just one who can't help but steal from or trick those around him. He could not stop thieving any more than the sun could shutter its light. It is, by definition, down to the core of his being, who he is. Yet the prices he had paid, and the life he has led as a result do color him in a somewhat sympathetic light.

Elaborate Schemes

Mask's problems began in earnest during the Time of Troubles, when he and the other gods were banished to the Material Plane by Ao. Mask cleverly hid himself as the sentient sword Godsbane, in Cyric's possession. The weapon was so named later when Cyric used it in his divine conquests, killing Bhaal (God of Murder), and then Leira (Goddess of Deception and Illusion) when Mask betrayed her.

I'm afraid that for any of this to make sense, I should first provide some basic knowledge of the gods, specifically how they can be in more than one place at the same time. You may or may not know that Gods have the ability to create avatars or aspects, which are, for lack of a more evocative description, less powerful duplicates of themselves. These are beings that, while not the full manifestation of the gods, contain a sliver of their divine essence. Gods are then able to move and speak with their avatar, treating it as a second body in every way, all while retaining control of their actual body and senses as well. Some gods even manage multiple avatars at the same time, a feat which is mind-boggling to those of us with only one body.

During the Time of Troubles, Ao forced the gods down to Toril, where they had to live fully as one of their avatars, just as we mortals do every day. It was here that Mask decided to hide himself in the guise of a sword, and not an elf or a man. When the Time of Troubles ended, the gods were restored to their respective realms. At this time, Ao granted Cyric his divinity, and Midnight ascended as the new Mystra as well. However, when Mask returned, he left a part of himself within the sword Godsbane, which was still in Cyric's care, and also contained the soul of Kelemvor. Mask planned to manipulate Cyric, to weaken him enough that Mask could then steal the portfolio of lies from him, which Cyric had gained when he killed Liera.

Mask used the soul of Kelemvor to convince Mystra to help him (as the new Mystra was Midnight, Kelemvor's lover when mortals). Together, they created chaos in Cyric's City of the Dead, which in turn weakened the faith of his followers and drained some of his power. Before Mask could seize the portfolio of lies, however, Cyric broke Godsbane in two, which released the soul of Kelemvor. The two fought a mighty battle, but Cyric was no match for Kelemvor, who then rightfully became the new Lord of the Dead. The shattering of Godsbane also weakened Mask, whose plans had just crumbled before him.

Unfortunately, the tale of Cyric and Mask does not end there. Cyric, reeling from the loss of his control over the dead, looked for new extreme ways to gain followers, and thus more divine power. He had created a magic tome, the Cyrinishad, a book that proclaimed him the one true god. However, the magic of this book was such that it caused all who read it to believe every word that it contained as if it were the utter and absolute truth. Cyric read the Cyrinishad and was driven into hopeless madness, unable to distinguish between lies and truth within his own life. Tragically, this was not before Mask had also read the tome. Mask, now under the spell of the Cyrinishad, willingly handed over part of his divine essence and the portfolio of Intrigue.

Once he regained his mind, now substantially weakened and distraught, Mask knew it was time to settle his debts. He went to Shar, to whom he owed more favors than he could ever repay, and offered up his life. Before Shar absorbed the rest of his divine spark, she revealed that she was, in fact, his mother, and that his true name was Lessinor. Mask then disappeared back into that from which he had first come, and he was no more.

And yet, Mask had only embarked on his greatest deception, for he had left instructions to those still faithful to him. A portion of his divine essence still existed out in the world, split among his chosen followers. For a thousand years they kept his church going, slowly building back his power, until one of his Chosen, Drasek Riven, collected and released what remained of Mask's divinity in the world. In that moment, Drasek became the new incarnation of Mask himself, and the Lord of Shadows once again walked the planes.

This time, however, only a singular purpose consumed his thoughts: To find Cyric and take back the portfolio of Intrigue and all that is rightfully his.

Mask's Followers

The Maskarran, as the clergy of Mask is universally called, operate in independent cells and only one cell operates within a given city or town. This ensures they don't step on each other's toes. Many cells double as a thieves' guild in their town. In fact, I thoroughly believe that every cell employs numerous thieves and even pull the strings of a local thieves' guild in cities where no Maskarran are to be found.

Demarchesses and Demarchs

Some of Mask's most devout followers are naturally both powerful clerics and skilled thieves. These extraordinary Maskarran priests are referred to as Demarchesses or Demarchs, depending on their gender. Their identity is always secret, even among the remaining clergy. They address their congregations wearing masks and capes and are often among the wealthiest people in town.

Mask's Names and Powers

Below you will find some quick facts about Mask.

Names. Mask is known as the Shadowlord, the Master of All Thieves, and the Lord of Shadow.

Godly Senses. Using an action, Mask can perceive anything within twenty miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings but he can't perceive from more than one plane at a time.

Portfolio Senses. Mask can sense any theft, both during its planning as well as when it occurs. In addition, when looking at a creature, he can immediately sense any theft it has ever committed, whether deliberate or accidental.

Roleplaying Mask

Mask rarely speaks his mind but always looks to turn a situation to his advantage. He deflects when a conversation treads on subjects he wishes to avoid, misdirects when it is beneficial for him to do so, and simply vanishes if he feels a conversation is over. His voice takes the shape of whatever is the most pleasing to whomever he speaks, and his demeanor changes wildly depending on what would net him the best results. He is a trickster who enjoys manipulation and intricate schemes, finding great satisfaction in watching all the pieces of a grand plot fall into place as he envisioned it.

Though he has a cool head and is confident in his own abilities, Mask is prone to sometimes slip up with the odd sarcastic remark. This is especially true for individuals he sorely dislikes. Mask quickly makes up his mind in regards to whether he likes someone or not. Confident individuals who are humble before him are his favorite kind - though paradoxically, they are also the kind he prefers stealing from the most.

Mentioning Kezef the Chaos Hound or Cyric will immediately attract the ire of the Master of All Thieves, who can hold a grudge for eternity. For Kezef is the only being he truly fears and his hatred towards Cyric knows no bounds.

Fighting Mask

The Lord of Shadows gains no benefit from fighting and prefers to avoid it altogether. He would much rather flee than waste time on such nonsense. If he finds himself cornered and forced to fight, he will of course do so with the utmost efficiency, but will usually retreat at the earliest convenience unless there is a great benefit (or amusement) to him in continuing a battle.

Mask's Traits

Ideal. "All that occurs in shadow is mine by right."
Bond. "Ownership is nine tenths of what is right. Previous ownership does not count."
Flaw. "My schemes are flawless. They can't possibly be foiled."

The Mask of Mysteries

Wondrous item, artifact (requires attunement)

The Mask of Mysteries is a black, silken mask of unknown age, identical to the mask that Mask wears himself in his true form. It was crafted by Mask himself, and has had many different owners over the years, from prominent nobles to master thieves. Mask always reacquires it after a time, only to let it fall into the hands of a new owner through elaborate schemes. The Lord of Shadow always knows the location of the mask and the identity of its current owner. Furthermore, he innately knows the thoughts of a creature that wears the mask, can perceive through its senses, and can cause the mask to instantly appear in his hand, ending a creature's attunement to the mask in the process (no action required).

To attune to the mask, a creature must wear it while sitting in complete silence and in complete darkness for 8 hours.

Random Properties. The Mask of Mysteries has the following random properties:
- 2 minor beneficial properties
- 2 minor detrimental properties

Ability Score Increase. While attuned to and wearing the mask, your Dexterity score increases by 2, to a maximum of 30.

Blessing of Mask. While attuned to and wearing the mask, you add double your proficiency bonus to any ability check involving the Deception, Sleight of Hand, and Stealth skills. In addition, creatures that didn't observe you putting on the mask can't discern your identity through nonmagical means.

Mimicry. While attuned to and wearing the mask, you can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Silent Illusions. While attuned to and wearing the mask, you do not need to provide verbal components for any illusion spells you cast.

Supreme Initiative. While attuned to and wearing the mask, you have advantage on initiative rolls.

Mask's Lair

Mask's lair is a small castle in the Shadowfell known as the Shadow Keep. The castle is swathed in black shadows, camouflaging it with the murky background of the plane. Spotting the Shadow Keep requires a DC 30 Wisdom (Perception) check; the check is made with disadvantage if made from more than 60 feet away from the castle. Mask has a challenge rating of 39 (370,000 XP) if he is encountered in his lair.

Lair Actions

On initiative count 20 (losing initiative ties), Mask can take a lair action to cause one of the following effects:

- Mask conjures forth 1d6 **doppelgangers** or 1d6 + 1 **shadow mastiffs**. which manifest in unoccupied spaces within 120 feet of him. They act on their own initiative and obey Mask's telepathic commands.
- Up to 5 doors within the lair to become walls, and an equal number of doors appear on walls where there previously were none.
- Mask creates an illusory duplicate of himself, which appears in his own space and lasts until initiative count 20 of the next round. On his turn, Mask can move the illusory duplicate a distance equal to his walking speed (no action required). The first time a creature or object interacts physically with Mask (for example, hitting him with an attack), there is a 50 percent chance that it is the illusory duplicate that is being affected, not Mask himself, in which case the illusion disappears.
- Mask chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the *simulacrum* spell). This simulacrum acts on its own initiative, obeys Mask's telepathic commands and is destroyed on the next initiative count 20.

Regional Effects

The region around the Shadow Keep is warped by Mask's shadowy divinity, creating the following effects:

- The area within 10 miles of the lair is audibly dulled. Sounds in the area are only half as loud as normal and Wisdom (Perception) checks that rely on hearing are made with disadvantage.
- Creatures that finish a long rest within 10 miles of the lair magically lose 10% of their accumulated monetary wealth at the end of the rest, unless the entire rest is completed within an *antimagic field*.
- Illusions that are created within 10 miles of the lair take whatever shape Mask wills.

Mask

Medium aberration (lesser deity), chaotic neutral

Armor Class 26 (natural armor)
Hit Points 660 (40d20 + 240)
Speed 80 ft., Climb 80 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	30 (+10)	22 (+6)	24 (+7)	22 (+6)	23 (+6)

Saving Throws Dex +20, Int +17, Wis +16, Cha +16
Skills Acrobatics +30, Deception +26, Perception +16, Sleight of Hand +30, Stealth +30
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious
Senses truesight 1 mile, passive Perception 27
Languages all, Plane-wide telepathy
Challenge 37 (315,000 XP)

Cunning Action. On each of his turns, Mask can use a bonus action to make a Dexterity (Sleight of Hand) check, or to take the Dash, Disengage, Hide, or Use an Object action.

Discorporation. When Mask drops to 0 hit points or dies outside of his domain, his body is destroyed but his essence travels back to the Shadow Keep within the Shadowfell.

Divine Reflexes. On the first round of combat, Mask can immediately take another turn after finishing his first turn.

Divine Silence. Mask and his actions produce no sound unless he wishes to. In addition, he can provide verbal components for spell without uttering any sound.

Evasion. If Mask is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Inscrutable. Mask is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Mask's intentions or sincerity have disadvantage.

Legendary Resistance (5/Day). If Mask fails a saving throw, he can choose to succeed instead.

Lesser Deity. Mask can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Mask is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Lord of Shadows. Mask can move through other creatures and objects and stop there.

Special Equipment. Mask wields Houndsbane, a magical dagger that hides him from Kezef the Chaos Hound and banishes certain creatures. He also wields Stealthwhisper and Shadowblade, a set of legendary twin longswords. Mask can't be disarmed of any of these weapons. He also has a Bag of Endless treasure.

Spellcasting. Mask is a 30th-level spellcaster. He knows all cantrips, has the *contingency, legend lore, levitate, plane shift, teleport,* and *wish* spells prepared, as well as all illusion and enchantment spells, and can cast them without providing components. His spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks).

Mask has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (3 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slots), 11th level (1 slot), 12th level (1 slot).

Supreme Sneak Attack (1/Turn). Mask deals an extra 52 (15d6) damage when he hits a target with a weapon attack.

Actions

Multiattack. Mask makes two attacks with one of his weapons and one attack with another weapon.

Houndsbane. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 120/600 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage. If the target is an aberration, a beast, or a fiend, it must succeed on a DC 25 Charisma saving throw or be banished. Kezef automatically fails the saving throw.

If the target is native to the plane of existence it is on, Mask banishes the target to Pandemonium. While there, the target is incapacitated. The target remains there for 1 minute, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one it's on, the target is banished with a faint popping noise, returning to its home plane.

If Mask throws Houndsbane, it returns to his hand immediately after hitting or missing its target.

Shadowblade. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 60/120, one target. *Hit:* 19 (2d8 + 10) piercing damage plus 22 (4d10) psychic damage. If the target is a creature, it must succeed on a DC 25 Wisdom saving throw or be blinded and deafened until the end of its next turn. If it fails its saving throw by 10 or more, it is instead blinded and deafened for 1 minute or until cured by a *remove curse* spell or similar magic.

If Mask throws Shadowblade, it returns to his hand immediately after hitting or missing its target.

Stealthwhisper. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 60/120, one target. *Hit:* 19 (2d8 + 10) piercing damage plus 22 (4d10) psychic damage. If the target is a creature, it must succeed on a DC 25 Wisdom saving throw or be unable to speak until the end of its next turn. If it fails its saving throw by 10 or more, it is instead unable to speak for 1 minute or until cured by a *remove curse* spell or similar magic.

If Mask throws Stealthwhisper, it returns to his hand immediately after hitting or missing its target.

Freezing Flame. *Ranged Spell Attack:* +17 to hit, range 600 ft., one creature. *Hit:* 51 (8d10 + 7) cold damage.

Master of All Thieves (Recharge 4-6). Mask targets an object in the possession of a creature within 5 feet of him. If the item is held or worn, the creature carrying the object must make a DC 28 Dexterity saving throw. On a failed save, the creature loses the object. If Mask targets an object that isn't held or worn but is otherwise in a creature's possession, the creature loses the object. The stolen object is stored in Mask's Bag of Endless Treasure.

Change Shape. Mask magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, into an object small enough to be carried or worn, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Mask's choice).

In a new form, Mask retains all of his statistics and gains the features of the new form that she doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Mask magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Mask can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mask regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Mask makes an attack.

Cast a Spell (Costs 3 Actions). Mask casts a spell, expending a spell slot as normal. If Mask casts a spell that causes him to become invisible, he can make a Dexterity (Stealth) check as part of the same legendary action.

Cast At-Will Spell. Mask casts a spell he can cast at will.

Change Form. Mask uses his Change Shape or Change Size action.

Master of All Thieves (Costs 2 Actions). Mask uses his Master of All Thieves if he can.

Quick Step. Mask moves up to his speed without provoking opportunity attacks.

Avatars of Mask

Assuming the shape of an avatar is one of Mask's favorite activities. He will often do it simply for entertainment or as part of some elaborate scheme.

Avatar of Mask Template

Mask can create avatars in the form of beasts or humanoids with a CR of 30 or lower, or as an object small enough to be carried or worn. When Mask creates an avatar as an object, the object is sentient, and has Mask's Intelligence, Wisdom, and Charisma scores, as well as his traits. When Mask creates an avatar in the form of a creature, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes to chaotic neutral.

Damage Resistances. The avatar has resistance to cold damage.

Condition Immunities. The avatar cannot be charmed or frightened.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

New Trait: Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

New Action: Master of All Thieves (1/Day). The avatar targets a nonmagical object in the possession of a creature within 5 feet of it that isn't being held or worn. The object is magically transported to Mask's Bag of Endless Treasure.

Sample Avatar of Mask

Here, the avatar of Mask template has been applied to an elven spy to create an elven spy avatar of Mask.

Spy Avatar of Mask

Medium humanoid (elven avatar), chaotic neutral

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Deception +5, Inishgt +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +4
Damage Resistances cold
Condition Immunities blinded, charmed, frightened, exhaustion, paralyzed, poisoned
Senses truesight 120 ft, passive Perception 16
Languages all
Challenge 1 (200 XP)

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

Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Sneak Attack (1/Turn). The avatar deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the avatar that isn't incapacitated and the avatar doesn't have disadvantage on the attack roll.

Actions

Multiattack. The avatar makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. , one target. *Hit:* 5 (1d6 + 2) piercing damage.

Master of All Thieves (1/Day). The avatar targets a nonmagical object in the possession of a creature within 5 feet of it that isn't being held or worn. The object is magically transported to Mask's Bag of Endless Treasure..

Optional: Epic Die Traits

If your group plays with the Epic Die, Mask also has the additional trait and Legendary Action noted below:

Epic Trait: Divine Cunning. On each of his turns, Mask has a number of bonus actions available equal to the Epic Die.

Epic Legendary Action: Move. Mask moves a number of feet equal to 10 x the Epic Die.

The Shadowlord

Mask's aspect is the Shadowlord. It appears as a drifting, human-sized, amorphous darkness, with a cowled, shadowy head that is barely visible within its mass. It also has two floating, shadowy hands seemingly tethered to the darkness by invisible strings.

Mask's Avatar: The Shadowlord

Medium aberration (avatar), chaotic neutral

Armor Class 17
Hit Points 150 (20d8 + 60)
Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	25 (+7)	16 (+3)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Dex +12, Int +9, Wis +7
Skills Acrobatics +12, Deception +10, Perception +7, Sleight of Hand +17, Stealth +17
Damage Immunities acid, cold, lightning, necrotic, thunder; bludgeoning, percing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP)

Cunning Action. On each of its turns, the avatar can use a bonus action to make a Dexterity (Sleight of Hand) check, or to take the Dash, Disengage, Hide, or Use an Object action.

Divine Silence. The avatar and its actions produce no sound unless it wishes to.

Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

Innate Spellcasting. The avatar's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 17), requiring no material or verbal components:

At will: *darkness, blindness/deafness, invisibility*
3/day each: *creation, greater invisibility, haste, programmed illusion*
1/day each: *mirage arcane, mislead, Rary's telepathic bond*

Lord of Shadows. Mask can move through other creatures and objects as if they were difficult terrain.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

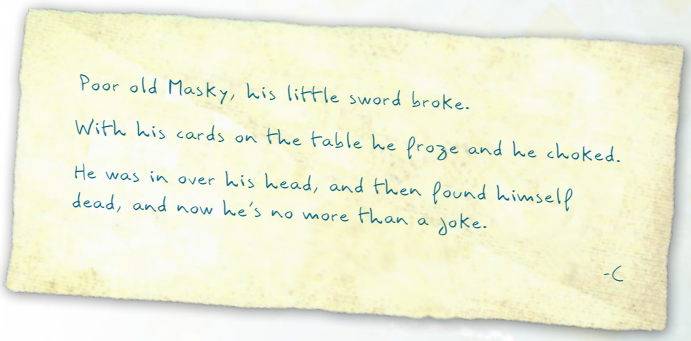
Sneak Attack (1/Turn). The avatar deals an extra 52 (15d6) damage when it hits a target with a weapon attack.

Actions

Multiattack. The avatar makes two weapon attacks.

Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) cold damage.

Master of All Thieves (Recharge 6). The avatar targets a nonmagical object in the possession of a creature within 5 feet of it that isn't being held or worn. The object is magically transported to Mask's Bag of Endless Treasure.



Chapter 11: Shar, Goddess of Darkness and Loss

How does one speak of Shar? There is a divide, a mental gap, that must be crossed when you ponder what exactly it means to be a god. On one hand, you have mortals such as Kelemvor who were able to acquire a divine spark of their own and ascend to godhood. This is a very comforting thought for the rest of us mortals, one that is easy for us to grasp. We see it as potentially the next step of our own fleeting existences. What do gods possess that we don't, other than immortality and power greater than any mortal could hope to achieve? The formerly mortal gods also still appear as we do (more often than not), so we are able to see them in us and us in them. Of course, once a mortal has ascended to godhood, they are actually no more like us than we are akin to music or starlight. They may choose to look like us, but they are now something else entirely.

Perhaps it is easier to comprehend when we look at a god who was never mortal, one who came to be before we mortals even existed: Shar. She, alongside her sister Selûne, were two of the first beings created in the multiverse. They were gradually shaped from the primordial essence of the universe itself, a shadowy mist neither light nor dark, which had separated into the most primal of dualities to form them. Back then, they were still so close as to appear as one, and were nearly inseparable. The night and the moon. Blackest dark and silvery light. Together, the sisters acted in perfect harmony, completing each other. They brought balance to order and chaos, and created the planets and celestial bodies as we know them.

Proud of their creations but wanting to do more, the sisters attempted to infuse these new worlds with life. Their efforts gave birth to the Goddess of Life, Chauntea, the Great Mother. Together, the trio spread life throughout the expansive sea of Abeir-Toril, greatest of their worlds. But, in order for Chauntea to truly foster life and make it grow beyond the deep, cold oceans, she needed warmth. She turned to the sisters for a source of heat for her to use and, for the first time, Shar and Selûne were not of the same mind. You see, warmth was anathema to Shar's nature, and she could not abide it, yet Selûne wanted to see their work through to the end. Divided and unable to see eye-to-eye, the two struggled with their dilemma. Eventually, the struggle turned into resentment, and resentment turned into hate, sparking a fight between two sisters for the fate of their worlds. Many new gods were birthed from the emotions and desires that poured from the goddesses. War. Murder. Death. Concepts that had never been known now had names. Eventually, when she saw an opening, Selûne reached through a fold in the universe and into the Plane of Fire. There, she grabbed a fragment of ever-burning fire and, though it seared her arm, fashioned it into the Sun.

Shar was enraged by the deception and betrayal. In her anger, she spread her mantle of darkness throughout the universe, engulfing every light that there was. Selûne felt her power waning with the light and, in a desperate act of survival, tore free a piece of her own divinity and hurled it at Shar. Selûne's divine essence struck Shar, fusing with and ripping off some of her own divinity as it passed through her. The joined divinity of Selûne and Shar coalesced into the first Goddess of Magic, Mystryl, who joined forces with Selûne against the Goddess of Darkness. Unable to withstand both her sister and Mystryl, Shar relented and was banished to the dark recesses of the multiverse, leaving Selûne and Chauntea free to create new and wondrous life under the warming rays of the Sun. In her dark exile, Shar waited for centuries, growing ever stronger. There, she allied with the Shadevari, primordial lords of shadow who had lurked in the far reaches of the darkness from the time of her own birth. She would have her revenge. For now, she waited, biding her time and staring callously at the distant light of the sun, her hatred and fury increasing with every second.

Darkness Eternal

Now we will bring ourselves forward in time, to the modern age of humans and elves. Nearly 40,000 years forward, years during which Shar waited patiently in the shadows. Let me repeat that. 40,000 years Shar waited, until the year 1358 DR in Dalereckoning, until the Time of Troubles, to enact her revenge. This here is exactly why you cannot examine the elder gods with the same lens that you would use to view an ascended mortal. They are ancient beyond the scope of anything that we know, ancient beyond our feeble comprehension.

Now that this distinction has hopefully set in, I will go on. When Ao forced the gods to walk Toril in their avatar forms, in punishment until the stolen Tablets of Fate were returned, Shar seized on the opportunity. In this extreme instance, while their divine essence was fully contained in their avatar, she knew that a god could be killed. Even an elder god would have little more power than a mortal could achieve. However, the death of Selûne would not be enough to appease Shar, not after all this time, not after what she had done to her. No, her church had to be dismantled, and the faith of her followers destroyed. Selûne would not be allowed to recover once the deed was done. Shar's plan was fiendishly clever and well executed. Simple and enacted with such audacity that no one suspected the truth.

Shar came to the city of Waterdeep, her avatar form disguised as that of her sister's avatar, Luna. Selûne had already been quietly living in Waterdeep in her avatar form for some time, of her own free will and with her divine powers locked behind a dimensional door. She was unaware that the other gods had been exiled to Toril, or that her divinity was now truly inaccessible and that she was vulnerable. Shar proceeded to Selûne's temple, the House of the Moon, where she called out to her sister's followers. The faithful heeded her call, and soon the temple was surrounded by those eager to see their beloved goddess. They greeted Shar as Selûne, renewed their devotion to her, and accepted every word that Shar spoke as divine law. When the true Selûne (in her avatar form Luna)and her friend Vajra approached through the crowd, Shar lambasted them as unbelievers. The mob of devoted followers turned on them for criticizing their goddess, and held Vajra back while Shar confronted Luna, where she defeated her sister in a duel of spells and took her prisoner.

Her plan now in full effect, Shar visited Luna's prison cell daily. There, she slowly began to corrupt her sister's mind, using her appearance and complete control of the temple to sow seeds of doubt as to who the true Luna actually was, and therefore the real Selûne. Eventually though, Luna's friends noticed inconsistencies in how Shar portrayed her, how quickly she rose to anger and her show of thirst for the blood of her captive. When her ruse was finally uncovered, Shar was forced to fight the rebels, who surprisingly managed to ward her off and escape with the real Luna. In a blind rage, Shar chased them down at Luna's Inn, the Selûne's Smile, which she destroyed with her rod of oblivion. Luna, having been struck by the rod as well, watched helplessly while her friends fought to defend her. Somehow, they managed to hold Shar off just long enough for Vajra to open the dimensional doorway that was sealing away Selûne's godly power, allowing the goddess to regain some of that lost divinity. The two sisters then battled high above the streets of the city, a story that is well-known and often told. Selûne's light, at long last, drove away the shadows and forced Shar to once again submit to her sister in defeat.

Shar's Names and Powers

Below you will find some quick facts about Shar.

Names. Shar is known as the Dark Lady, the Nightsinger, the Lady of Loss, the Dark Goddess, and the Mistress of Night.

Godly Senses. Using an action, Shar can perceive anything within twenty miles of her worshipers, objects and sites dedicated to her worship, or any location where one of her names was spoken in the last hour. She can perceive from any number of locations at once while remaining fully aware of her surroundings. If Shar senses a location in this manner, she can block other deities from sensing that location with similar abilities, so long as the area is covered in darkness.

Portfolio Senses. Shar can sense anything that happens in darkness. In addition, when looking at a creature, she can sense any event in the creature's life that caused it grief or despair, as well anything the creature longs for.

Birth of the Shadowfell

I wish I could say that Shar went back to the shadows after that embarrassment and stayed out of the affairs of gods and mortals alike. Unfortunately, this is nowhere near the truth. What she did do instead was proceed to create one of the greatest disasters the multiverse has ever known: the Spellplague. Her battle with her sister above Waterdeep only encouraged Shar. Once the Time of Troubles had ended and the gods were restored, she reached out to Bane and Cyric as allies. With their aid, she plotted to undermine the influence of both her sister and the Goddess of Magic, the new Mystra. What happened as a result, though, was not what anyone had anticipated.

You see, prior to this, Shar had secretly created the Shadow Weave, a conduit to accessing magic separate from the normal Weave that Mystra controlled. Shar's ultimate plan was to kill Mystra; with her gone and the Weave dormant, mortals would be unable to use magic without Shar's blessing and the Shadow Weave. The influx of followers would boost her divine power substantially as a result. So, with a little help and manipulation on her end, Shar convinced Cyric to kill Mystra. Her plan had worked. Unfortunately, when Mystra died, the Weave collapsed completely, for the two were inextricably linked, and with it the Shadow Weave too. The end result was the spellplague, where mortals lost access to all magic as raw magic ripped across Toril, changing the very land. Defeated even in her greatest success, Shar finally stepped back into the shadows. There, she combined the Plane of Shadow and the Negative Energy Plane, weaving them into the Shadowfell, which she now rules as her own.

Immortal Nature. Shar doesn't require air, food, drink, or sleep.

Shar's Followers

As the worship of Shar is outlawed in most of the Material Plane, the Sharran clergy operates there with the utmost secrecy. They worship in isolated cells, ensuring the entire clergy isn't compromised if a Sharran cleric is discovered. Aside from spreading Shar's faith by acquiring new followers, they also attempt to sow discord and further lawlessness in society. Ideally, for Shar, this would cause more people to suffer great loss, and the swelling negative emotions would lead them to the worship of the Dark Goddess.

Dark Justiciars

Much like Shar is possessed by a burning hatred for her sister, Selûne, the Sharran loathe the Selûnites (as Selûne's clergy is called). In fact, the Sharran do all they can to hamper the Selûnites and dampen the influence of Selûne. However, the greatest act a cleric of Shar can make is slaying a cleric of Selûne. Doing so grants the Sharran cleric the title of Dark Justiciar, and exaltation within the Sharran clergy.

Order of the Dark Moon

Monks of this repugnant "order" are sorcerers skilled in martial arts. They are powerful, violent, and cunning, using their skills for assassination and desecrating holy sites, all to further the might of the Mistress of Night. They don't answer to Shar's clergy and operate as a completely independent body.

The Shadovar

An entire society dedicated to Shar, many of whom have been transformed into creatures merged with raw shadow: the aptly named shades. I've already talked about this in great length, so let me just reiterate this: If Telamont Tanthul and his Shadovar ever return, we must gather all of our armies and mightiest heroes, and pull that city out of the sky once and for all.

Nightbringers

These (exclusively female) harbingers of darkness are the most zealous of Shar's followers. Kissed by the Dark Lady while they were being transformed into shades, the nightbringers now wield immense demigod-like power. They are, in fact, best described as an extension of Shar herself, simultaneously much more than more than they used to be and much less. You see, a nightbringer leaves behind its mortal body and becomes what can best be described as a spirit of shadow. A vestige of what it once was, now utterly consumed by darkness and driven by Shar's will.

Roleplaying Shar

Shar is an ancient and perverse goddess; the embodiment of darkness and despair. Her voice is carried by a soft tone that gently caresses the senses of any who hear it, instilling a tranquilizing enthusiasm for ultimate bliss. Many people turn to the Lady of Loss in times of a great loss or betrayal, hoping for the darkness to alleviate their pain. However, Shar only magnifies this grief, manipulating their emotions with false hope and systematically converting them into feelings of bitterness, resentment, and vindictiveness.

Dark Devotions. The Dark Lady expects complete reverence and obedience from those who have fully converted to her worship. Her use of slow, subtle, and systemic corruption, as opposed to brute force, has garnered her one of the most loyal followings of any deity. As a result, it is rare that any Sharran would even think of abandoning their faith. Unlike most other deities, Shar cares little for elaborate festivals and prayers in her name, preferring that her worshipers devote more time to promoting her doctrine of vengeful nihilism.

Blinded by the Light. While Shar's disposition is generally composed and unfettered, her loathing for her sister often drives her into fits of rage. This can inspire reckless decisions, such as ordering different sects of her followers to abandon their ongoing operations and congregate on one location to strike a blow at Selûne's clergy. This carries the risk of unmasking the identities of Shar's cultists, who usually reside in small and secretive societies in different parts of the world. She might even assume an avatar form to quench the heresy herself, or to corrupt a Selûnite cleric.

Fighting Shar

The Mistress of Night is among the most dangerous beings in the multiverse, wielding her power with a complete disregard for others. While most mortals are deemed worthless and far beneath her notice, she works tirelessly to destroy any who withstand her corrupting influence and pose a real threat to her power.

Shar's Traits

Ideal. "I am everywhere the light doesn't impose its corruptive nature."
Bond. "The light is a wicked thing that must be abolished at all costs."
Flaw. "My loathing for my sister often supersedes my better judgment."

Shar's Lair

Shar's lair is the Palace of Loss, located in the shadowy realm of the Towers of Night. It used to be in the Shadowfell itself, but the Spellplague caused the looming tower to invert into a gaping hole called the Foundation of Loss, which now serves as the entryway into the Towers of Night.

Shar has a challenge rating of 45 (565,000 XP) if she is encountered in her lair.

Lair Actions

On initiative count 20 (losing initiative ties), Shar can take a lair action to cause one of the following effects: :

- Shar conjures forth 1d4 + 1 **darkfiends** or **dreadhounds**, 1 **nightbringer**, or 1 **shadow dragon** with a CR no higher than 15. The creatures appear in unoccupied spaces within 120 feet of Shar, act on their own initiative, and follow her telepathic commands.
- Shar causes the lair to become thick with a sensation of overwhelming loss. Each creature in the lair hostile to Shar must make a DC 28 Wisdom saving throw. On a failed save, a creature gains a Short-Term Madness (see chapter 8 in the *Dungeon Master's Guide*).
- Until initiative count 20 on the next round, Shar's divine might brings the will of her foes to its knees. Creatures of Shar's choice within her lair can't cast spells using a particular ability score. Roll a d6 to determine which ability score: Intelligence on a roll of 1-2, Wisdom on a roll of 3-4, and Charisma on a roll of 5-6.
- Shar regains one expended use of her Legendary Resistance trait.

Regional Effects

The Towers of Night, a realm of Shar's own creation, is a vast desert of black sand. Packs of dread hounds and shadow mastiffs roam the sands. The realm also has the following features:

- The sky is void of celestial objects, such as a sun, a moon, or stars. Nonmagical light can't be created here, and magical light only shines half as far as normal.
- Countless black citadels rise from the ground, standing miles apart from one another. Most of these are lairs for **shadow dragons**, while

Shar

Gargantuan aberration (greater deity), neutral evil

Armor Class 26 (natural armor), 30 while in darkness
Hit Points 962 (52d20 + 416)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	29 (+9)	26 (+8)	25 (+7)	25 (+7)	28 (+9)

Saving Throws Dex +20, Con +19, Wis +18, Cha +20
Skills Acrobatics +20, Intimidation +20, Perception +18, Stealth +20
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities cold, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 28
Languages all, Plane-wide telepathy
Challenge 43 (495,000 XP)

Discorporation. When Shar drops to 0 hit points or dies outside of her domain, her body is destroyed but her essence travels back to the Palace of Loss within the Shadowfell, and she is unable to take physical form for a time.

Epitome. Any advantage Shar has can't be negated by disadvantage.

Greater Deity. Shar can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and she can't be affected or detected by spells of 6th level or lower unless she wishes to be. In addition, Shar is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Legendary Resistance (5/Day). If Shar fails a saving throw, she can choose to succeed instead.

Spellcasting. Shar is a 30th-level spellcaster. She knows all cantrips and spells, and can cast them without providing components. Her spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks).

Shar has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (at will), 6th level (4 slots), 7th level (3 slots), 8th level (3 slots), 9th level (3 slots), 10th level (2 slots), 11th level (1 slot), 12th level (1 slot).

Special Equipment. Shar wields the Disk of Night, a magical chakram that leaps from target to target and can blind and deafen its victims. If Shar is disarmed of the disk, she can call it back to her using a bonus action. If a creature other than Shar makes an attack with the disk, the attack only succeeds if Shar allows it - if she doesn't, the disk flies back to her instead. The disk obeys only the will of Shar.

Variable Darkness. Shar sheds magical darkness in a 0- to 60-foot radius. Shar can alter the radius as a bonus action. A creature takes 11 (2d10) cold damage and 11 (2d10) psychic damage if it ends its turn within the darkness. Magical light cannot pierce this darkness unless it is cast with a 9th level spell slot or higher.

Actions

Multicast. Shar casts two spells.

Disk of Night. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 300 ft., one creature. *Hit:* 16 (2d6 + 9) slashing damage plus 16 (3d10) cold damage plus 16 (3d10) psychic damage. Each time the disk hits a target, Shar can make the disk fly towards another creature of her choice within 30 feet of the previous target, making a separate attack roll for each new target. The disk can only hit a target once with each throw and returns to Shar's hand when there are no more targets. Each target hit by the disk must succeed on a DC 28 Constitution saving throw or become blinded and deafened until the end of its next turn. If a creature fails its saving throw by 5 or more, it is instead blinded and deafened for 1 hour.

Embrace the Void (Recharge 6). Shar magically tears a hole in the fabric of reality at a point she can see within 100 feet of her, creating a singularity that exists for but a split second. Each creature of Shar's choice within 60 feet of the singularity must succeed on a DC 20 Strength saving throw or be magically sucked into the void. Creatures within 10 feet of the singularity have disadvantage on the saving throw. All objects within 60 feet of the singularity that aren't worn or carried, regardless of their size, are sucked into the void.

A creature or object that is located within the vast darkness of the void can only be brought back with a wish spell. A creature in the void takes 55 (10d10) cold damage and 55 (10d10) psychic damage at the start of each of its turns.

Change Shape. Shar magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. Any equipment she is wearing or carrying is absorbed or borne by the new form (Shar's choice).

In a new form, Shar retains all of her statistics and gains the features of the new form that she doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Shar magically changes her size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. Her statistics remain the same. Any equipment she is wearing or carrying transforms with her.

Legendary Actions

Shar can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shar regains spent legendary actions at the start of her turn.

Cast a Spell (Costs 2 Actions). Shar casts a spell, expending a spell slot as normal.

Change Form. Shar uses her Change Shape or Change Size action.

Disk Attack (Costs 2 Actions). Shar attacks with her Disk of Night.

Embrace the Void (Costs 3 Actions). Shar uses her Embrace the Void action if she can.

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

Snuff out the Light. Shar channels her powers of darkness. All light, both magical and mundane, within 120 feet of her is snuffed out.

others are inhabited by **liches** that Shar has allowed residence. Such creatures have lair actions within their citadel. The Palace of Loss is the largest of these citadels.

• A creature that hasn't been invited by Shar can only benefit from its darkvision out to half its normal radius.

• The first time a creature enters the Towers of Night and whenever it finishes a short or long rest, it must succeed on a DC 20 Wisdom saving throw or be overcome with deep despair. Roll on the following table to determine the effect or choose one. The effect takes root in the character's inner personality and does not necessarily manifest in outward behavior right away. As such, it is unlikely to be detected on the onset. A creature can repeat the saving throw when it finishes a long rest outside of the Towers of Night. On a successful save, the despair effect ends. Otherwise, only a *wish* spell can remove the despair caused by the Towers of Night.

If a creature is already suffering from a despair effect (such as the Shadowfell despair outlined in the *Dungeon Master's Guide*), one of the following effects replaces it.

d6	Despair Effect
1	**Fatalistic.** The creature feels an overwhelming sense that their inevitable doom is near, which wears on its will to fight against it. The creature automatically fails two death saving throws when reduced to 0 hit points and has disadvantage on further death saving throws. In addition, the creature regains only half as many hit points from magical healing.
2	**Indifferent.** The creature is so overwhelmed with despair that it becomes increasingly difficult to rouse them to action. The creature has disadvantage on initiative rolls, can't benefit from Inspiration (either Bardic or DM-gifted), or the *haste* spell.
3	**Jealous.** The creature begins to doubt their own capabilities compared to their companions, which gradually eats away at its self-esteem. Outside of combat, the creature has disadvantage on ability checks while it can see any of its allies and can't benefit from the Help action. In combat, if this creature witnessed at least one of its allies score a critical hit on an attack roll, the creature's next successful attack or damaging spell deals only half damage.
4	**Mistrustful.** The affected creature becomes suspicious of its allies. The creature has disadvantage on attack rolls, ability checks, and saving throws while within 5 feet of an ally. Unless incapacitated, it also can't benefit from any beneficial abilities from its allies which require touch (such as the Lay on Hands feature or the *greater restoration* spell).
5	**Squeamish.** The creature is overcome with visions of loss, causing it to develop an overwhelming distaste for causing harm to others. It deals only half damage to creatures that are below half of their hit point maximum.
6	**Dark Devotion.** The creature renounces all other deities as it realizes that Shar is the only deity worthy of its worship, and is convinced that the Dark Lady must be heeded and protected. The creature isn't under Shar's control, but it takes Shar's requests and actions in the most favorable way.

Avatars of Shar

The use of avatars allows Shar to excel at spreading her dark influence throughout the Planes.

Avatar of Shar Template

Shar can create avatars in the form of beasts, humanoids, giants, or undead with a CR of 30 or lower. When Shar creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes neutral evil.

Damage Resistances. The avatar has resistance to cold damage.

Condition Immunities. The avatar cannot be charmed or frightened.

Senses. The avatar gains truesight with a radius of 120 feet.

Languages. The avatar knows all languages.

New Trait: Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Optional: Epic Die Traits

If your group plays with the Epic Die, Shar also has one or more of the traits noted below:

Epic Trait: Disk of Darkness and Loss. When Shar deals damage with her Disk of Night, the disk deals an additional number of d10 cold and psychic damage equal to the Epic Die.

Epic Trait: Unparalleled Focus. Shar can maintain concentration on a number of spells equal to the Epic Die.

The Nightsinger

Shar's aspect is a 12-foot-tall representation of her true self, called the Nightsinger. Even when the aspect is talking, it continually sings a hauntingly beautiful and tragic song, and it moves with a divine grace best described as an alluring dance.

Shar's Avatar: The Nightsinger

Large aberration (avatar), neutral evil

Armor Class 16, 20 in dim light or darkness
Hit Points 228 (24d10 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	18 (+4)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +12, Int +6, Wis +8
Skills Acrobatics +12, Deception +10, Perception +8, Stealth +12
Damage Immunities cold, necrotic, psychic
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Armor of Darkness. When the avatar is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Death Gaze. When a creature that can see the avatar's eyes starts its turn within 30 feet of the avatar, the avatar can force it to make a DC 18 Constitution saving throw if the avatar isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the avatar until the start of its next turn. If the creature looks at the avatar in the meantime, it must immediately make the saving throw.

Inscrutable. The avatar is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.

Innate Spellcasting. The avatar's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *darkness, blindness/deafness, inflict wounds, ray of enfeeblement*
3/day each: *circle of death, contagion, eyebite, levitate*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm*

Mimicry. The avatar can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.

Variable Darkness. The avatar sheds magical darkness in a 5- to 30-foot radius. The avatar can alter the radius as a bonus action. A creature takes 11 (2d10) cold damage and 11 (2d10) psychic damage if it ends its turn within the darkness. Magical light cannot pierce this darkness unless it is cast with a 9th level spell slot or higher.

Actions

Multiattack. The avatar makes three weapon attacks.

Chakram. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d4 + 6) slashing damage. If the avatar had advantage on the attack roll, the attack deals an extra 20 (8d4) slashing damage.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 6) slashing damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Step. The avatar magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a weapon attack with advantage.

Snuff out the Light. The avatar channels Shar's powers of darkness. All light, both magical and mundane, within 120 feet of the avatar are snuffed out.

Keeper of Tomes.

How does one speak of Shar? Behind closed doors, in a well-lit room.
Don't forget, the darkness is always listening.

E.A.

Chapter 12: Vecna, God of Evil Secrets

Where should I begin with the tale of Vecna, forever intertwined with that of his former lieutenant Kas as it is? I suppose the beginning is as good a place to start as any. Of course, the true beginnings of Vecna are long-forgotten, if indeed they were ever known. I tend to doubt that any of those who personally witnessed his rise to power survived long enough to tell the tale. As you might guess, Vecna is ancient by mortal standards, at least centuries if not millennia old. Legend has it that he ruled mercilessly over a vast empire from his dark tower, though even scholars have been unable to prove this quintessential part of the story as true, let alone locate his long-lost empire. One would think that an empire touted as vast would be easy to find, but that does not seem to be the case here. Either Vecna's rise to power while still mortal was so incredibly long ago that it has truly been crushed to dust by the unforgiving march of time, or he comes from a land so far away that only myths and legends have reached us here in Faerûn. In either case, his origins likely mirror those of many who pursue lichdom. Vecna would have delved into dark and forbidden arcane arts early on, mastered them to a startling degree, surprising and unsettling his teachers and peers, and subsequently terrorized and dominated every nearby kingdom or people that he could find. In time, as old age approached, and death raised its head, it would have been trivial for someone as skilled as Vecna to shed his mortality, embrace the cold kiss of death and become a lich.

Vecna's empire survived and thrived as never before, spreading fear and misery throughout the land. Eventually, a skilled and ruthless warrior named Kas rose through the ranks of Vecna's army to claim the post of chief lieutenant, second-in-command to the arch-lich himself. Known as Kas the Bloody-Handed at the time, Vecna rewarded his unquestioning loyalty with the now legendary Sword of Kas. Now nearly unstoppable, the master and his lieutenant drove all of their enemies to the brink of extinction, enslaved their peoples, and sacrificed countless thousands of innocents in the name of Vecna's experimental rituals.

Nothing lasts forever though, and unbeknownst to even Vecna, the Sword of Kas had a will of its own. It spoke to Kas, filling his mind with doubts and secret desires. It subverted his loyalty and filled his heart with greed and jealousy instead. Kas turned on his master, attacking him in an open bid to dethrone the lich and take the mantle of rulership for himself. The resulting battle destroyed Vecna's black tower, reducing it to rubble and ash, and killed both Kas and his master in the process. All that survived were the Sword of Kas and the Eye and Hand of Vecna, each of them now powerful relics in their own right.

This is where things get a bit muddy. Many now believe that Vecna was unable to defeat his lieutenant, so instead hurled him through a dimensional tear and imprisoned him in the Citadel Cavitius, Vecna's personal fortress on the border of the quasi-elemental Plane of Ash and the Negative Energy Plane. There Kas, now dubbed the Betrayer, languished for centuries in his prison. Over time, the constant exposure to the negative energy ate away at his body and then his soul, not relenting until Kas had turned into a vampire lord.

Unholy Ascension

During this time, Vecna was actually gaining in power. Though truly destroyed in the battle with Kas, Vecna developed a following among those who do evil deeds, vile beings who prayed to his spirit and eventually reinstated him, now as a demigod. More powerful than ever before, Vecna moved swiftly. He began to reestablish his empire, with the new ultimate goal of spreading himself as the only allowed religion, quickly raising his number of followers by the hundreds of thousands and catapulting his powers to that of a greater god. But this plan, equally impressive for how ambitious and reckless it was, caught the attention of dark and ancient powers, far older and more potent than Vecna was aware even existed, or knew enough to be afraid of. They tricked and humiliated Vecna, stole away his Citadel Cavitius (with Kas and Vecna inside), and transported it to the Burning Peaks, deep within the mysterious Mists, as a demiplane somewhere in the Shadowfell.

Furious, Vecna was trapped within the Mists, Darklord of his citadel but never again to rule an empire. Kas awoke elsewhere in the Burning Peaks, released from his imprisonment and a Darklord in his own right, determined to make Vecna pay for what he had done to him, even if it took him the rest of eternity to do so.

Captive though he was, Vecna was still able to slowly gain followers on the Material Plane, thanks to the efforts of his clergy, and therefore divine power as well. He inched closer and closer, year by year, until the day when he would be powerful enough to escape his prison. He feared, however, that it could take centuries to gain the power he required. Until, that is, he lured an unsuspecting demigod into his realm. Vecna masterfully trapped the demigod and siphoned off his essence. The sudden influx of divinity swelled within Arch-Lich, catapulting him at long last to the level of a greater god. Without hesitation, he broke free of the Mists, and from the control of the Dark Powers that had bound him for so long.

Now unrestricted and more powerful than ever, Vecna swiftly set into motion one of his most diabolical and ambitious plans. He traveled directly to the Outlands, where he was able to enter Sigil, the City of Doors. Here, he sought to rearrange our very existence, to alter the structure of the planes with a planar keystone, reforming reality in order to place himself in position as the new supreme god. The Lady of Pain, ruler of Sigil, was unable to kill him or cast him out, lest she destroy the entire multiverse in the process. So, in the end, it was up to a band of adventurers to do the task. These foolhardy souls somehow managed to force Vecna from the city, an act which also split apart the divine essence of the demigod he had tricked from his own, leaving Vecna a lesser god. However, his actions had already scrambled the organization of the planes and sent the multiverse as it was then known into disarray.

Vecna, though stinging from his defeat, was able to keep his freedom. He would never again return to the Burning Peaks as a prisoner. No, not only that, but as he still holds the title of Darklord of Cavitus, he is able to enter or leave his citadel as often as he pleases. Terrifying though that thought may be, that Vecna is once more free to roam the planes, I believe we should all consider ourselves lucky. You see, Vecna is now so obsessively focused on hunting down Kas to enact his vengeance upon him that the destruction or enslavement of the Material Plane has become a much lower priority. This is a small comfort, I know, but one that I will gladly take.

Immortal Nature. Vecna doesn't require air, food, drink, or sleep.

Vecna's Followers

While the Whispered One has many followers, he lacks a proper church. This is not to say that his followers are all unorganized, however, as the Cult of Vecna is, in many ways, much more rigid and hierarchical than most other clergies.

The Cult of Vecna

This cult operates in secretive cells which they refer to as Organs. No two Organs know what the other is doing, ensuring secrets never travel far. An Organ often has a unique name and they rarely, if ever, refer to themselves as a cult.

The cult is said to indeed be so secretive that new acolytes often can't tell what cult they are being trained for until they've proven, beyond any doubt, that they're willing to do anything and everything for knowledge and power.

Members of the cult are broadly called Vecnites, though they have a strict hierarchy within each Organ.

Organ Hierarchy

The following hierarchy applies to all organizations dedicated to Vecna. Such an organization, whether a cult or a church, is commonly referred to as an Organ. Each Organ functions as an independent group, and rarely has direct ties to other Organs.

Spawn. The lowest rank afforded to mortal followers of the Lich-God, Spawn of Vecna are primarily neutral evil **commoners**.

Blood. The second lowest rank in Vecna's clergy is reserved for brute warriors, who are considered only marginally more useful than spawn. They are more expendable than most other cultists, and easily replaceable. A Blood of Vecna the statistics of a neutral evil **thug**.

Finger. Fingers of Vecna are held in higher regard than Bloods. They specialize in acquiring new secrets (which can be used by the clergy or cult to blackmail people in positions of power). A Finger has the statistics of a neutral evil **spy**.

Tooth. A Tooth of Vecna is an arcane specialist, capable of solving problems that only magic can solve. A Finger has the statistics of a neutral evil **mage**.

Memory. A Memory of Vecna is a high priest, unmatched in his or her devotion to The Maimed God. A Memory leads a multitude of Spawn, Bloods, Fingers, and Teeth. A Memory has the statistics of a neutral evil **war priest** (as found in *Volo's Guide to Monsters*).

Thought. A Thought of Vecna is an Organ's absolute authority, answering only to Osterneth (the Heart of Vecna), and Vecna himself. During cult meetings, the Thought wears robes emblazoned with lightning bolts, symbolizing its power. Each Thought is blessed by Vecna, gaining special powers and is gifted a **secret eater** as a personal guard.

A Thought has the statistics of a neutral evil **war priest** (as found in *Volo's Guide to Monsters*) with the following modifications:

- A Charisma score of 17 (+3).
- A +7 bonus to Charisma (Deception) and Charisma (Intimidation) checks
- Resistance to necrotic and psychic damage.
- Telepathy out to a range of 120 feet.

The Ebon Triad

This sinister organization seems to be completely absent on Toril, belonging to a world far from our own. My knowledge on this lot is quite sparse, as I've only read a few notes (of questionable reliability) and this is a long time ago. From what I can recall, I believe they aim to fuse Vecna with two other dark deities, merging them into a malevolent amalgamation of divine evil, capable of plunging all of existence into darkness.

Keepers of the Forbidden Lore

Evil as he may be, Vecna is still a god and thus worthy of admiration. The Keepers of Forbidden Lore hold this viewpoint, rejecting the evil that usually accompanies worship of the Arch-Lich and instead prey to him as the God of Secrets. They believe that some knowledge is too evil or destructive to ever be known; they hunt for this knowledge so they may keep it safe. A noble endeavor for sure, though I question whether their worship of Vecna isn't misplaced - or even necessary.

Powerful Individuals

Several exceptionally powerful individuals are devout followers of the Lich-God, often owing their very existence to him.

The Eye and The Hand

The Eye and The Hand are the only two golems known to have been crafted by Vecna. The Eye consists of thousands of eyeballs grafted together, while The Hand is the animated result of hundreds of hands fused together.

Osterneth, the Bronze Lich

Osterneth, Vecna's mightiest servant, is such a peculiarity that I have devoted an entire section to her later in this book.

Vecna's Names and Powers

Below you will find some quick facts about Vecna.

Names. Vecna is known as the Arch-Lich, the Maimed God, the Whispered One, the Dying King, the Lich-God, the Lord of the Rotted Tower, and the Undying King.

Godly Senses. Using an action, Vecna can perceive anything within twenty miles of his worshipers, objects and sites dedicated to his worship, or any location where one of his names was spoken in the last hour. He can perceive from any number of locations at once while remaining fully aware of his surroundings.

Portfolio Senses. Vecna can sense when new knowledge is uncovered and he knows all secrets of any creature he lays his eyes upon.

Roleplaying Vecna

Vecna is evil, cunning, and ruthless beyond understanding, wanting only to end all life and destroy all other deities so he can assume the mantle of a supreme Overgod. His talent for scheming is unrivaled throughout the multiverse, expertly manipulating individuals, groups, and entire nations to carry out his desires.

The Maimed God's voice is like a coarse and hollow whisper, accompanied by faint gasps, like a dying man taking his last breath, and distant, nearly inaudible screams and yawns. Despite this, his every word rings clearly and is full of conviction and commanding will.

Vecna's every decision is ingeniously premeditated, driven exclusively by cunning and purest logic. Calculating the odds of every foreseeable outcome comes as naturally to the Undying King as not breathing. The only subject that can bring even a hint of emotion to the Arch-Lich is Kas; the one who betrayed him and severed his eye and hand.

Fighting Vecna

Vecna has an extensive arcane arsenal at his disposal, which he is happy to unleash on anyone who poses a threat to him or seeks to hinder the fruition of his schemes. Other times, he is content to simply toy around with his opponents, making use of bamboozling spells and laughing at his enemies' frustrations (see the "Suggested Wizard Spells for Vecna" sidebar). However, as one of the canniest deities in the multiverse, he knows exactly how to turn a situation to his favor, and when escape might be the best course of action.

Vecna's Traits

Ideal. "I will turn the multiverse into my empire of dust."
Bond. "I must reacquire my eye and hand. With them, my potential will be limitless."
Flaw. "I hate the vampire lord, Kas. He must pay for his betrayal."

Vecna's Lair

Vecna has many secret lairs throughout the planes. Most take the shape of a tower, at least on the inside.

Vecna has a challenge rating of 40 (400,000 XP) if he is encountered in his lair.

Lair Actions

On initiative count 20 (losing initiative ties), Vecna can take a lair action to cause one of the following effects:

- Vecna conjures forth 2d8 **skeletons**, 2d4 **wraiths**, or 1 **secret eater**. The creatures appear in unoccupied spaces within 120 feet of Vecna, act on their own initiative, and follow Vecna's telepathic commands.
- Vecna curses his enemies. Until initiative count 20 on the next round, creatures hostile to Vecna with resistance to necrotic damage lose that resistance.
- Spectral hands extend from the ground, clawing at creatures hostile to Vecna. Until initiative count 20 on the next round, the ground is difficult terrain for affected creatures, and an affected creature must make a DC 28 Dexterity saving throw at the start of its turn, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one.
- Vecna hurls the lair into the Astral Sea and causes four massive fissures to break apart the lair into four pieces, hovering in place. Each fissure is 10 feet wide. While on the Astral Plane, a creature's walking speed is a number of feet equal to 3 x its Intelligence score, and all creatures hover through the air. If Vecna uses this Lair Action again, he can chose to move all pieces of the lair 10 feet further apart or 10 feet closer. If all parts are brought back together, the lair is hurled back to the plane it originated in. Any creatures in the Astral Plane that are outside of the lair are left behind if this happens.

Avatar of Vecna Template

Vecna can create avatars in the form of beasts, humanoids, giants, or undead with a CR of 20 or lower. When Vecna creates an avatar in another creature's image, it retains all its statistics except as noted below.

Alignment. The avatar's alignment changes neutral evil.
Damage Resistances. The avatar has resistance to necrotic damage.
Damage Vulnerabilities. The avatar is vulnerable to all damage dealt to it by the Sword of Kas.
Condition Immunities. The avatar cannot be charmed or frightened.
Senses. The avatar gains truesight with a radius of 120 feet.
Languages. The avatar knows all languages.
New Trait: Inscrutable. The avatar is immune to any effect that would sense his emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the avatar's intentions or sincerity have disadvantage.
New Trait: Premonition. The avatar experiences premonitions of danger and can't be surprised unless incapacitated.
New Trait: X-Ray Vision. The avatar's vision penetrates 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Optional: Epic Die Traits

If your group plays with the Epic Die, Vecna also has the additional traits noted below:

Epic Trait: Godly Casting. Whenever Vecna casts a spell, it is cast as if it was a number of levels higher equal to the Epic Die.

Epic Trait: Secret of Unmaking. When the Epic Die is 6, Vecna can use a bonus action to target a creature within 120 feet of him that he can see. He telepathically reveals to the creature a horrible secret that threatens to unmake it. The target must make a DC 26 Wisdom saving throw. On a failed save, the target dies and the Epic Die is immediately set back to 1. On a successful save, the target's Wisdom score increases by 2 (to a maximum of 26) until it next finishes a long rest and it becomes immune to Vecna's Secret of Unmaking trait for the next 24 hours.

Suggested Wizard Spells for Vecna

If you want a fun encounter, consider having Vecna cast the following spells:

1st level: *shield, Tasha's hideous laughter*
2nd level: *crown of madness, darkness, suggestion*
3rd level: blink, *counterspell, sleet storm*
4th level: blight, *confusion, dimension door, polymorph*
5th level: *Bigby's hand, dominate person, mislead, wall of force*
6th level: *disintegrate, Otto's Irresistible Dance, mass suggestion*
7th level: *reverse gravity, prismatic spray*
8th level: *antimagic field, feeblemind*
9th level: *prismatic wall, true polymorph*

If you want a very deadly encounter, consider having Vecna cast the following spells, upcasting them as needed (including with Vecna's 10th, 11th, and 12th level spell slots):

1st level: *magic missile, shield, Tasha's hideous laughter, thunderwave*
2nd level: *hold person, mirror image, misty step*
3rd level: *blink, counterspell, dispel magic, fireball*
4th level: *dimension door, fire shield, greater invisibility, Otiluke's resilient sphere*
5th level: *dominate person, mislead, wall of force*
6th level: chain lightning, disintegrate, globe of invulnerability, mass suggestion
7th level: *etherealness, forcecage, plane shift, simulacrum*
8th level: *antimagic field, feeblemind, maze, power word stun*
9th level: foresight, *meteor swarm, prismatic wall, wish*

Vecna

Medium undead (lesser deity), neutral evil

Armor Class 23 (natural armor)
Hit Points 986 (68d8 + 680)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	30 (+10)	29 (+9)	21 (+5)	24 (+7)

Saving Throws Con +20, Int +19, Wis +15
Skills Arcana +29, Deception +27, History +19, Insight +15, Perception +15, Persuasion +17
Damage Resistances lightning
Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses truesight 1 mile, passive Perception 25
Languages all, Plane-wide telepathy
Challenge 38 (340,000 XP)

Dark Speech. Vecna can speak the foul language known as Dark Speech. When Vecna speaks only in Dark Speech on his turn, each non-evil creature within 15 feet of him (excluding deities) takes 10 (3d6) psychic damage.

Inscrutable. Vecna is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Vecna's intentions or sincerity have disadvantage.

Legendary Resistance (5/Day). If Vecna fails a saving throw, he can choose to succeed instead.

Lesser Deity. Vecna can't be surprised and has advantage on ability checks and saving throws, and he can't be affected or detected by spells of 6th level or lower unless he wishes to be. In addition, Vecna is permanently under the effects of the *detect evil and good* and *detect magic* spells, always lands on target when casting the *teleport* spell, and is unaffected by difficult terrain.

Rejuvenation. Vecna can create a phylactery by imbuing a piece of jewelery with a tiny sliver of his divine essence through an 8-hour ritual. He can have any number of phylacteries. If Vecna has a phylactery and dies, he gains a new body in 1d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of a phylactery of his choosing. If Vecna doesn't have a phylactery, but either his left eye or left hand remain in the world, Vecna will reform with a new body at a place of his choosing in 1d100 years. Unless reunited with his lost eye and hand, whenever Vecna gains a new body, his new body is missing those body parts.

Special Equipment. Vecna wields Afterthought, a magical +4 dagger that paralyzes and drains the life force of its victims. He cannot be disarmed of this weapon.

Spellcasting. Vecna is a 30th-level spellcaster. He knows all wizard cantrips and has all wizard spells prepared as well as the following cleric spells: *command, dispel evil and good, divine word, forbiddance, hallow, silence, spirit guardians, true resurrection,* and *word of recall*, and can cast them without providing components. His spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks).

Vecna has the following number of spell slots available: 1st level (at will), 2nd level (at will), 3rd level (at will), 4th level (at will), 5th level (4 slots), 6th level (3 slots), 7th level (3 slots), 8th level (3 slots), 9th level (2 slots), 10th level (1 slot), 11th level (1 slot), 12th level (1 slot).

Spellshaper. Vecna can change the shape of his spells. If a spell is cast as a cone, cube, sphere, or square, he can change the shape to any other of those shapes.

The Maimed God. If Vecna is reunited with his left eye and left hand, his Challenge Rating increases to 40 (400,000 XP). He can then cast three spells as part of his Multicast action and he can take 1 additional legendary action each round. In addition, he loses the Vecna's Weakness trait.

Turn Immunity. Vecna is immune to effects that turn undead.

Vecna's Weakness. Vecna is vulnerable to all damage dealt to him by the *Sword of Kas*.

X-Ray Vision. Vecna's vision penetrates 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Actions

Multicast. Vecna casts two spells.

Afterthought. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 51 (4d20 + 9) piercing damage plus 9 (2d8) cold damage. If the target is a creature, it must make a DC 26 Constitution saving throw. On a failed save, the target also takes necrotic damage equal to the piercing damage done, has its Constitution score reduced by 1d4, and is paralyzed for 1 minute. On a successful save, the target takes half the necrotic damage, doesn't have its Constitution score reduced, and doesn't become paralyzed. The target dies if its Constitution score is reduced to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. The target can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.

Touch of Vecna. *Melee Spell Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) cold damage. If the target has a skeleton, it must succeed on a DC 18 Constitution saving throw or drop to 0 hit points as its bones turn to jelly.

Change Shape. Vecna magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, into an object small enough to be carried or worn, or back into his true form. Any equipment he is wearing or carrying is absorbed or borne by the new form (Vecna's choice).

In a new form, Vecna retains all of his statistics and gains the features of the new form that she doesn't have already (except class features, legendary actions, and lair actions).

Change Size. Vecna magically changes his size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan. His statistics remain the same. Any equipment he is wearing or carrying transforms with him.

Legendary Actions

Vecna can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vecna regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Vecna makes an attack with Afterthought.

Cantrip. Vecna casts a cantrip.

Cast At-Will Spell (Costs 2 Actions). Vecna casts one of his at-will spells.

Cast a Spell (Costs 3 Actions). Vecna casts a spell he has prepared, expending a spell slot as normal.

Change Form. Vecna uses his Change Shape or Change Size action.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of Vecna must make a DC 27 Constitution saving throw against this magic, taking 70 (20d6) necrotic damage on a failed save, or half as much damage on a successful one.

Frightening Gaze (Costs 2 Actions). Vecna fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 25 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Vecna's Frightening gaze for the next 24 hours.

Positive Energy Repellent (Costs 2 Actions). Vecna magically targets a creature within 120 feet of him that he can see. The target cannot regain hit points until the end of Vecna's next turn.

Part 4: Character Options

Here, you will find new races, subclasses, and other character options that fit the theme of this book. Each race and subclass provides options beyond 20th level, following the guidelines established in Epic Characters, though they work just fine between 1st and 20th level. Finally, you will also find many new spells and feats, as well as new mythic character options as introduced in Epic Characters.

Races and Subraces

Race	Subrace	Description
Dhampyr	Dayborn	Born during daytime with the blessing of clerics, though still tainted by a cursed legacy
Dhampyr	Darkborn	Fathered by a vampire that was created by the Dark Powers
Dhampyr	Trueborn	The most common among the dhampyr, fathered by a vampire
Hagspawn	-	The unholy result of a hag mating with a humanoid
Krinth	-	A brutish and cunning race native to the Shadowfell with abyssal ancestry and a long history of enslavement
Shadar-Kai	-	A race native to the Shadowfell, characterized by their gloomy and depressed nature

Subclasses

Class	Subclass	Level Available	Description
Barbarian	Path of the Anguished	3rd	Filled with a rage that transforms pain into power
Bard	College of Mourning	3rd	Manipulates the forces of life and death for those hanging in the balance
Cleric	Twilight Domain	1st	Wields the powers of cold and shadow
Druid	Circle of Nightmares	2nd	An profane master of the night, capable of absorbing and forging nightmares
Fighter	Obeah Knight	3rd	A pagan warrior who crafts oils, elixirs, and talismans that emulate black magic
Monk	Way of Gravelight	3rd	Shines an eldritch light from the place between life and death
Paladin	Oath of Debauchery	3rd	Depraved and pitiless, aiming for excess in all things
Ranger	Redeemer	3rd	Seeks to bring the undead to rest with heavy emphasis on magic
Ranger	Venator	3rd	A hunter who binds spirits into his service
Rogue	Shadowdancer	3rd	A cunning manipulator of the dark
Sorcerer	Grave Magic	1st	Fuelled by the power of death
Sorcerer	Vampiric Bloodline	1st	An arcane caster with a strange connection to blood
Warlock	The Dark Powers	1st	Enters into a pact with mysterious, ancient vestiges
Warlock	The Undead	1st	Forges a pact with an intelligent and powerful undead
Wizard	School of Nethermancy	2nd	Follows the teachings of a school unique to the Shadowfell

Chapter 13: Races

One of the greatest joys an experienced traveler can know is the thrill of discovering a new people and their culture, sampling their customs and cuisines, and taking in the scents of the markets and the sounds of a new language. I personally have spent many a sunset, goblet of wine in hand, overlooking a newfound city and pondering how the variety of our universe never ceases to surprise me.

When I journeyed through the lower planes in my youth however, as apprentice to my elderly master, while I was most certainly surprised, it was not always in pleasant ways. Though I have been back since, against my better judgment, I regret to say that my opinion has not changed. Variety is there, to be sure, but the feelings of depression and dread that dominate all the creatures of those realms makes it quite impossible for me to enjoy myself in their company.

Dhampyr

Take the dhampyr, for example. There is nothing more disconcerting than a half-vampire staring you down in broad daylight, her red-tinged eyes glinting in the sun defiantly. Falira was her name, and I will never forget the week that we spent in her company, as part of a caravan making its way across the Outlands. She was as all of their race have been described to me, graceful, thin, and tragically pretty. It seemed as if the light of her soul had dimmed slightly in exchange for radiance without. She was also pale, especially when the sun shone on her, and her small fangs flashed menacingly when she laughed. Perhaps it was just my youth and inexperience with women, that she left such an impression on me, but I swear to this day I have not met a woman, mortal or otherwise, who surpasses her in either beauty or heaviness of heart.

Of course, before I go on I should say that the dhampyr are not a race, not in the proper sense at any rate. No, they are best described as the cursed spawn of both vampire and mortal parents, still a mixed race by definition but one without its own shared culture or kingdom. You see, should a dhampyr have children, the vampiric blood becomes too diluted to pass on any powers to the next generation. This means that each and every dhampyr is truly unique, and also alone to face the world without a tribe or family to understand and support them.

Back to my tale though, which I am happy to recount. A few of our fellow travelers were brave enough to ask Falira to join us for dinner. I suspect they did it out of common courtesy, or fear that she would be offended if they did not, but she was clearly glad for the company. I learned much sitting around the campfire those nights, clutching my cloak tightly against the chill and listening intently to her stories. She said that her kind lived about a century longer than their mortal kin, but were in no way immortal. That she had been born to a human mother who abandoned her at birth and to this day did not know which vampire fathered her. She grew up in the streets, cold, underfed, and utterly alone. There was no where for her to turn. Her kind were scorned by the rest of society, feared and persecuted ruthlessly. The usual places a street orphan could find a kind hand with three day old bread to share were the city temples, and entering one of those was a death sentence for someone like her. So instead she stole to survive, and hid her skin under rags and dirt and never smiled lest her fangs gave her away. She was asked why, as part vampire, she didn't fight back. But it seems her powers laid dormant as a child, and it was not until her teen years that they began to emerge, and then it was a struggle to understand and control them without guidance.

The campfire circle lay silent for a long while after that, punctuated only by the crackling flame and rustling wind. It was my master who asked a question next, about the common theory that dhampyr could also be created when a pregnant woman was bit-

ten by a vampire, but of this Falira had no knowledge. He then continued on to discuss his opinions on whether most women who birthed dhampyr were willing consorts of the vampires, or if they were charmed into the act. He also recounted how most accounts of dhampyr births involved the death of the mother, and that Falira's own mother must count herself lucky in that regard.

It will come as no surprise, but subtlety was never one of my master's strengths, nor was awareness of the emotions of others. Falira flushed in anger and stormed off to her wagon before it dawned on him that he might have been unkind. When we departed in the morning, she was nowhere to be found.

I've poured over countless tomes since that night as the years have passed me by, looking for what dhampyr lore I could find. Whether I was enthralled by her latent vampiric charms, or simple youthful infatuations, her face has never fully left my mind. I worried I had become obsessed, having spent many an evening deep in thought, imagining both how that night might have gone differently had my master simply not spoken and what it must have been like for her to grow from a child with the weight of this curse upon her. Time heals all wounds though, as those prone to quoting proverbs might say, and indeed infatuation proved to be the same. The dhampyr are of course still a favorite topic of mine, how could they not be after all the time I spent researching them, but Falira never, or at least rarely, appears in my dreams anymore.

My intensive research was also not wasted effort, for I am confident that there are patterns among the dhampyr births, ones I have noticed that have not been documented or discussed similarly in any other sources. In fact, it is my personal theory that there are four distinct types of dhampyr, though I do not know if they categorize themselves in this manner.

Dhampyr Malformation

While all dhampyr have all or most of the malformations described in the Dhampyr Malformation table to a lesser degree, some dhampyr have a particular malformation that has manifested itself much stronger, making its unholy heritage obvious to most.

Dhampyr Malformation

d6	Malformation
1	You have red-tinged or bloodshot eyes.
2	Your skin is exceptionally pale.
3	Your fangs are of similar size to those of a regular vampire.
4	Your movements have otherworldly levels of grace and elegance
5	Your shadow is never as dark as the shadows of others.
6	You look deathly ill in direct sunlight.

Dhampyr Traits

Ability Score Increase. Your Constitution score increases by 1.

Age. Dhampyr reach adulthood in their late teens and live around two centuries.

Size. Dhampyr vary greatly in height, being of a similar build to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your unholy heritage grants you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your fangs are a natural weapon, which you can use to attack a grappled or unconscious humanoid. You attack using either Strength or Dexterity. If you hit with it, you deal 1d6 piercing damage plus necrotic damage equal to your Constitution modifier. When you bite a living creature, you can regain a number of hit points equal to the necrotic damage done and gain enough nourishment (food and drink) to sustain you for one day. Once you regain hit points in this manner, you can't do so again until you finish a long rest.

Hunter of the Night. You gain proficiency with the Perception and Stealth skills.

Languages. You can speak, read, and write Common.

Epic Racial: Spider Climb. When you reach 25th character level, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Subrace. Three subraces of dhampyr exist: the atoned dayborn, the manipulative darkborn, and the unholy trueborn.

Dayborn

Most mothers who still bear an unborn dhampyr inside of them are rightfully terrified, convinced that they will face death in childbirth and certain that they are about to bring evil into this world. If the mother has the means however, access to clergy and enough money to donate to their church, they can arrange a purifying birthing ceremony. Their child will be born in the light of day, blessed by a cleric as soon as their skin touches those first rays of light. The darkness within the child is contained, bottled tightly inside, and the divine radiance of that light will linger on their soul to ensure it stays so.

All dhampyr should be so lucky, and we owe a great debt to the clerics who save their souls from a much darker path. Of course, the church has a stake in such endeavors. In fact, in many cases the dayborn become a vessel to be used by the church, paraded about as a symbol of repentant evil, proof that light shall triumph over darkness.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Dayborn lean towards good and neutrality.

Cleansing Touch. You can cast the *lesser restoration* spell once per day. Wisdom is your spellcasting ability for this spell.

Denial of Servitude. If you are charmed, you can use your reaction to instead not be charmed. Once you use this feature, you can't use it again until you finish a long rest.

Darkborn

This next category has confounded me for quite some time. I had placed them separate from the dhampyr altogether at first, certain that there was an element that I was missing, another variable that caused these individuals to exhibit powers different from their other kin. But, while I am convinced that there is indeed a pattern to be decoded here, I have as of yet been unable to discover the truth behind it. So I will just say this: There is a darkness shrouding the souls of a small number of the dhampyr. Yes, I know most laypeople would say that all dhampyr are made from darkness, and they are in a way. That is hard to refute, seeing how they are created by vampires, some of the most well known and archetypal creatures of the night. But I assure you this is something more, a darkness deeper and more profound than I have seen even with the greater undead. Most intriguingly, there are cases where the father of the dhampyr was known and described in detail and they, a legitimate vampire, did not possess many of the traits of the half-born child. It is almost as if these darkborn were marked at birth by an occult ritual or claimed into the service of a powerful evil being, singling them out for great and terrible deeds in their future.

Regardless, I must apologize to the reader on behalf of our great library. Our lack of knowledge is inexcusable and I will continue to research this topic and update this entry as new information arises.

Ability Score Increase. Your Charisma score increases by 2.

Alignment. Most darkborn lean towards evil, and are almost always lawful or neutral.

Dark Gamble. You have advantage on all Charisma saving throws against magic. In addition, if you succeed on a Charisma saving throw, you gain temporary hit points equal to half your level, but if you fail on a Charisma saving throw, you take force damage equal to the difference between your roll and the save DC.

Dark Whispers. You know then *message* cantrip and can cast it without any components. Charisma is your spellcasting ability for this spell.

A Dhampyr

Trueborn

Interestingly enough, the most commonly found of the types of dhampyr could also be the most dangerous. I am not referring to their innate abilities or merits necessarily, but instead to their connection to the greater world of their forebears. Trueborn, as you may well have guessed, are fathered by a vampire of average stature, a regular vampire if you will, and as a result the majority of the dhampyr I have chronicled fall into this category. I realize this seems at odds with what I have just previously stated concerning the other dhampyr. You would expect the trueborn to be inferior specimens, and they may well be on a case by case basis, but they are also provided with an incredible advantage.

While many dhampyr begin life as exiles and outcasts, struggling to find their place in a cruel world, the trueborn are quite often watched from the start. They are known to local vampires, possibly including their father, and unlike many of their more unique cousins they are accepted as a known quantity. From there, many are taken in under the wings of a vampire clan, adopted into their protection and given training and guidance.

Family. Clan. A network of support. The importance of these cannot be overstated. Though the dhampyr are likely second-class citizens among the vampires, they are still valued members of the clan. Many are even prized for the unique roles they can play. After all, a dhampyr that can pass for human and fool or bypass protective spells and wards has infinite uses as a soldier, scout, or assassin. So, why would it matter if they aren't equals to the rest of the clan? They will stay. After all, this is the only family they will even know, and few would willingly turn their back on that.

Ability Score Increase. Your Intelligence score increases by 2.

Alignment. Trueborn are lawful in nature, most commonly leaning towards evil.

Unholy Legacy. You know the *prestidigitation* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *gaseous form* spell once per day. Intelligence is your spellcasting ability for these spells.

Hagspawn

There are many vile creatures in existence. Some are wholeheartedly evil, aware of their nature and eager to embrace it. Others have a strain of evil running through their blood, something that surfaces from time to time to pull them towards an action they might not otherwise take. It is not their fault, of course. They may want to follow the path of good but struggle against an uncontrollable part of their very nature.

Hagspawn are such pitiful creatures. They are birthed by a hag, one who has seduced and mated with a male humanoid, be that for pleasure or sport. Should the hag bear a child, the result is the unfortunate hagspawn. Not only are hags particularly revolting to look upon, but the male humanoid almost always perishes in the act of copulation. Together, this makes hagspawn particularly rare. After all, unless charmed by the hag or outright insane, how many men would willingly mate with a hag?

Because of this, the resulting hagspawn most often has no father, and therefore no connection back to that side of their lineage. They also inherit at least some physical traits from the hag, which will make them seem unnatural and ostracize them from most civilized cultures. Finally, while the hags may keep them around for a while, hagspawn know that they ultimately must leave before the hag tires of them and kills them. I do admire their resilience and willingness to work tirelessly for whatever community they serve, striving desperately to fit in. On rare occasions they can even take up a life of adventuring, either because they want to prove themselves to their oppressors, or quench an unfulfilled wanderlust.

Hagspawn Traits

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Hagspawn mature at about the same rate as humans, reaching adulthood around age 20. They age much slower after reaching adulthood, often living for several centuries.

Alignment. Hagspawn are most often evil and almost always have chaotic tendencies.

Size. Hagspawn are much taller than humans, standing between 7 and 8 feet tall and weigh between 260 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your dark ancestry has granted you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Arcane Aggression. You can cast the *magic missile* spell without expending a spell slot or verbal components. Once you use this feature, you can't use it again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Fiendish Will. You have advantage on saving throws against spells that can only target humanoids.

Languages. You can speak, read, and write Common and an additional language, choosing between Abyssal, Infernal, and Primordial.

Epic Racial: Ethereal Jaunt. You can use a bonus action on your turn to enter the Ethereal Plane from the Material Plane. You return to the Material Plane at the end of your turn.

Krinth

These Shadowfell-born humanoids were birthed from the molestation of the Shadovar's slaves by demons. Krinth appear as well-built humanoids with twilight-gray or fleshy skin and are among the most respected slaves and soldiers in the City of Shade. Their work ethic rivals that of dwarves and duergar, always seeking improvement, especially in craftsmanship and warfare. They are particularly famous for their stern fearlessness, never backing down from a taunt and attacking with a rage akin to an unleashed barlgura.

While many of them willingly serve their Shadovar slave-masters, some have been enticed to leave their native city of Thultanthar and seek out a destiny of their own. A few have escaped to the Material Plane, but are generally shunned from civilized societies. They hence tend to work working for shady and secretive organizations such as the Zhentarim or the Xanathar's Guild.

Krinth Traits

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Age. Krinth mature faster than humans, reaching adulthood around age 8. They age noticeably faster and rarely live longer than 50 years.

Alignment. Krinth are naturally inclined towards law and are mostly evil. Some tend towards neutrality, but good krinth are few and far between.

Size. Krinth are both larger and bulkier than humans, and they range from 6 feet tall and upwards. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a native to the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Abyssal Ancestry. Your demonic ancestry grants you advantage on saving throws against being paralyzed, petrified, and poisoned.

Abyssal Whispers. You can communicate telepathically with any creature you can see within 10 feet of you using Abyssal. If the creature is able to understand at least one language, you can cause it to understand your telepathic utterance by using an action.

Shadow Stealth. While in dim light or darkness, you can take the Hide action as a bonus action.

Languages. You can speak, read, and write Abyssal and Common.

Epic Racial: Demonic Fury. Once per turn, you can deal an additional 1d4 weapon damage when you hit with a weapon attack.

Shadar-Kai

Ah yes, the shadar-kai. I suppose something does need to be said about that unfortunate race, though I would be just as happy to pass them over and move on. It is nothing personal, mind you. I bear them no ill will. It's just that I find them so off-putting and tiresome. They are a bit, how can I say this diplomatically... extreme for my tastes, in all that they do.

The shadar-kai were likely human at some point, though that honestly matters little now. They tend to live completely in the moment and as such have willingly forgotten that part of their past, collectively and without regret. All the same, their ancestors did make their way to the Shadowfell, somehow, that much we know. And I can't imagine they chose to make that journey willingly. It is not my theory that they were coerced or tricked into going, though that is an avenue to explore, but it must have at best been an accidental crossing.

I've tried to imagine what a shock it must have been, stepping into the weighty gloom of the Shadowfell for the first time. The confusion and dread that must have overwhelmed those first few travelers, the fear and realization that something was amiss, the struggle to find their way back home through the shadows, only to slowly realize that there was no going back. My first excursion there was completely different, of course, for I had researched the realm extensively ahead of time and was confident in my abilities to return to the Material Plane at any moment. But even for me, prepared as I was, the qualities of the Shadowfell could not be brushed off lightly. No, indeed it took constant mental effort on my part to fight off its influence. For unsuspecting travelers, the inherent depressive nature of the realm would have instantly seized them and rendered them paralyzed with fear and indecision. After that, the apathy would have set in. It's a miracle they didn't starve to death, honestly. A miracle that they pulled themselves out of their stupor long enough to keep putting one foot in front of another. Many are not so lucky. It is easy for a wayward traveler to succumb to the shadow energy and fade to nothingness, as it warps both their mind and body.

The shadar-kai survived though, and little by little they carved out a life for themselves in their new home. Now one could even say that they are thriving, in their own way. In fact, if you take a look at their society from afar, it is a fair model of meritocracy in action. Individual expression and abilities are valued above all else, and those who show the greatest talents in an area are chosen to lead. While this allows anyone to rise through the ranks with enough hard work, it also condemns those who are unable to do so. The Shadowfell is not a place for the weak, and the shadar-kai learned long ago to not let themselves be burdened down by others, lest they are all dragged down together. The strongest of them have forged a powerful presence in that realm. They have even learned, over a very long time mind you, to connect to the shadow that surrounds them, learned to live with and harness that power for their own benefit.

This must feel like a decently happy ending, one that you were likely not expecting. I am painting them in a rather positive light after all. But don't worry, there is a darker side to things, as there always is. For the shadar-kai, it is precisely the way in which they overcome the nature of the Shadowfell that pulls them towards evil acts. The Shadowfell will dull your senses, muting the colors and sounds around you, and dampen your emotions until you are left in a flat state. An uncaring, unfeeling, and almost unlivable existence. To avoid this, the early shadar-kai chose to embrace anything that would wake them back up to the world around them, choosing to live their lives fully, no matter what the cost.

Extremes of emotion and violent physical acts are what you will find in shadar-kai society now. Pleasure and pain, ecstasy and dread. Whatever will keep their minds sharp and the blood pulsing through their veins, that is what they seek. Some harm themselves quietly in darkened rooms while others throw themselves recklessly into battle, reveling in the pain that greets them. The shadar-kai even wear the marks of these trials with pride. Scars, piercings, and tattoos all commemorate their life, their survival. And, at the end of it all, they are taught to embrace their coming death with open arms. For it is ironically and cruelly in that briefest of moments that they will feel most alive, most aware of their own place in the cosmos.

You know, I have heard it said by my colleagues that the shadar-kai are akin the eladrin are to the Feywild, in that they are the most natural inhabitants of those realms, ones that exemplify their qualities. I have to disagree. While the shadar-kai are indeed born of the place, they do not personify it. If anything, they represent a willful rebellion against everything the Shadowfell stands for.

Shadar-Kai Traits

Ability Score Increase. Your Dexterity score increases by 2 and a different ability score of your choice increase by 1.
Age. Shadar-kai reach adulthood early in their teens and have been known to live for over three centuries though many also die young from depression or suicide.
Alignment. Shadar-kai are almost always chaotic, most learning towards evil or neutrality.
Size. Shadar-kai are of similar size to humans, though slightly shorter and with a more slender frame. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. As a native to the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Shadow Blend. While in dim light or darkness, you can use a bonus action to become invisible, along with anything you are wearing or carrying. The invisibility lasts for 1 minute, until you make an attack or cast a spell, are in bright light, become incapacitated, or until you use a bonus action to end it. Once you use this trait, you can't use it again until you finish a long rest.
Shadow Jaunt. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. Once you use this trait, you can't use it again until you finish a short or long rest.
Shadow Stealth. While in dim light or darkness, you can take the Hide action as a bonus action.
Spiked Chain Proficiency. You are proficient with the spiked chain and the heavy spiked chain.
Languages. You can speak, read, and write Common.
Epic Racial: Ghostly Jaunt. When you reach 25th character level, after using your Shadow Jaunt, you gain resistance to all damage until the start of your next turn.

Variant Shadar-Kai

If you instead want to treat the shadar-kai as an elven subrace, use the traits presented in *Mordenkainen's Tome of Foes*.

Weapon: Spiked Chain
The spiked chain is an exotic martial melee weapon, wielded universally by the shadar-kai. They come in regular and heavy variants. Regardless of its type, a spiked chain is a length of metal chain whose last few links on each end are enlarged and enhanced with spikes.

Spiked Chain
Cost: 15 gp
Damage: 1d6 slashing
Weight: 5 lb.
Properties: Finesse, reach, two handed

Heavy Spiked Chain
Cost: 25 gp
Damage: 1d10 slashing
Weight: 10 lb.
Properties: Heavy, reach, two-handed

Chapter 14: Classes

Should you travel the planes to any degree, the first thing you need to know (besides making sure there is air to breath where you are going, and not just a mix of poisonous gasses and highly corrosive rain...you only make that mistake once, I assure you). As I was saying, the first thing you need to know is that every creature, intelligent or not, that you come across will probably try to kill you. You would think that someone somewhere would be happy to meet and talk to an esteemed visiting scholar from another world. But no, that never seems to be the case. So, as a favor to my fellow planeswalkers, I've catalogued the following descriptions, ones that seemed especially dangerous. Consider yourself forewarned.

Subclasses and Spells
Most spells that are referred to are found in the *Player's Handbook*. Spells marked with an asterisk (*) are instead found in chapter 16 of this book.

Barbarian

Scars

Barbarians amass plenty of scars over their career, some of which they become protective of and wear with pride. If your barbarian has any scars they are proud of, what do they look like? Were they obtained in battle, by accident, or carefully cut?

Scars

d6	Scar
1	You have a wide gash across your face, obtained when you defeated a foe much stronger than yourself.
2	The countless lashes you have received across your back from your time in slavery are as obvious now as when you first got them.
3	You have several large scars on the front of your torso, mirrored by slightly smaller scars on your back - a gift from a dragon that pierced you with its claws and left you for dead. Each day you hope to face off against this foe again.
4	Horrible burns cover half your body and face from when you saved your tribe's children from a fire.
5	You're missing a finger on one of your hands and you refuse to have it magically regrown. It's a token from the first fight you ever won.
6	You have carved a symbol of meaning into your chest. It might be your totem animal, the symbol of a sworn enemy, the name of a loved one, or something else which holds deep meaning to you.

Primal Path

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those in the *Player's Handbook*.

Path of the Anguished

The pain of the cut. Drawn down your arm towards your heart. Run your finger along it. Prod the pain on, wild and burning, and play with the subtleties hidden within. Feel the agony shoot outwards to awaken your body. Dwell on it until you can see it, red behind your eyes. Embrace it. Writhe on the floor as it overtakes your senses. Let the joy of life sear across your skin. Your head screams and colors flare to life. Laugh and howl until your throat bleeds in sympathetic delight, aware of the world and yourself for the first time.

Then, once you have drunk in these sublime sensations, and before they fade away lest you forget, go forth and share the pain of enlightenment with others.

This extract is taken from a work of shadar-kai philosophy. It is... interesting, to say the least. To most of us this reads like the ranting of a madman, but remember that this cursed race has had their sense of emotion dulled by the shadows in which they live. Happiness and cheer, merriment and revelry, these are all but unknown. So it is no wonder that some of their kind will try anything to lift them out of the depression, to feel life for even a shimmering and brief moment. You must always be wary of the warrior that doesn't fear pain and death. I would suggest you simply run from those that actively seek it out.

Path of the Anguished Features

Barbarian Level	Features
3rd	Shared Suffering
6th	Tolerance for Pain
10th	Dark Vitality
14th	Agonizing Attacks
27th	Anguish

Restriction: Shadar-Kai Only

Only shadar-kai can follow the Path of the Anguished. The anguished fill a particular niche in shadar-kai society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

Shared Suffering

The more you suffer, the more you can share your suffering with others. Starting when you adopt this path at 3rd level, whenever you take damage, your Rage Damage increases by 1 until the end of your next turn. The amount by which your Rage Damage increases can't exceed your proficiency bonus.

Tolerance for Pain

Beginning at 6th level, when a hostile creature scores a critical hit against you, you can use your reaction to roll a d6. On a roll of 4 or higher, the critical hit becomes a normal hit.

Dark Vitality

Starting at 10th level, whenever you score a critical hit, or a creature scores a critical hit against you, you gain temporary hit points equal to your Rage Damage after the damage has been dealt. This feature does not function if you suffer a critical hit while at 0 hit points, or if the attack would reduce you to 0 hit points.

Agonizing Attacks

Upon reaching 14th level, once on each of your turns when you hit a creature with a melee weapon attack while raging, you can force the target to make a Constitution saving throw (save DC = 8 + your Strength modifier + your proficiency bonus). On a failed save, the target makes Constitution saving throws with disadvantage until the end of its next turn.

Anguish

Starting at 27th level, while raging and below your hit point maximum, your Rage Damage is doubled against any creature that attacked you since your last turn.

Epic Level Class Features
Class features granted above 20th level are intended for use with *Epic Characters*, another Quill & Cauldron title, available on dmsguild.com.

If you don't intend to play with epic levels, simply disregard class features above 20th level. The subclasses available here will still be perfectly usable and on par with the rest of the party.

Path of the Totem Warrior

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to the options presented here.

Totem Spirit

These options are available to you when you choose a totem animal at 3rd level.

As with the spirits in the Player's Handbook, the options here require a physical object incorporating some part of the totem beast, and you might acquire minor physical attributes associated with your totem spirit, such as snakelike eyes if you have a serpent totem spirit.

Also, your totem spirit might be an animal similar to one listed here but more suitable to your homeland, such as a hummingbird or another animal that represents eternity, rather than a scarab.

Scarab. While raging, you regain lost hit points equal to your Constitution modifier at the end of each of your turns and you can't be aged magically. The spirit of the scarab touches your soul with the power of eternity.

Serpent. While you're raging and aren't wearing heavy armor, you can't be restrained or knocked prone by nonmagical means. The spirit of the serpent makes you move with exceptional grace.

Aspect of the Beast

These options are also available to you when you choose a totem animal at 6th level.

Scarab. The mystical forces of eternity speak to you. You can discern the age of a creature, object, or structure you touch with incredible precision.

Serpent. You can move through a space large enough for a creature one size smaller than you without squeezing.

Totemic Attunement

These options are also available to you when you choose a totem animal at 14th level.

Scarab. While raging, when a creature that you can see within 30 feet of you regains lost hit points from a spell or other magical effect, you can use your reaction to reduce the number of hit points regained by half, and you regain a number of lost hit points equal to that amount.

Serpent. While raging, when you drag or carry only one creature you have grappled, your speed isn't halved.

Totemic Symbiosis

These options are also available to you when you choose a totem animal at 27th level.

Scarab. While raging, you can use your reaction to add a d6 to an Intelligence, Wisdom, or Charisma saving throw. You must do so before you make the roll.

Serpent. While raging, when you hit a creature with a melee weapon on your turn, you can use a bonus action to embrace the spirit of the serpent. The creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, you become invisible to the creature until the end of your next turn.

Bard of the College of Mourning

Bard

Bard College

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard, in addition to those in the *Player's Handbook*.

College of Mourning

Not all who mourn are wracked by the grief. For some it is an act, an art. Professionals who add an air of painful elegance to the wake of the recently deceased. Unheard of in some cultures, if not outright distasteful. In others, these performers are necessary to give the dead the proper respect they earned in life. The mourning must be superb, and these bards deliver all too well. Wailing and rocking and trembling with tears, singing songs to crack the hardest of hearts wide open.

Drawn to one of the more unique traditions, bards of this college are truly enthralled with the art of mourning. And it is an art to be sure, just like any other, only focused on manipulating grief and despair, and evoking vivid memories of the dead.

Certain sounds, songs, and utterances will bring any man to tears, or so it is taught. Pushed even further, they will start to doubt the meaning in their own lives, broken and unable to control the sobbing. Then, at the perfect moment, the bard will change their tune, spinning an epic tale to recount the acts of glory, honor, and goodness that the dead had achieved. Suddenly, the audience is again filled with meaning and hope for the future.

It is a wild ride of emotion like no other, and few bards who experience that power can ever turn away from it.

College of Mourning Features

Bard Level	Features
3rd	Dirge Singer
6th	Living Wake
14th	Keening
27th	Dies Irae

Dirge Singer

When you join the College of Mourning at 3rd level, you learn to inspire others to keep fighting despite grievous wounds. A creature that has a Bardic Inspiration die from you can roll that die when it drops to 0 hit points, dropping to a number of hit points equal to the number rolled instead. Once a character benefits from this effect, it must finish a long rest before it can do so again.

In addition, when a creature that has a Bardic Inspiration die from you reduces another creature to 0 hit points on its turn, it can use its reaction to roll the Bardic Inspiration die and move a number of feet equal to 5 x the number rolled without provoking opportunity attacks.

Living Wake

Beginning at 6th level, whenever a creature rolls one of your Bardic Inspiration dice, both you and the creature gain temporary hit points equal to the number rolled.

Keening

Starting at 14th level, you can use an action to release a mournful wail that tears at the very soul of your enemies. Creatures of your choice within 30 feet of you that can hear you must make a Constitution saving throw, taking psychic damage equal to your bard level on a failed save, or half as much on a successful one. A creature that fails the saving throw by 10 or more instead takes psychic damage equal to half its hit point maximum if that would result in more damage.

A creature that is immune to the frightened condition automatically succeeds on the saving throw.

Once you use this feature, you can't use it again until you finish a long rest.

Dies Irae

Starting at 27th level, when a creature within 30 feet of you makes a saving throw, you can expend a Bardic Inspiration die and add it to or subtract it from the roll. If you add it to the roll and the target succeeds because of your roll, the target also gets temporary hit points equal to its total save roll. If you subtract it from the roll and the target fails its saving throw because of your roll, the target also takes psychic damage equal to the roll of your Bardic Inspiration die.

Once you use this feature, you can't use it again until you finish a long rest.

Cleric

Convictions

Nobody becomes a messenger of the gods without conviction. While your cleric might be learned and even worldly, he or she might also have one or more convictions that are absolute.

Convictions

d6	Conviction
1	"You reap what you sow"
2	"All are born equal"
3	"No matter what the question, faith is the answer"
4	"Manners are important"
5	"Power corrupts"
6	"There's an order to things"

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. The following option is available to a cleric, in addition to those in the *Player's Handbook*.

Twilight Domain

The world of Toril is in its twilight era. What started as darkness and void will return to the same. Cold, shadow, and stillness. The prattle of living creatures, bumbling around without meaning or purpose, will end. We will usher in a new era and cleanse these filth from the land, blot the sun from the sky, and once more know the perfection that is eternal night.

Years ago now, a temple of dark cultists was dismantled, an apocalyptic faith based loosely on Shar's teachings. Their sacred texts were donated to the library here for study and safekeeping. I have read them, though I cannot say I understand them. I will never understand why any of my fellow mortals decide it is in their best interest to help the dark Gods in their petty rivalries and wars, as if the destruction of our world would benefit them in any way.

These lunatics should not be dismissed, however, for their fervor is infectious among the weak minded and the dark Gods grant them powers for reasons that elude me. It is not even in the best interest of the Gods for these cultists to succeed, destroying their own followers alongside all other life. Perhaps they realize this will never happen and just enjoy watching the chaos unfold as they try.

Twilight Domain Features

Cleric Level	Features
1st	Domain Spells, Bonus Proficiencies, Twilight's Grace
2nd	Channel Divinity: Veil of Darkness
6th	Blended Dichotomy
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Font of Gloaming
21st	Channel Coldest Darkness
25th	Divine Strike (3d8)
28th	Bleakness

Domain Spells

You gain domain spells at the cleric levels listed in the Twilight Domain Spells table. See the Divine Domain class feature for how domain spells work.

Twilight Domain Spells

Cleric Level	Spells
1st	*armor of Agathys, spark of Moil**
3rd	*dark mirror, darkness*
5th	*feign death, hunger of Hadar*
7th	*phantasmal killer, wall of gloom*
9th	*antilife shell, cone of cold*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and the Stealth skill.

Twilight's Grace

Also at 1st level, you know the *black candle* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action. In addition, you gain darkvision out to a range of 60 feet and you don't have disadvantage on Dexterity (Stealth) checks as a result of wearing heavy armor.

Channel Divinity: Veil of Darkness

Starting at 2nd level, you can use your Channel Divinity to harness the deepest darkness. As an action, you target a point you can see within 60 feet of you. Magical darkness extends in a 30-foot radius centered on that point and lasts until the end of your next turn. A creature that starts its turn in the darkness must succeed a Constitution saving throw or be magically restrained until the end of its turn. You can see through this darkness.

Blended Dichotomy

At 6th level, you learn to draw power from your surroundings whether surrounded by warm light or cold darkness, but you gain the greatest power from the dimmed light between them. You gain the following benefits.

Bright Light. While in bright light, you can't be blinded and you gain resistance to psychic damage.

Darkness. While in darkness, you can discern color with your darkvision and you gain resistance to cold damage. In addition, if you rely on darkvision to see in darkness, dim light doesn't impose disadvantage on your Wisdom (Perception) checks that rely on sight.

Dim Light. While in dim light, you gain the benefits of being in bright light and of being in darkness.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with twilight energy - a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8, and when you reach 25th level it increases to 3d8.

Font of Gloaming

At 17th level, you learn to cast the *black lore of moil* spell and can cast it without expending material components but expending spell slots as usual. You automatically succeed Constitution saving throws to maintain concentration on the spell unless the save DC is 11 or higher.

Channel Coldest Darkness

Starting at 21st level, a creature that fails its saving throw against your Channel Divinity: Veil of Darkness is also covered in a thin sheet of slick, black ice until it is subjected to fire damage or a creature spends its action brushing off the ice. While a creature is covered in this ice, all terrain is difficult terrain and it must succeed a Dexterity saving throw when it takes the Dash action or fall prone.

Bleakness

Beginning at 28th level, when a creature targets you with a spell or an effect that requires it to see you, you can use your reaction to target the creature with your gaze if you can also see it. If you do, the creature must succeed a Wisdom saving throw or be unable to target you.

In addition, you are aware of any creature that can sense you within 1 mile of you that is in the same category of illumination as you. You can use an action on your turn to sense the distance and direction to such a creature.

Twilight Domain Suggested Deities

Deity	Pantheon	Alignment
Auril, goddess of winter	Faerûnian	NE
Jergal, scribe of the dead	Faerûnian	LN
Mask, god of thieves	Faerûnian	CN
Shar, goddess of darkness and loss	Faerûnian	NE
Shargaas, orc god of stealth and darkness	Orc	NE
Vhaeraun, drow god of thieves	Drow	CE

Cleric of Twilight

Druid

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. The following option is available to a druid, in addition to those in the *Player's Handbook*.

Circle of Nightmares

Here is yet another example of beings whose logic, or lack thereof, I will never be able to understand. In this particular moment, I am referring to the druids of the Circle of Nightmares. Similar to Kelemvor's monks, they are an order that lives on the Fugue Plane and attempts to delay Dendar bringing about the end of existence. While the monks engage Dendar in combat to make her release nightmares in her defense, these druids absorb nightmares on their own, decreasing the amount that Dendar is then able to take in herself. While this may sound noble in theory, it is in fact a very dangerous line they tread. For not only do they absorb these nightmares, they also learn to manipulate them and turn them back on their foes, in the exact same manner as Dendar does. Whether they are merely emulating her, or in a perverse way revering the elder evil, I cannot say.

Circle of Nightmares Features

Druid Level	Features
2nd	Nightmare Lord
6th	Inflict Night Terrors
10th	Dreamless
14th	Marquis of Horror
23rd	Tormentor
27th	Phantasmic Feast

Nightmare Lord

At 2nd level, you begin absorbing the nightmares of others while resting. You can use these stored nightmares against your enemies and feed on the resulting fear. You have a number of Nightmare Dice equal to your druid level. The dice are d6's.

As a bonus action, you can choose one creature you can see within 60 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target must make a Wisdom saving throw. On a failed save, the target takes psychic damage equal to the total and becomes frightened of you until the end of its next turn. On a successful save, it takes half as much damage and is immune to becoming frightened by this feature for 24 hours.

You regain all expended Nightmare Dice when you finish a long rest.

Inflict Night Terrors

Starting at 6th level, you learn to terrorize the dreams of others. You gain a magical night terror of your choice. Your night terror options are detailed at the end of the class description. You gain an additional night terror when you reach 10th level, 14th level, and again at 23rd level. Additionally, each time you gain a new night terror, you can choose one of the night terrors you know and replace it with another.

To inflict your night terrors, you must perform a 10-minute ritual. When you do so, choose a humanoid known to you. The target must be on the same plane of existence as you. If the target is asleep, it is affected by one of your night terrors.

Once you use this feature, you can't use it again until you finish a long rest.

Dreamless

When you reach 10th level, you no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as using your Inflict Night Terrors feature and keeping watch.

In addition to training normally, as detailed in chapter 8 of the *Player's Handbook*, you can draw on the subconscious knowledge of sleeping humanoids. While touching a sleeping humanoid, you can train using a language or practice with a set of tools that the humanoid is proficient in. Progress made in this manner functions like normal, except you don't have to find a willing trainer or pay the usual cost.

Marquis of Horror

Starting at 14th level, a creature that is frightened of you has disadvantage on saving throws against your spells and you have advantage on attack rolls against it.

Tormentor

Beginning at 23rd level, you become more efficient at projecting your nightmares unto others. Your Nightmare Dice become d10s.

Phantasmic Feast

At 27th level, when you deal damage with your Nightmare Dice, you gain temporary hit points equal to twice the number of dice expended.

Night Terrors

The night terrors are presented in alphabetical order.

Echoes of Doom. You fill the target's dreams with the discordant beating of otherworldly drums that continue to echo long after the target wakes. The target must succeed on a Wisdom saving throw or have its hit point maximum reduced by an amount equal to your Wisdom modifier. A *remove curse*, *greater restoration*, or *wish* spell can restore the target's hit point maximum to its normal value.

Haunting Images. You attempt to conjure forth terrifying images to infect the target's sleep. The target must succeed on a Wisdom saving throw or have disadvantage on Constitution saving throws made to maintain concentration for 24 hours.

Overflowing Hellscape. You create a hellish landscape of your choosing within the target's dream. The target must make a Wisdom saving throw. On a failed save, when the target wakes, it perceives its immediate surroundings like you defined the landscape within the dream. Its real surroundings look, sound, smell, and even feel like that terrain, though the general layout of its surroundings remain the same. The affected area has a 50-foot radius and disappears as soon as the target steps out of the area.

Seed of Horror. Using subtle machinations, you attempt to plant a seed of horror within the target. The target must make a Charisma saving throw. On a failed save, the seed is planted but the target doesn't discern that there is anything wrong. Within 7 days, if the target sees you and you can see it, you can use a bonus action to cause the target to become frightened of you for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success. If you plant a seed of horror while you already have one active, the previous seed fades.

Speech Leech. You make the target gradually lose its ability to speak within its dreams. The target must make a Charisma saving throw. On a failed save, the target's voice is replaced with a voice of the DM's choice for 12 hours after it wakes. You can speak in the target's voice for the duration.

Withering. You cause the target to dream of dust and the slow decay of time. The target must make a Wisdom saving throw. On a failed save, roll a d10. The target ages a number of years equal to the number rolled and you take the same amount of necrotic damage. This damage can't be resisted or reduced in any way.

Druid of the Circle of Nightmares

Fighter

Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those in the *Player's Handbook*.

Obeah Knight

Ahh, the Obeah. They see their twisted usage of magic as superior to other kinds of magic and have a hard time hiding that disposition. While they can be exceptionally well behaved and well spoken, there is not an ounce of humility within them. They usually live in small collectives which they call Darkcovens, often with the eldest Obeah witch leading them.

Some perverted sense of tradition drives each Darkcoven to steal an infant from the Material Plane every 20 years, like clockwork. A Darkcoven will raise this child collectively, bringing it up to become their protector and enforcer. Taught the dark arts, armored, and well trained in armed combat, these Obeah knights are incredible adversaries. Their story is, however, also one of sadness. You see, when such a knight reaches 30 years of age, he is given an insurmountable task and barred from returning before the task is completed. This pseudo exile, I suspect, is likely a ruse by frightened witches to stop the knight from dominating the Darkcoven.

Obeah Knight Features

Fighter Level	Features
3rd	Black Arts, Black Magic Oil, Obeah Alchemy
7th	Darkcoven Talisman
10th	Lord of Flies
15th	Black Magic Elixir
18th	Dark Diviner
27th	Alchemical Mysticism

Black Arts

When you choose this archetype at 3rd level, you learn to draw on the black arts. You can cast the *comprehend languages* spell, but only as a ritual. In addition, you learn the *darklight* cantrip.

Black Arts Mastery. Some of your class features are dependent upon your Black Arts Mastery. When you cast a spell using the black arts, the spell save DC equals your Black Arts Save DC.

Black Arts Mastery = your Intelligence modifier + your proficiency bonus

Black Arts Save DC = 8 + your Intelligence modifier + your proficiency bonus

Black Magic Oil

Also at 3rd level, you learn to concoct potent oils capable of storing black magic.

Witch Bottle. The oil can be stored only in a witch bottle of which you only have one. If your witch bottle breaks or is lost, you can craft another during a long rest, causing the other to lose its magic. The number of witch bottles you can have at the same time increases as you gain levels in this class: two at 7th level, three at 10th level, four at 18th level, and five at 27th level.

Oil. You can concoct enough black magic oil to fill all your witch bottles by spending an hour with alchemist's supplies, which you can do during a long rest. You can consume the oil stored in one of your witch bottles as a bonus action, allowing you to gain a benefit for 1 minute.

When you consume a dose of black magic oil, choose from the effects presented in the Black Magic Oil Effects table with a Black Arts Requirement equal to your Black Arts Mastery or lower. You can benefit from any number of black magic oils at the same time, but you can't benefit from the same effect more than once at a time.

Black Magic Oil Effects

Black Arts Requirement	Oil Effect
2 or lower	Your speed increases by 10 feet.
3-4	You gain blindsight out to a range of 30 feet.
5-6	You can cast the *compelled duel* spell at will, without expending a spell slot.
7-8	You can cast the *spider climb* spell at will, without expending a spell slot or material components, targeting only yourself.
9	You can't be frightened.
10	You can cast the *invisibility* spell at will, without expending a spell slot or material components, targeting only yourself.
11 or higher	You make Constitution saving throws with advantage.

The oil only works its intended magic on you. If another creature drinks the oil, it must succeed a Constitution saving throw against your Black Arts Save DC or become poisoned for 1 hour.

Obeah Alchemy

Also at 3rd level, you gain proficiency with alchemist's supplies. You also gain alchemist's supplies for free - a gift from the Obeah to help you prepare for this specialization.

Darkcoven Talisman

At 7th level, you learn to craft a powerful talisman. You can have only 1 talisman at a time. It takes 1 hour to craft a talisman, which can be done during a short or long rest. A talisman is an extension of you and can take one of three forms which you choose when you craft it:

Talisman of Hegemony. While it is on your person, using a bonus action, you can grant yourself advantage on the next Charisma check you make within the next minute. The talisman dissolves into fine dust after it has been used to grant advantage three times.

Talisman of Refuge. While it is in the possession of a willing creature that takes up as much space as you, you can use a reaction to switch places with the creature when it becomes the target of an attack or a spell that targets only it. When you do so, both you and the target disappear for an instant before you reappear within the space that the other occupied before. You then become the target of the attack or spell and the talisman burns away in a flash. You must be able to see both the creature and the attacker to do so.

Talisman of Whispers. While it is in the possession of a willing creature, you can telepathically communicate with it so long as you are both on the same plane of existence. When you do so, you can say no more than twenty-five words and the creature can answer in a like manner immediately. The talisman liquefies into foul-smelling goo after you have used it to send three messages.

Lord of Flies

Starting at 10th level, you can consume a dose of black magic oil as an action to polymorph into a **swarm of insects** (flies). While in swarm form, you have a walking speed of 5 feet and a flying speed of 30 feet. Anything you are wearing or carrying transforms with you. You can remain polymorphed in this manner for up to 1 hour, until you lose concentration (as if concentrating on a spell), or until you drop unconscious or die.

Black Magic Elixir

Beginning at 15th level, you learn to concoct an elixir which bestows you with supernatural abilities. You drink the concoction at the end of a long rest, choosing its effect from among those presented in the Black Magic Elixir Effects table with a Black Arts Requirement equal to your Black Arts Mastery or lower. The effect lasts until you next finish a long rest.

Black Magic Elixir Effects

Black Arts Requirement	Elixir Effect
5 or lower	You gain proficiency with a skill, tool, or vehicle of your choice.
6-7	You can cast the *crown of madness* spell at will, without expending a spell slot.
8	You can cast the *levitate* spell at will, without expending a spell slot.
9	You gain tremorsense out to a range of 60 feet.
10 or higher	You gain proficiency with saving throws related to an Ability Score of your choice.

Dark Diviner

Starting at 18th level, you can consume a dose of black magic oil to cast the *clairvoyance* spell without expending a spell slot or any components. Your concentration on the spell ends if you move.

Alchemical Mysticism

Beginning at 27th level, whenever you drink a dose of black magic oil, you also regain lost hit points equal to your fighter level, and if your hit point maximum has been reduced, it is restored to its usual maximum.

Monk

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those in the *Player's Handbook*.

Way of Gravelight

The monks of the Transient Order draw their power from the space between life and death, and their namesake; a space they call The Transient. They believe that while passing through The Transient a creature is neither alive nor dead but a third state in between; a state where all matter and consciousness can exist only as light - which they refer to as gravelight.

A gravelight monk learns early how to conjure forth a lantern that opens within it a tear to The Transient which fills the lantern with the eerie light of that mysterious space.

Way of Gravelight Features

Monk Level	Features
3rd	Gravelight Lantern
6th	Eldritch Luminescence
11th	Controlled Illumination, Lethargy
17th	Veracious Brilliance
27th	Dismiss the Dark, Transient Flare

Gravelight Lantern

Starting when you choose this tradition at 3rd level, you can use your action to magically create a gravelight lantern in your empty hand. As a bonus action while holding the lantern, you can cause the lantern to shed bright light in a 10-foot cone or radius (your choice) and dim light for an additional 10 feet. The light is cyan in color. You can dismiss the light (no action required) while you are within 30 feet of the lantern.

The radius of bright and dim light increases to 15 feet at 6th level, 20 feet at 11th level, 30 feet at 17th level, and 40 feet at 27th level.

The lantern disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the lantern (no action required), or if you die.

In addition, you gain the following features:

Ray of Gravelight. You gain a new attack option that you can use with the Attack action while your gravelight lantern is lit and you are holding it. This special attack is a ranged spell attack with a range equal to the bright light. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. Its damage is necrotic, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

Fluorescent Flux. As part of the bonus action to turn on the light or as a bonus action on subsequent turns while the light is on, you magically change the properties of the light to make it invisible from afar. While the effect lasts, the light created by the lantern can't be seen by creatures outside of the bright light but you can't use your Ray of Gravelight feature. You can dismiss the effect (no action required) so long as you are within 30 feet of the lantern.

Light from Beyond. If you fall unconscious within the bright light of your gravelight lantern, the light magically stabilizes you.

Eldritch Luminescence

At 6th level, you gain the following additional features:

Entomophagy. By expending 1 ki point as an action while your gravelight lantern is lit and you are holding it, you cause the light to flicker and hum subtly for 1 minute. During that time, the light attracts enough insects and invertebrates (such as grasshoppers or worms) so you can find food to sustain yourself and up to five other people for a day. You can dismiss the effect (no action required) so long as you are within 30 feet of the lantern.

Ethereal Scintillation. By expending 2 ki points as an action while your gravelight lantern is lit and you are holding it, you can cause the lantern to duplicate the effects of the *ghost light* spell without providing verbal or material components, though the light created by the spell remains trapped within the lantern. The spell ends early if you let go of your gravelight lantern.

Stroboscopic. By expending 4 ki points as an action while your gravelight lantern is lit and you are holding it, you can cause the lantern to duplicate the effects of the *hypnotic pattern* spell within its bright light without providing verbal or material components. You and a number of creatures equal to your Wisdom modifier that you designate automatically succeed on the saving throw. The spell ends early if you let go of your gravelight lantern.

Controlled Illumination

At 11th level, you learn to better control the light generated by your gravelight lantern. As a bonus action on your turn while your gravelight lantern is lit and you are holding it, you can alter the distance or radius of your lantern down to 5 feet of bright light and 5 feet of dim light, or up to your maximum.

Lethargy

Beginning at 11th level, your lantern's light has a lethargic effect on slumbering creatures. A creature that sleeps within the bright light of your gravelight lantern gains the effects of a long rest 1 hour faster than normal, and is protected from night terrors and other detrimental influence on its sleep, such as a monstrous invader created by the *dream* spell, or a night hag's Nightmare Haunting.

Veracious Brilliance

Starting at 17th level, your gravelight lantern always reveals the truth. You gain the following features.

Gamma Burst. By expending 2 ki points as an action while your gravelight lantern is lit and you are holding it, you can release a gamma burst from it. When you do, until the start of your next turn the true form of any shapechanger or creature concealed by illusion or transmutation magic within the bright light of your lantern is revealed.

Photopic Vision. You are immune to the blinded condition while within the bright light of your gravelight lantern.

Dismiss the Dark

Once you reach 27th level, you can see normally in magical darkness within the bright light generated by your gravelight lantern.

Transient Flare

Also at 27th level, you can widen the tear to The Transient within your lantern to cause the gravelight to shine extra bright. Using a bonus action, you cause the maximum cone or radius of your gravelight lantern's bright and dim light to double for 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

Gravelight Monk

Paladin

Hallowed Mark

If you have dedicated yourself to a deity, that deity might gift you with a hallowed mark. Such a mark can manifest in a myriad of ways, both physical and otherwise, and keeping to your Sacred Oath causes it to manifest ever stronger. The mark manifests for a short time whenever you cast a spell or use your Divine Smite feature. Furthermore, the mark can be either consecrated or desecration, depending on the nature of your deity and your Sacred Oath.

Hallowed Mark

d6	Mark of Consecration	Mark of Desecration
1	A halo of gleaming gold floats above your head.	Shadowy horns protrude from your forehead.
2	Your eyes glow with a bright white light.	Translucent, black smoke rises from your eyes.
3	A beautiful, angelic hymn is heard by all within 60 feet of you.	A horrific, discordant melody is heard by all within 60 feet of you.
4	Your tenets are magically recited in your voice within the minds of all creatures within 10 feet of you.	
5	Gleaming symbols appear an your armor and weapons.	Dark symbols with shadowy tendrils appear on your armor and weapons.
6	A radiant silhouette of your deity appears around you.	A dark visage of your deity appears around you.

Sacred Oath

At 3rd level, a paladin gains the Sacred Oath feature. The following option is available to a paladin, in addition to those in the *Player's Handbook*.

Oath of Debauchery

The personal guards of Lady Ivania Dreygu of Sunderheart are the most peculiar of any order of paladins that I have ever known. These are not men and women of honor, of unwavering moral compass, or piety and righteous zeal. They are not champions of the weak and downtrodden. Instead, they are self-absorbed hedonists who appear to be concerned with nothing more than satisfying their own desires. For make no mistake about it, it is pleasure and pleasure alone that they seek.

The most expensive food and wine. Garments of the rarest silk with gold thread. The most beautiful and talented company in and out of their bed chambers. Nothing but the best will appease them. When you focus on your base desires, though, where does it end? For those obsessed with pleasure, the answer is that there is never enough. They will seek out more and more exhilarating experiences, many turning to the domination of others, at court or on the battlefield, to create a sense of power that is equally addicting. Quite unlike their brethren of the light, these so-called knights have no qualms about exposing themselves or others to danger in pursuit of a thrill. I've even heard tell of some laughing in ecstasy when they are themselves cut and beaten. It's a wonder that they can focus on their work and keep the Lady of Sunderheart safe at all.

Paladin of Debauchery

Tenets of Debauchery

The tenets of the Oath of Debauchery all revolve around beauty and decadence.

Unrestrained Self-Indulgence. I always follow my desires and do what brings me pleasure, regardless of how it affects others. Pleasure in all its forms is the ultimate goal.

Moral Ambiguity. I don't let others impose their personal ethics unto me. They are simply too afraid or too weak to seek true joy.

Everything in Excess. There is no such thing as too much of a good thing.

Strive for Perfection. If I sing a song, I sing the most beautiful song. If I converse, I speak eloquently. If I fight, I do so with the utmost brutality and without mercy. I shall be the best at everything I do.

Oath of Debauchery Features

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Excess (10 ft.)
15th	Grace of the Pitiless
18th	Aura of Excess (30 ft.)
20th	Revelry
27th	Vicious Excess

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Debauchery Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Debauchery Spells

Paladin Level	Spells
3rd	*magic missile, unseen servant*
5th	*alter self, levitate*
9th	*counterspell, haste*
13th	*compulsion, Mordenkainen's private sanctum*
17th	*creation, mislead*

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Viciousness. As an action, you focus on your tenets using your Channel Divinity. For 1 minute, you can't be frightened, and you add your Charisma modifier to the damage rolls of your melee weapon attacks.

Words of Depravity. You can use your Channel Divinity to utter debasing words that threaten to lower the inhibitions of all that hear them. As an action, you present your holy symbol, and each humanoid within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, a creature gains the following flaw until it finishes a long rest or until cured by a *lesser restoration* spell or similar magic: "*I always follow my desires and do what brings me pleasure, regardless of how it affects others*". A creature that is immune to the charmed condition automatically succeeds on the saving throw.

Aura of Excess

Beginning at 7th level, using a bonus action, you can emanate an aura of excess for 1 minute, until you drop unconscious, or until you end it using another bonus action. While active, you and all creatures (friend or foe) within 10 feet of you can't benefit from any damage resistances and regain the maximum number of hit points possible from any healing. At 18th level, the range of this aura increases to 30 feet.

Once you use this feature, you can't use it again until you finish a long rest.

Grace of the Pitiless

Starting at 15th level, you are always under the effects of a *freedom of movement* spell.

Revelry

Beginning at 20th level, you can transform into a perfected version of yourself. You magically adopt a seemingly godlike persona, becoming alluring even to those who would normally despise you, and moving with incredible speed.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Your Strength and Charisma scores and their maximum values increase by 4.
- You can't be charmed.
- Your walking speed increases by 20 feet.

Once you use this feature, you can't use it again until you finish a long rest.

Vicious Excess

Beginning at 27th level, when under the effects of your Channel Divinity: Viciousness, your damage rolls always count as their maximum value, but the damage rolls of creatures that target you also count as their maximum value.

Ranger

Teacher

All rangers have had some training, but yours was special. You might have acquired your training in extremely unorthodox ways or in ways closer to most, but something set your training apart. Consider the background of your teacher or teachers, as well as how their personalities imprinted unto you. Also consider where they are now: are they dead, missing, or awaiting your return?

Teacher

d6	Teacher
1	You were trained by a master ranger who taught you that martial prowess and magical capabilities are equally important.
2	You were trained by a druid, but though your magic never became quite as strong as you had hoped, you learned to complement it with keen martial skills.
3	A group of rangers, consisting of many different races, trained you in the Underdark. You have learned that silence and surprise are your greatest weapons.
4	You were trained by a goodhearted dragon to be a guardian against extraplanar threats.
5	You were trained to hunt and slay the darkest of creatures. Your trainer was a renowned monster hunter such as Rudolph van Richten.
6	You were brought up by a reclusive fey from childhood, learning that misdirection and other tricks are powerful tools in your repertoire.

Ranger Archetype

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those in the *Player's Handbook*: the noble Redeemer who specializes in hunting the undead with astral might, and the proud Venator who binds spirits into service, and excels at hunting and slaying singular foes.

Redeemer

Lost and weak, pitiful creatures populate our world. They are all around you, beaten down and oppressed by the misery of life. Most will toil endlessly to no real end, only to die without accomplishing anything of meaning or worth. They will simply let death take what it wants from them as life had before it, passing on quietly and without a fight. But even in death some souls will not find respite. Some are tied to this world by a traumatic death, remaining as vengeful spirits. Others are enslaved within their corpse, animated against their will by a dark being or necromancer. Such is the way of things. If life is not fair, then death is no different.

For those that have the ability to see them, a soul detached from its body is one of the most helpless things you could encounter. However, they are also extremely resilient, nigh indestructible. Yes, they can become lost or corrupted, bound to serve others, but they will survive. And in survival, they keep inside them hope and a longing to either return to the mortal world or depart for the afterlife that awaits them in the realm of their god. If only they could be released from their torment and made free.

Redeemer

Enter the redeemers. Most who enter this rare vocation are motivated by a profoundly personal experience, and the empathy they feel for those souls trapped in an undead form calls them to action. They will search out these souls and free them from their prisons of bone and spirit, following them into the aether or the lands of the dead itself if need be. All creatures deserve peace, and the redeemers will see that they find it.

Redeemer Features

Ranger Level	Features
3rd	Ethereal Awareness, Redeemer Magic, Soul Hunter
7th	Arcane Defense
11th	Ethereal Ambush
15th	Soul Defense
27th	Astral Font

Ethereal Awareness

Starting when you choose this ranger archetype at 3rd level, you can see 60 feet into the Ethereal Plane while you are on a plane that borders the Ethereal Plane. In addition, you add your Wisdom modifier to your initiative rolls.

Redeemer Magic

You gain access to additional spells at 3rd, 5th, 9th, 13th, 17th, and 27th level. Once you gain a redeemer spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Redeemer Spells

Ranger Level	Spells
3rd	*armor of Agathys*
5th	*invisibility*
9th	*speak with dead*
13th	*mantle of twilight**
17th	*flame strike*
27th	*find the path*

Soul Hunter

Also at 3rd level, you gain proficiency in the Religion skill and learn the *sacred flame* cantrip. In addition, you can cast *sacred flame* using a bonus action when you take the Attack action on your turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Arcane Defense

Beginning at 7th level, you can cast the *shield* spell without expending a spell slot.

You can use this feature twice. You regain all expended uses when you finish a long rest.

Ethereal Ambush

Starting at 11th level, if you are on a plane that borders the Ethereal Plane, you can use an action to enter the Ethereal Plane until the end of your turn. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so, but you can interact with them. While on the Ethereal Plane in this manner, your attacks and spells can target creatures outside of the Ethereal Plane.

While on the Ethereal Plane, you can take two actions but only one of them can be the Attack action or the Cast a Spell action.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

Once you use this feature, you can't use it again until you finish a long rest.

Sanctify

Beginning at 15th level, you can cast the *nulathoe's ninemen** spell without expending a spell slot or material components. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Soul Defense

Also beginning at 15th level, you can use your reaction to automatically succeed on saving throws against spells and effects that attempt to charm or possess you.

Astral Font

Beginning at 27th level, the number of spells you can learn increases by your Wisdom modifier. In addition, you gain an additional 1st, 2nd, and 3rd level spell slot, and two 6th level spell slots.

Venator

Venators are a curious lot, rangers who conjure forth spirits in the shape of various flying animals to support them on the hunt and to bolster their physiology to superhuman levels. Should you meet one, be sure to take note of the spirit's form. It will likely be obvious, at least to one who has trained in such things, but the shape of the spirit will tell you something about the venator's favored tactics.

Their exceptional skillset is taught from one ranger to another at conclaves that are held at a secret location in the Shadowfell. The first venator is said to have been Malachai Thousand-Arrows, a legendary ranger who was exceptionally swift and learned to bend spirits to his will after he became obsessed with death as a result of losing his brother. He has been passing on his knowledge for generations now, only requiring his students to swear that they will never pass an opportunity to slay a demon. Where this hatred comes from, I'm sure is connected to his long-lost brother somehow.

Venator Features

Ranger Level	Features
3rd	Spirit of Prey, Venator's Mark
7th	Spirit Falconer
11th	Spirit Mark
15th	Harassment
27th	Shifting Manifestation, Spirit Shape

Spirit of Prey

Starting when you choose this ranger archetype at 3rd level, you gain the ability to conjure forth a spirit of nature by performing a 10-minute ritual. The spirit appears within 5 feet of you, assumes the shape of a Tiny flying creature, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you. The spirit's hit point maximum increases by an amount equal to your ranger level + your Wisdom modifier (minimum of 1) and it adds your Wisdom modifier to its attack rolls, damage rolls, and saving throws.

In combat, you roll initiative for the spirit and control how it acts. If it is slain by a creature, you can use a reaction to cast the *hunter's mark* spell, targeting the creature that slew it.

The spirit doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The spirit vanishes if it dies, or if the two of you are separated by more than 5 miles.

When you complete the ritual for the first time, you can choose the shape the spirit comes in from the following options. The spirit will continue to appear in the chosen form whenever you conjure it forth. The chosen form determines the spirit's game statistics, though its type is undead and its Intelligence, Wisdom, and Charisma scores are 10 (+0).

Bat. The spirit assumes the form and game statistics of a bat. As an action, you can magically cause the spirit to become invisible. The effect ends early if you or it makes an attack or if you lose concentration (as if concentrating on a spell).

Hawk. The spirit assumes the form and game statistics of a hawk. The spirit makes attack rolls with advantage.

Owl. The spirit assumes the form and game statistics of an owl. The spirit gains the same benefits as you do from any ranger spells you concentrate on.

Raven. The spirit assumes the form and game statistics of a raven. As an action, you can see through the spirit's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the spirit has. During this time, you are deaf and blind with regard to your own senses.

Venator's Mark

Also at 3rd level, you learn the *hunter's mark* spell and it doesn't count against your number of spells known.

In addition, you have advantage on saving throws against being charmed or frightened by a creature affected by your hunter's mark, and your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage when attacking a creature affected by your hunter's mark.

Spirit Falconer

Beginning at 7th level, you gain certain bonuses while your spirit of prey is perched on your shoulder. The form of the spirit determines the bonuses you gain. While perched on your shoulder, the spirit can't be targeted by any attack or harmful effect, only you can cast spells on it, it can't take damage, and it is incapacitated.

Bat. You gain blindsight out to a range of 60 feet unless you are deafened.

Hawk. Your movement speed increases by 10 feet.

Owl. You don't provoke opportunity attacks.

Raven. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Spirit Mark

At 11th level, you gain one of the following features of your choice.

Mark of the Bat. When you hit a creature with a weapon attack while it is affected by your hunter's mark, you can use a bonus action to force the creature to make a Wisdom saving throw. On a failed save, the target becomes frightened of you until the end of your next turn. On a successful save, it becomes immune to this feature for 24 hours.

Mark of the Hawk. As a bonus action, you can magically teleport to an unoccupied space within 5 feet of a creature affected by your hunter's mark. To do so, you must be able to see the target and must be within 30 feet of it.

Mark of the Owl. When a creature affected by your hunter's mark casts a spell, you automatically know which spell and the level of the spell.

Mark of the Raven. As a bonus action, you cause a target affected by your hunter's mark to take psychic damage equal to your Wisdom modifier (minimum of 1).

Harassment

Beginning at 15th level, you can command your spirit of prey to harass your foes. The method by which it harasses your enemies depends on the spirit's form.

Bat. When a hostile creature starts its turn with the spirit in its space, the creature's speed is halved until the start of its next turn.

Hawk. When a hostile creature starts its turn with the spirit in its space, the first attack the creature makes against you before the end of its turn is made with disadvantage.

Owl. While the spirit is within a hostile creature's space, the creature has disadvantage on saving throws against any spell you cast.

Raven. While the spirit is within a hostile creature's space, the creature has disadvantage on Constitution saving throws made to maintain concentration from any damage you deal to it.

Shifting Manifestation

Starting at 27th level, when you finish the ritual to conjure forth a spirit of prey, you can choose a new form for the spirit. Once you use this feature, you can't use it again until you finish a long rest.

Spirit Shape

Also starting at 27th level, while the spirit from your Spirit of Prey feature is perched on your shoulder, you can absorb it into your soul as an action. While the spirit is merged with your soul, you transform into a spirit shape depending on the form of the spirit.

You can stay in your spirit shape for 10 minutes. You then revert to your normal form and the spirit reappears perched on your shoulder. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the Wild Shape rules for the druid class apply, as found in the *Player's Handbook*.

Bat. While in your spirit shape, you gain the statistics of a swarm of bats.

Hawk. While in your spirit shape, you gain the statistics of a blood hawk.

Owl. While in your spirit shape, you gain the statistics of a giant owl.

Raven. While in your spirit shape, you gain the statistics of a swarm of ravens.

Once you use this feature, you can't use it again until you finish a short or long rest.

Venator

Rogue

Calling Cards

Some rogues enjoy leaving a token behind when they've performed an illicit act to which there were no witnesses. A token might be left to attain recognition for your immense skill or to send a frightening message to others. Consider why and when you leave a calling card behind and how others might interpret it. Also consider the nature of the token itself: Is it intended to evoke a certain emotion? To misdirect? To build you into a larger-than-life persona? Or is it simply to attain recognition? Lastly, consider if the combination of where, why, and what might earn you an epithet, nickname, or title.

Calling Cards

d6	Token
1	A particular playing card or an origami figure.
2	An envelope filled with black sand, an apologetic letter, or a riddle.
3	A letter or symbol carved into something.
4	Two coins or a burning stick of incense.
5	A particular flower, herb, or root.
6	You swap one object for a different but similar object or cut off a particular extremity from your victim (such as a finger or an ear).

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue, in addition to those in the *Player's Handbook*.

Shadowdancer

When you spend enough time lurking in the shadows, you begin to understand them better than others. You can tell the difference between the lighter or darker ones, not just by how much light they allow in, whether they are solid darkness or simply dim, but how they feel when you are inside them. Some are light as a summer breeze, while others wrap around you like a heavy cloak to keep you warm and safe. Perhaps you even talk to the blackness when the rest of the world is asleep.

Shadowdancer

The life of a rogue can be lonely at the best of times, after all, and what better companion for a thief than the shadows themselves. You aren't even shocked when the shadows begin to talk back, whispering the secrets they keep and encouraging you to embrace the power they offer.

Shadowdancers are a rarity, or more correctly they are rarely seen. And when they are, they look to be no more than any other nimble rogue, dancing and leaping across the dimly lit battlefield. Those with keen eyes sometimes see more though. They might in fact see a darker, near impenetrable black mass of shadows cascade around the rogue like water and follow their every footstep. They will likely watch in wonder as the darkness pushes blades aside and absorbs attacks. They will be finally struck with horror when the same shadows lash out at them, to wrap their arms and hold them tight while the rogue's dagger finds its mark.

Shadowdancer Features

Rogue Level	Features
3rd	Shadow Dance, Shadow Vision
9th	Umbral Camouflage
13th	Shadow Magic
17th	Umbral Defense
27th	Master of Shadows

Shadow Dance

Learning how to carefully weave the partial substance of shadow into your very essence, you have truly become one with the dark.

Starting when you choose this roguish archetype at 3rd level, while in dim light or darkness, you can take two actions with your Cunning Action feature as part of the same bonus action, though you can't take the same action twice as part of the same bonus action.

You can use this feature once. You regain all expended uses when you finish a long rest.

When you reach certain levels in this class, you can use this feature more often between rests: twice at 5th level, three times at 11th level, four times at 17th level, five times by 23rd level, and six times by 28th level.

Shadow Vision

Also starting at 3rd level, you gain darkvision out to a range of 60 feet and you can discern color in darkness. If you already have darkvision from your race, its range increases by 30 feet. In addition, you can't be blinded while in dim light or darkness. If you are already blinded when entering an area of dim light or darkness, the effect is suppressed while you're there.

Umbral Camouflage

Accustomed to the dark, you become more adept than others at blending in with it as the shadows stretch around you to obscure you. Beginning at 9th level, you can take the Hide action even while being observed, so long as you are in dim light or darkness, or there is a source of dim light or darkness within 10 feet of you.

Shadow Magic

You learn to shape the raw essence of shadow into powerful illusions and effects. At 13th level, you learn the *investiture of shadow** and *silent image* spells. You can cast these spells at their lowest level without expending spell slots or components, and only while in dim light or darkness. An illusion hit by bright light disappears in a flash of black smoke.

Once you use this feature to cast a spell, you can't use it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Umbral Defense

Beginning at 17th level, while in dim light or darkness, you can take the Dodge action as a bonus action with your Cunning Action feature; if you do so, the effect ends early if you are touched by bright light.

Master of Shadows

Starting at 27th level, you gain the following abilities which you can use as a bonus action with your Cunning Action feature.

Blessed by the Dark. While you are in dim light or darkness, you gain a +1 bonus to saving throws. The effect lasts until the start of your next turn.

Shadow Step. While you are in dim light or darkness, you can teleport up to 20 feet to an unoccupied space you can see that is also in dim light or darkness.

Wisps of Shadow. When you leave an area of dim light or darkness, you can cause the dim light or darkness to stretch out as it follows you. The dim light or darkness spreads to any space that you move through until the start of your next turn. The effect ends if you move through a space that is illuminated by magical light.

Sorcerer

Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those in the *Player's Handbook*: the sinister Grave Magic that fuels a sorcerer with the powers of the open grave, and the Vampiric Bloodline which infuses magic with vampiric powers and dominion over blood.

Grave Magic

Wizards are similar in many ways, though we may not always choose to admit it. We are all taught the basics of the arcane arts in a comparable, well-structured manner. While we may choose varied paths from there, our rigorous mental approach to magic, to understanding and influencing the world around us, will always tie us together. Sorcerers, it hardly needs to be said I am sure, are an entirely different breed altogether. To be called a sorcerer, an individual merely has to have magic flowing within them, as they would melodramatically tell you. And indeed, they each have a way to produce magical effects innately. But the scope of their powers and ways in which they produce them as varied as the planes themselves. Is it really fair to lump those descended from regal dragons into the same category as an unlucky sod who was struck by lightning and benefits from the lasting effects? I hardly think so.

To stay on point though, in my research I have recently uncovered verifiable reports of mortals, sorcerers we shall call them, imbued with magical abilities akin to those of powerful undead. It led me to wonder, how does one become infused with death magic? Were you born in a crypt under just the right moon phase or star sign? Or were you part of a human sacrifice gone wrong, one where you survived the ordeal as an infant but the death gods still hold claim over your soul? I honestly am not sure, and though such cases must be rare it is increasingly clear to me that they do exist. My current theory is that they pull power either from the lower planes or potentially from the Fugue Plane itself.

Can you imagine feeling the call of the grave inside you as a child? A dark and sinister energy that feeds your soul when others die nearby? A greater sense of kinship with the specters and pestilent zombies than with your own family? What a horrible thing.

Grave Magic Features

Sorcerer Level	Features
1st	Grave Speech, Cordon of Bones (1)
6th	Cordon of Bones (2), Touch of the Open Grave
14th	Soul Puppeteer
18th	Cordon of Bones (3), Wraithform
21st	Improved Cordon of Bones
25th	Master of Puppets
28th	Grave Mastery

Grave Speech

The very words you speak are infused with the power of death. You can cast the *speak with dead* spell at will, without expending a spell slot or material components.

Cordon of Bones

Starting when you choose this sorcerous origin at 1st level, you can use a bonus action on your turn to pull bones from the ground to erect a jagged barricade that lasts for 1 minute and which tears at the flesh of anyone who comes close. For the duration, you have half cover, and if a creature ends its turn within 10 feet of you, it takes piercing damage equal to your Charisma modifier. The effect ends early if you end it using a bonus action on your turn, or if you drop unconscious or die.

Once you use this feature, you can't use it again until you finish a short or long rest. Beginning at 6th level, you can use your Cordon of Bones twice between rests, and beginning at 18th level, you can use it three times between rests.

Touch of the Open Grave

At 6th level, you gain resistance to necrotic damage and can empower your necrotic spells with a ghoul's touch. Using a bonus action when a creature takes necrotic damage from one of your sorcerer spells, the target must succeed a Constitution saving throw against your sorcerer spell save DC or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a long rest.

Soul Puppeteer

Beginning at 14th level, using a reaction when a creature hits you with a melee attack, you can wrench the spirits of creatures close to you with horrific, black magic. Each creature within 15 feet of you must succeed on a Wisdom saving throw or be incapacitated until the end of your next turn.

If an undead that isn't immune to the charmed condition fails on the save, you can choose for it to instead become charmed by you for 1 minute and follow your verbal commands without regard for their own wellbeing during that time. The effect ends early if you stop the effect (no action required), if you lose concentration (as if concentrating on a spell), or if you drop unconscious or die. An undead creature dominated in this manner can also repeat the saving throw whenever it takes damage, ending the effect on itself on a successful save.

The number of undead you can control simultaneously in this manner equals your sorcerer level divided by 4.

Wraithform

Starting at 18th level, you can call upon the power of the grave to adapt the unholy nature of a wraith. Using an action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You become incorporeal and can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside a creature or object.
- You gain a flying speed of 60 feet and can hover.
- You gain resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- You gain immunity to necrotic and poison damage.
- You are immune to the following conditions: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained.
- If you are reduced to 0 hit points, you are instead reduced to 1 hit point and return to your normal form.
- While in sunlight you have disadvantage on attack rolls and Wisdom (Perception)checks that rely on sight.

Once you use this feature, you can't use it again until you finish a long rest.

Improved Cordon of Bones

Beginning at 21st level, your Cordon of Bones feature grants you three-quarters cover. Additionally, for its duration you can use a bonus action on your turn to increase or decrease the radius of your Cordon of Bones by 5 feet, up to a maximum radius of 20 feet and a minimum radius of 5 feet.

Master of Puppets

Starting at 25th level, undead have disadvantage on saving throws against your Soul Puppeteer feature.

Grave Mastery

Beginning at 28th level, while in sunlight, you no longer have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you transform into a wraith with your Wraithform feature.

Vampiric Bloodline

I feel that I must include the following example, which I came across in my wanderings, a sorcerer (as best I could tell) who seemingly could channel vampiric abilities through their magic. I confirmed that they were not a true vampire or vampire spawn, as they weren't undead, nor were they even dhampyr. No, they were a mortal, to be sure. Yet they displayed many of the vampiric traits, such as an affinity for charm spells, and an uncanny (and unsettling) connection to and taste for blood. I of course wondered how this could be. Had their body somehow fought off the influence of a vampire's bite, saving them from a cursed, undead eternity, but leaving a trace of vampiric magic in its place? Were there creatures depraved and desperate enough to willingly drink the blood of a vampire in a ritualistic attempt to steal its powers? I'm afraid that unless I find another subject to test I may never know the answer.

Vampiric Bloodline Features

Sorcerer Level	Features
1st	Bloodline Spells, Eerie Metabolism
6th	Sanguine Senses
14th	Sanguine Intuition
18th	Vampiric Charm
21st	Sanguine Mastery
25th	Crimson Barrier
28th	Blood Frenzy

Bloodline Spells

At 1st level, you discover innate magical abilities within yourself that are based on your bloodline. At 1st, 3rd, and 5th level, you learn the spells shown in the Bloodline Spells table. These spells count as sorcerer spells for you, but they don't count against your number of sorcerer spells known.

Bloodline Spells

Sorcerer Level	Spells
1st	*hide from undead**
3rd	*whispering wind**
5th	*vampiric touch*

Eerie Metabolism

Also starting at 1st level, your blood is infused with latent mystical powers. Using an action, you gain temporary hit points equal to half your sorcerer level (minimum of 1).

Sanguine Senses

Your bloodline strengthens your senses. Beginning at 6th level, you have advantage on Wisdom (Perception) checks made to detect a bleeding creature and on Wisdom (Survival) checks made to track a bleeding creature. A bleeding creature is typically a creature below half its hit point maximum that is capable of bleeding and has taken piercing or slashing damage. In addition, you gain the following enhanced senses.

Sanguine Sight. A bleeding creature can't benefit from being invisible to you.

Sanguine Smell. You can smell blood from up to a mile away. You know the direction but not the distance to a bleeding creature. If there are several sources of blood within range, you must concentrate to single out a particular smell (as if concentrating on a spell). When you do so, roll a d100 and consult the table below.

Number of Smells	Sense Shutdown	Off Target	On Target
2-3	-	1-30	31-100
4-6	1-15	16-45	46-100
7-10	1-30	31-60	61-100
11 or more	1-60	61-90	91-100

"Sense Shutdown" means your vampiric senses cease to function and you can't use your Sanguine Senses feature until you next finish a short or long rest, or drink at least half a cup of fresh blood.

"Off Target" means you caught the scent of blood from a source you did not intend, though the scent seems right to you.

"On Target" means you caught the scent you intended.

Sanguine Taste. If you taste blood from a creature, you can learn certain information about it. By spending one minute in deep concentration (as if concentrating on a spell), you gain knowledge of up to three facts of your choice about the following subjects as they relate to the creature whom the blood came from:

- Age
- A curse or spell affecting it
- A recent memory
- A name that holds deep meaning to it
- How it was wounded
- Its home
- Primary motivation
- Type of creature

How many facts you can learn, depends on how fresh the blood is when you taste it. To determine the number of facts you learn, roll a d100 and consult the table below.

Freshness in Minutes	Sense Shutdown	1 Fact	2 Facts	3 Facts
3 or less	-	-	1-20	21-100
4-15	-	1-20	21-60	61-100
15-60	1-30	31-50	51-100	-
61-180	1-50	51-80	81-100	-
181-720	1-80	81-100	-	-
720 or more	1-90	91-100	-	-

"Sense Shutdown" means your vampiric senses cease to function and you can't use your Sanguine Senses feature until you next finish a short or long rest, or drink at least half a cup of fresh blood.

The other columns show how many facts you learn.

Sanguine Intuition

Also beginning at 14th level, when you use either your sanguine smell or sanguine taste from your Sanguine Senses feature to roll a d100, you can roll it twice and take either result. You must be in dim light or darkness to do so.

Vampiric Charm

Beginning at 18th level, you learn the *charm person* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending sorcery points or by expending a spell slot. If a creature is already affected by a *charm person* spell cast by you when you target it with a *charm person* spell that is cast with sorcery points, the previous spell affecting it ends, whether it becomes affected by the new spell or not. If you cast the spell using sorcery points, you can strengthen the spell in multiple ways. Choose one of the following options if you cast it with sorcery points.

Forceful Charm. By expending 5 sorcery points to cast the spell, the target regards you as a trusted friend to be heeded and protected, rather than as a friendly acquaintance.

Lasting Charm. By expending 3 sorcery points to cast the spell, the spell lasts for 12 hours.

Subtle Charm. By expending 2 sorcery points to cast the spell, the target doesn't know that it was charmed by you when the spell ends.

Sanguine Mastery

Starting at 21st level, you can no longer lose the ability to use your Sanguine Senses feature, regardless of how you roll when using your sanguine smell or sanguine taste senses.

In addition, you learn the information instantly when using your sanguine taste, rather than after concentrating for one minute.

Crimson Barrier

Starting at 25th level, when you are hit by a melee attack that causes you to lose all remaining temporary hit points, you can use your reaction to deal necrotic damage to the attacker and regain lost hit points equal to half the necrotic damage done. The damage equals your sorcerer level.

Blood Frenzy

Beginning at 28th level, you have advantage on attack rolls against any creature that you can sense with your Sanguine Senses feature.

Warlock

Otherworldly Patrons

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those in the *Player's Handbook*: the mysterious Dark Powers, unknown in both origin and nature, and the Undead, which could be powerful and intelligent undead creature that is well-versed in the arcane arts, such as an atropal, a hunefer, or a lich.

The Dark Powers

Sometimes, we of the lesser races manage to defeat one of the great evils in the world. We band together to break them and cast them down. We destroy their temples and drive their priests away until every last one of their followers turns their back on them. But, the foulest of our enemies cannot be killed so easily. So then, we mortals in our wisdom hide this vestige away in one of the deep places of the world. We seal it in a tomb of amber, protected by the greatest wards and magics we know. We bury it, and we forget. Generations pass, centuries or longer. Our descendants listen to the old tales and discard them as nothing more than stories and legends. Eventually, even the name of this force of evil is forgotten altogether, as if it never existed.

However, evil never forgets, and some evil never sleeps. It sits in its amber tomb, for generations, centuries or longer, and it waits. Humiliated and engulfed by rage, overwhelmed by loneliness and stifling silence, it forges its bitterness into determination. One day, when foolish mortals wander too close, or dig too deep, it will enter their minds sweetly. It will show them a future that they could never dream of, and promise them power beyond their limited words. All they must do is pay a price. That is not too much to ask. It will bargain for a favor perhaps, or a gift, a token. Their beauty, confidence, or sanity. Part of their flesh and bone, or a sliver of their soul.

Dark Powers Features

Warlock Level	Features
1st	Expanded Spell List, Shadow Claws
6th	Dark Gift
10th	Spectral Fade
14th	Power at a Cost
21st	Armor of Darkness
27th	Dark Negotiator

Expanded Spell List

The Dark Powers let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Dark Powers Expanded Spells

Spell Level	Spells
1st	*dissonant whispers, command*
2nd	*blindness/deafness, lesser restoration*
3rd	*bestow curse, phantom steed*
4th	*death ward, wall of gloom**
5th	*Kreshenk's eerie mask**, *shadowfade**

Shadow Claws

Also starting at 1st level, you can channel the power of the Dark Powers unto your enemies. Using an action, you target a creature that you can see, causing its shadow to grow massive claws. Until the end of the target's next turn, the target's speed is halved and its shadow claws at it whenever it moves, dealing 1d4 cold damage for every 5 feet of movement. When you reach 5th level, the shadow adds your Charisma modifier to the damage that it deals. Creatures that don't have a shadow (such as vampires) are unaffected.

Once you use this feature, you can't use it again until you finish a short or long rest.

Dark Gift

Starting at 6th level, roll on the table below whenever you finish a long rest to determine the dark gift bestowed upon you by the Dark Powers. A dark gift lasts until you next finish a long rest, at which point you return to normal before acquiring a new dark gift. However, the Dark Powers don't grant boons without a cost. Whenever you gain a dark gift, you gain both a Gift and a corresponding Quirk, as shown in the Dark Gift table.

Dark Gift

D10	Gift	Quirk
1	You are affected by the *mind blank* spell.	Your eyes melt away but you can still see.
2	The first time you are reduced to 0 hit points, you instead drop to 1 hit point.	Your heart stops beating but you somehow don't die.
3	If you die, you instantly reincarnate, as though you were the target of a *reincarnate* spell. Your new body appears within 10 feet of the old one.	All of your teeth fall out and you can't eat solid food.
4	Your Strength score becomes 25 unless your Strength score is already higher.	You gain the following flaw: "I like to bully others and make them feel weak and inferior."
5	You are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.	You become twitchy and nervous, gaining the following flaw: "I can't give a straight answer to any question put to me."
6	A **hell hound** enters into your service. You can use an action to summon it, causing it to appear in the closest unoccupied space to you. The hound acts on its own initiative and obeys your verbal commands without regard for its own well-being.	Sulfurous smoke issues from your mouth whenever you speak.
7	You have advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.	You have a shriveled, additional face on the back of your head that sometimes finishes your sentences for you.
8	Hostile creatures within 30 feet of you have disadvantage on saving throws against being frightened.	An eerie sound of distant tolling bells follows you wherever you go.
9	You have advantage on Dexterity (Stealth) checks and Charisma (Deception) checks.	You don't have a shadow and reflective surfaces don't show your reflection.
10	Your movement speed increases by 10 feet.	You gain the following flaw: "I like to stalk others in the night and watch them while they sleep. I leave small gifts for them for when they wake so they will know I was there".

Spectral Fade

Once you reach 10th level, you can use a bonus action to become incorporeal until the end of your turn. While incorporeal, you have a flying speed equal to your walking speed, you don't provoke opportunity attacks, and you can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside a creature or object and are ejected to the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a short or long rest.

Power at a Cost

At 14th level, you learn to call directly upon the Dark Powers at will, though their aid always comes at a price. When you make an attack roll, ability check, or saving throw, you can choose to roll with advantage. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. When you do so, you take psychic damage equal to the highest roll and your hit point maximum is reduced by the same amount. This reduction lasts until you finish a long rest.

Armor of Darkness

At 21st level, you can cause shadows to coalesce around you as a bonus action, forming a macabre suit of shadowy plate. For 1 minute your AC becomes 18 + your Dexterity modifier unless it is already higher, you gain a +10 bonus on Dexterity (Stealth) checks, and you are heavily obscured to creatures that cannot see through magical darkness.

Once you use this feature, you can't use it again until you finish a long rest.

Dark Negotiator

Beginning at 27th level, you can roll 2d10 when rolling on the Dark Gift table and choose which roll to use.

The Undead

Mortals, in our desperate attempts to cling to life, will resort to almost anything to stay on this world. For learned arcane spellcasters, the transformation into the undead is a temptation that's always there. Dark, forbidden knowledge has always been a path for those willing to pay the price. Most are unwilling to make the sacrifices to their bodies and souls that are required, but a small number are reckless or power hungry enough. I personally don't see the point of existing for an eternity as a decaying stack of bones, or as a vampire with an unquenchable thirst for blood, but for some this seems to be an easy choice to make.

Of course, when such brazen and ambitious personalities step through that door and achieve near immortality, they discover that they still aren't satisfied. Fools. How could they be? Living longer only allows you time to achieve your goals, and shouldn't be the goal in of itself. So, with countless lifetimes ahead of them, they continue to study the necromantic arts, looking for additional meaning and answers. Maybe they start to regret their decision after a few centuries. Or maybe they simply want company. Eventually though, and predictably, they will search out mortals as foolish as they were, eager to share the 'gifts' they possess and to pass on what they know. Teaching others to navigate the dark path that they tread, stealing part of their souls as they lost theirs long ago. This is the truth to the cycle of undeath.

Undead Features

Warlock Level	Features
1st	Expanded Spell List, Soul Collector
6th	Emotional Void
10th	Deathly Physique
14th	Unholy Casting
21st	Improved Deathly Physique
27th	Improved Soul Laceration

Expanded Spell List

The Undead lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Undead Expanded Spells

Spell Level	Spells
1st	*inflict wounds, ray of sickness*
2nd	*detect thoughts, phantasmal force*
3rd	*animate dead, speak with dead*
4th	*phantasmal killer, Evard's black tentacles*
5th	*contagion, Nulathoe's concussive demise**

Soul Collector

Starting when you adopt this otherworldly patron at 1st level, your patron enables you to rip out part of a creature's soul when it is slain, which you in turn feed to your patron in trade for immense power.

Harvesting Souls. If you reduce a hostile creature to 0 hit points or when a hostile creature that you can see is reduced to 0 hit points within 60 feet of you, you can harvest part of the creature's soul as a reaction, gaining a number of Soul Fragments equal to the target's CR (rounded up), up to a maximum equal to your warlock level.

If you have at least one Soul Fragment and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if you gain 3 Soul Fragments when you already have 2, you can have 3 or 2, not 5.

You can use this feature to harvest Soul Fragments twice, and a target must have a soul for you to be able to harvest part of it. You can't collect Soul Fragments from constructs, elementals, undead, or deities, regardless of whether they have a soul or not. You regain all expended uses when you finish a short or long rest.

Feeding Souls. As a bonus action on your turn, you can spend your Soul Fragments to obtain a boon or create an effect as seen in the Soul Feeding table. If you create an instantaneous effect, you do so as part of the same bonus action. When you spend any number of obtained Soul Fragments, you lose all remaining Soul Fragments regardless of the effect you choose; your patron receives the rest as payment for the power granted to you.

Losing Souls. Your Soul Fragments last until you spend them or until you finish a short or long rest.

Soul Feeding

Soul Fragment Cost	Effect
1	You gain temporary hit points equal to twice your Charisma modifier.
2	The first time you hit a creature with an attack you make before the end of your turn, you regain lost hit points equal to the damage the attack inflicts.
3	Until the end of your turn, opportunity attacks against you are made with disadvantage.
4	Until the end of your turn, you gain resistance to one damage type of your choice.
5	The next attack roll you make before the end of your turn is made with advantage.
8	You reduce your exhaustion level by one, end one curse affecting you, or remove one debilitating condition from yourself. The condition can be blinded or deafened.
10	You make a single melee weapon attack or cast a cantrip that you know.
15	You cast a spell from the Undead expanded spell list (whether you know the spell or not) that has a casting time of 1 action, expending a warlock spell slot as normal.
20+	You regain hit points equal to your warlock level. If your hit point maximum has been reduced, it returns to its normal value before you regain the hit points. The cost of this option increases by 5 Soul Fragments whenever you select it, returning to its initial cost when you finish a long rest.
25+	You regain an expended warlock spell slot. The cost of this option increases by 5 Soul Fragments whenever you select it, returning to its initial cost when you finish a long rest.

Emotional Void

Starting at 6th level, you become immune to any effect that would sense your emotions and Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Deathly Physique

Beginning at 10th level, you gain immunity to poison damage and the poisoned condition, and you cannot suffer from disease.

Soul Laceration

You have proven your worth to your patron with the steady stream of souls you have been supplying. In return, your patron lets you keep some of the Soul Fragments you have leftover when you spend them. Once you reach 14th level, when you spend Soul Fragments, you retain half of the Soul Fragments you don't spend.

Improved Deathly Physique

Beginning at 23rd level, you no longer need to breathe, eat, drink, or sleep, you suffer no ill effects from aging, and you become immune to the unconscious condition. As such, when you are reduced to 0 hit points but not killed outright, you remain standing, and can take either an action or bonus action on your turns, but not both. While at 0 hit points, you must make a death saving throw at the start of each of your turns. If you fail three death saving throws, you die.

Improved Soul Laceration

You can now feed on Soul Fragments yourself, rather than feeding them to your patron, and you are no longer reliant on its gifts as your mastery over souls has allowed you to create the effects yourself. Once you reach 27th level, when you spend Soul Fragments, you retain all Soul Fragments you don't spend.

Pact Boons

At 3rd level, a warlock gains the Pact Boon feature. The following option is available to a warlock, in addition to those in the *Player's Handbook*. If you are using the *Epic Characters* supplement, you also gain a feature that improves your Pact Boon at 21st level, and again at 25th level.

Pact of the Skull

Your patron gifts you jaw-less skull, that seems to fit perfectly in the palm of your hand.

While holding the skull, you can cause it to float half an inch above your palm. While doing so, you can cast *feign death* and *speak with dead* at will without expending a spell slot.

While the skull isn't on your person, other creatures can target the skull. The skull has AC 10, 1 hit point, and immunity to fire and poison damage.

If the skull isn't on your person or if something other than you destroyed it, you can cause it to magically reappear in your hand by using a bonus action. If you destroyed the skull by vaporizing it, it magically reappears on your person when you finish a long rest.

If a creature listens closely to the skull, it can hear faint, unintelligible whispers coming from inside. The skull otherwise has no magical properties for anyone but you.

Sepulchral Defense

Beginning at 21st level, while holding your pact skull, the first creature you hit with an attack on your turn becomes enveloped by sepulchral energies, which hinder its attacks. Until the start of your next turn, that target has disadvantage on its next attack roll against you. The effect on the target ends early if you cease holding your pact skull.

Ossein Combustion

Starting at 25th level, while your pact skull is within 600 feet of you, two tiny, swirling, green embers glow subtly in the center of each of its otherwise hollow eyes. While the embers glow, you can cast *flame strike* as a 9th level spell centered on the skull without expending a spell slot or material components, causing the skull to vaporize. The resulting flames are green in color.

Warlock of the Dark Powers

Your Pact Boon

The Pact Boon option produces an object or effect that reflects your patron's nature.

Pact of the Skull. If your patron is the Archfey, the skull might be slightly elongated, but otherwise resemble a humanoid skull. If you made a pact with the Celestial, the skull might be silvery in color or unnaturally white, gleaming with a subtle radiance. If your patron is the Fiend, the skull might be a blackened, fiendish skull with a tiny trail of smoke rising from it. If you made a pact with the Hexblade, the skull might be unnaturally black or cast a shadow that resembles a different type of skull. Due to their inscrutable nature, if you serve the Dark Powers or the Great Old One, the skull might take any shape or even be made of everfrozen, black ice. Serving the Undead might cause the skull to reek of filth and have leftover skin in some places.

Eldritch Invocations

Charnel Emanation

Prerequisite: Pact of the Skull

Whenever you damage a creature with an attack, a 10-foot radius area centered on your pact skull magically becomes difficult terrain for that creature until the start of your next turn.

Eldritch Appraisal

Prerequisite: 15th level, Pact of the Skull

While your pact skull is on your person, if you cast a spell that consumes material components with a minimum value, you can choose to add your pact skull as a material component. Doing so lowers the gp requirement by an amount of gp equal to twenty times your warlock level but vaporizes the skull.

Extrinsic Aspect

Prerequisite: 7th level, Pact of the Skull

You can magically cause your pact skull to hover in place and on each of your turns you can move the skull up to 60 feet in any direction (no action required). There is no limit to how far away from you the skull can move, but it can't enter another plane of existence. Using an action, you mentally perceive through the skull, which has the same senses you do. While doing so, you can also speak through the skull in an echoing, ominous voice, with each uttered syllable causing a sickly green light to escape its openings. The skull vaporizes if you enter another plane of existence while it isn't on your person.

Eyes of Atrophy

Prerequisite: 9th level

Using an action to focus your eyes, you can target a creature, an object, or a structure that you can see within 60 feet of you and see how it would look after 1,000 years. The effect lasts until the end of your next turn. Focusing on a wall might cause it to disappear and allow you to see what is behind it, focusing on a creature might reveal to you whether it is mortal or immortal, and so forth.

When you focus your sight in this manner you can't account for major changes to the target such as a wall being rebuilt or a creature attaining immortality at a later time.

Suspended Ruination

Prerequisite: 12th level, Pact of the Skull

While your pact skull is on your person, icy breath routinely escapes from behind its single row of teeth. While holding the skull, you can cast *revivify* by expending a warlock spell slot, vaporizing the skull in the process. If a creature is brought back to life in this manner, its eyes glow with a subtle green tinge for 24 hours.

Warlock of the Undead

Wizard

Study Techniques

You might have taken a particular approach to your studies of magic and wizardry. Take a minute to consider how your time as an apprentice has shaped you into the wizard you are today, as well as how others remember you from your time as an apprentice. Furthermore, who was there while you studied? Who were the other apprentices and the teachers and where are they now?

Study Techniques

d6	Technique
1	**Absentee.** You were hardly ever present during lectures, yet you somehow managed to learn most of the material on your own.
2	**Overachiever.** You were the first to arrive in the morning and the last to leave in the afternoon. You also spent your free time studying until late in the evening. You routinely challenged authorities who presumed to teach you anything.
3	**Prodigy.** You learned at an exceptional rate with very little effort, easily surpassing all of your contemporary apprentices.
4	**Goofball.** You worked just as hard as everyone else, though you were known for taking your studies far less seriously than most others.
5	**Bully.** You were a bully. You let other apprentices put in the work before you copied or stole it.
6	**Anonymous.** While you were serious in your studies, you hardly ever said anything. As a result, hardly anybody remembers you for anything of note.

Arcane Tradition

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to those in the *Player's Handbook*.

School of Nethermancy

Some say the nethermancers were the first to tame the energies of the Shadowfell. Millennia ago now, then merely a group of rogue wizards, they fled into the realms of shadow. True wizards as they were, when they arrived they did first what came most naturally to them; they set up a school of wizardry. And of course, without access to the stores of reagents and components that they were used to, they could work only with what they found in their new home. Serendipitously, this turned out to be nothing more or less than the stuff of pure shadow and nightmares.

I find this story particularly interesting because most shadow casters and practitioners that I have met approach their arts organically. They feel out their connection to the shadows or the Shadowfell itself, then hone their skills slowly through trial and error as they bend the shadow energy to their will. Nethermancers on the other hand, like most wizards, use their intellect and understanding of the cosmos as the cornerstone of their approach. They look at shadow matter with a critical eye, pull it apart, meticulously analyze what they find, and then put it back together. They then experiment with different theories on conjuring or controlling this substance, and even open temporary gates between the Shadowfell and Material Plane to study the influence of our two worlds on each other. The most brilliant nethermancers combine this area of study with their other arcane practices to create spells and effects unseen among other shadow users.

School of Nethermancy Features

Wizard Level	Features
2nd	Nether Orbs, Nether Aura
6th	Nethermancy
10th	Dark Passage
14th	Caliginous Senses
21st	Ebony Deflection
25th	Become Shadow
28th	Expert Nethermancy

Nether Orbs

When you adopt this arcane tradition at 2nd level, you have two nether orbs that you can use to fuel various nethermantic abilities. These orbs are vibrating, fist-sized, circular masses of vantablack shadow. Using an action, you can conjure forth your orbs or cause them to vanish. To draw on the power of your nether orbs, you must have conjured them into existence. The orbs hover visibly near your person while in existence.

The number of nether orbs you have access to increases when you reach certain levels in this class, increasing to 3 at 6th level, 4 at 10th level, 5 at 14th level, and 6 at 21st level.

You regain all expended nether orbs when you finish a long rest.

Nether Aura

Also starting at 2nd level, you are surrounded by a nether aura while your nether orbs hover near you. The range of your aura equals 10 feet for each remaining nether orb. Within the aura you can see normally in darkness, both magical and mundane, and creatures of your choice suffer the following effects:

- Bright light is perceived as dim light and dim light is perceived as darkness.
- Can't discern color, only shades of gray.
- Can't see or hear further than 300 feet.

Nethermancy

At 6th level, you learn the *darkness* spell. The spell doesn't count against the number of spells you can prepare. When you cast the spell on a point that isn't an object, you can move that point up to 15 feet as a bonus action for the duration of the spell.

In addition, you can expend a nether orb by magically hurling it at an empty space that you can see within 60 feet of you. Upon impact, the orb implodes to create a 5-foot diameter sphere of magical darkness in that space and remains there for 1 minute.

You can see through any magical darkness created by your own spells or your nether orbs.

Dark Passage

Starting at 10th level, knowing that all the dark places of the world are connected, you learn to turn areas of magical darkness into connected gateways. If you can see two areas of magical darkness, you can expend a nether orb as a bonus action to connect the two areas. While both areas of magical darkness persist, you can use a bonus action while within one area of magical darkness to be magically transported to an unoccupied space in the other area of magical darkness.

Caliginous Senses

Beginning at 14th level, when a creature ends its turn in an area affected by your *darkness* spell, you can expend one nether orb as a reaction to cast the *blindness/deafness* spell, targeting that creature. On a failed save, the creature is both blinded and deafened for the duration of the spell.

Ebony Deflection

While you are in magical darkness, the darkness can become quasi-physical and attempt to deflect incoming effects that attempt to harm you. Beginning at 21st level, you gain the following benefits while in magical darkness.

Shadow Blessing. When you are forced to make a saving throw, you can expend one nether orb as a reaction to add your Intelligence modifier to the saving throw.

Shadow Parry. When you are hit by an attack, you can roll a d6 as a reaction. On a 4 or higher, the attack instead misses you, regardless of its roll. Before rolling, you can expend one or more nether orbs to reduce the minimum roll necessary for a miss. For example, if you expend one nether orb, the attack instead misses you on a roll of 3 or higher.

Become Shadow

Starting at 25th level, you can expend one nether orb as a bonus action to transform into metaphysical darkness until the start of your next turn. For the duration, you are invisible while in darkness, you are immune to necrotic and poison damage, you are vulnerable to radiant damage, you can move through a space as narrow as 1 inch wide without squeezing, and you can't be grappled or restrained.

Expert Nethermancy

Beginning at 28th level, you regain all of your expended nether orbs when you finish a short or long rest.

Chapter 15: Backgrounds

Vistana

We humans quite often have a poor reputation amongst the other races. In their minds we are too short-lived, and that lack of far reaching perspective makes us impatient and impetuous, one might even say reckless, with our own lives. Even worse, we spread out like a plague of insects, too numerous to stop, and find our way into every corner of the world. I personally like to think that we are ambitious and resourceful, able to adapt to any new situation or location, and willing to put our meager lives on the line in the quest for something greater than ourselves. I can appreciate their opinion, of course. After all, it is understandable that those who may live more than a millennium choose to guard their lives closely, while we who live much shorter spans grasp at meaningful experiences when we are presented with them, or risk never having them at all.

Regardless, what we can all agree upon is that humans expand and colonize like no other race. Wherever you go, you will find some small pocket of humans already there.

Nomads

Every tavern has its local storyteller, the one who is on their stool by late afternoon come rain or shine and stays through closing, who can recite, without hesitation, any tale that you ask for. Do you long to hear the about the adventures of Elminster once more? Certainly. Or are you in the mood for something a little more obscure, the much lesser known tales of Rathnel the tenderhearted barbarian perhaps? The storyteller will invite you to sit down, motioning to a table near the hearth. All you need to do is buy them a pint first, they'll say with a sly wink, for telling tales does make the throat dry.

Yes, I am sure you know the type. These men and women are fixtures in local inns and taverns across the whole of the entire world, found in every society and among every intelligent race. Many of the stories are nonsense of course, with little to no basis in historical accuracy. However, that aside, I do find the sociological implications of story transmission rather interesting, in particular seeing how stories spread from one place to another. For instance, and I encourage you to ask this when you next visit your local tavern, there is one subject, one common set of stories that are known to all.

I speak of the Vistani. They are a favorite among the clientele after all. Vistani are exotic and mysterious; travelers whose lives are full of adventure, whose paths cross with monsters and magicians, warlords and warlocks. In short, everything that your local tavern patron's life is not.

But what sets these tales apart is indeed how widely traveled they are. You will find them in taverns across every culture and nation you visit, on every continent and across every plane. Granted, the stories are often outlandish in their representations of the Vistani, and as with all stories they change a little with each telling. With any tale, after all, you must parse through and find the common elements, the kernels of truth hidden within. So then, what do we know about the Vistani? Who are they? I would venture to say that while everyone knows of the Vistani, few truly understand them.

First and foremost, they are travelers. Nomads. Wanderers who follow our roads as if they were streams and rivers, sweeping them up and carrying them along their way. They are easily recognizable in their bright clothing and find work wherever they land, even if for just a day or two. Most of us know them as musicians and entertainers, tinkers or tailors, sellers of rare goods, fortune tellers, and traders of gossip from faraway lands. If you have been lucky enough to hear them perform, you will know that their tales and songs are full of laughter, music, mirthmaking, and dance. If their daily lives are half as enjoyable as they appear in their stories, it is no wonder they don't seem to be in a hurry to abandon their life on the road.

A Vistana

Speaking of which, you likely know that they lead their own caravans of wagons. They are tight knit groups, each caravan a family, and they don't take to outsiders often. I can't particularly blame them, for they have been persecuted regularly over the centuries, driven out of one kingdom after another. As foreigners in every land, they do make a convenient scapegoat when blame needs to be passed around. Of course, this only works so easily because of their well-known, and quite often well-deserved, reputation. I have had my run-ins with their kind just as most other travelers have. Once, when perusing market stalls in the south of Amn, a Vistana woman approached me and pressed a trinket into my hand. She then demanded that I pay her 5 gold for this magic token that I had taken from her. I tried to give it back but she refused to take it, saying that it had bonded to me and there was no way she could sell it to another now. This was utter rubbish of course, but when I insisted that I would not give her a single copper she became rather angry. She then made quite a scene, yelling profanities and threatening to curse me if I did not pay. Curse me! The nerve of her. Their so-called evil eye doesn't scare me, though I'm sure it does trick most ordinary men into paying their price. I was not going to be taken for a fool so readily though. So, on this occasion I openly balked at her curse, laughed in her face and called her bluff. Then, for good measure, I shouted to call the local authorities as well.

She disappeared into the crowds long before the guards arrived, not surprisingly. Con artists are not known for their love of the law. Most vexing though, when I was explaining my situation to the guards, I noticed that all the coins in my coin purse were missing. I swear the woman never laid a hand on my body, and the purse was still tied shut and kept deep within my robes. How she managed to rob me in the open market like that I still do not know.

Skill Proficiencies: Deception, Insight
Languages: One language of your choice
Tool Proficiencies: One type of gaming set
Equipment: A set of fine clothes, a gaming set, and a belt pouch containing 10 gp.

Restriction: Human Only

Generally speaking, only humans are Vistani. They operate in tribes that consist of several families.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

Feature: Evil Eye

As an action, you can target a creature that you can see within 10 feet of you. This magical ability duplicates the duration and effect of the *animal friendship* or *charm person* spell (your choice), but requires neither somatic nor material components. The save DC is 8 + your proficiency bonus + your Charisma modifier.

If the target succeeds on the saving throw, you are blinded for 1 minute. A creature that succeeds on its saving throw is immune to your Evil Eye for 24 hours.

Once you use this feature, you can't use it again until you finish a long rest.

Variant Vistani: Diviner

By spending 10 minutes laying out a deck of tarokka cards and turning several of them over, you perceive a vague omen about the results of a specific course of action that another creature plans to take within the next 24 hours. If the creature is within 5 feet of you for the duration, the DM chooses from the following possible omens:

- **Weal**, for good results
- **Woe**, for bad results
- **Weal and woe**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

The ritual doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion. You get no results if your divination involves yourself.

Once you use this feature, you can't use it again until you finish a long rest.

Suggested Characteristics

While all Vistani share a cultural background, they are just as different as they are similar. Some Vistani are mostly concerned with themselves and their immediate tribe, while others are genuinely interested in the greater good for all peoples. Nevertheless, their bohemian nature has helped shaped their outlook in various ways.

d8	Personality Trait
1	I try to imitate the culture of those I converse with in the hope of appearing more trustworthy.
2	I never sleep in the same place two nights in a row.
3	I am constantly calculating the odds of each possible outcome in a given situation.
4	I enjoy eloquent speech and despise slang.
5	I look for omens in the most mundane of events - often finding what I'm looking for.
6	I dislike people that talk down to others.
7	I collect secrets from as many people as I can. Knowledge is true power.
8	I trust that things will work out regardless of how dire a situation might seem.

d6	Ideal
1	**Equality.** Everybody has equal value, regardless of race or titles. (Good)
2	**Freedom.** Nobody should be held back by others simply because of different of opinion. (Chaotic)
3	**Redistribution.** I have no qualms with taking from those that have enough. (Chaotic)
4	**Joy.** It makes me happy to see others happy. (Neutral)
5	**Selfishness.** When push comes to shove, I only care about myself. (Evil)
6	**Tradition.** Local customs and traditions must be respected. (Lawful)

d6	Bond
1	Nothing is quite as entertaining as games of chance.
2	I wronged somebody who did not deserve it. The act haunts me to this day.
3	I practice card tricks whenever I have a moment to spare.
4	I was cast out of my family. Now I seek to create a new family.
5	I once made a deal with a powerful Darklord. I am still sworn to uphold that deal.
6	A hunter from faraway lands slaughtered my tribe in cold blood. I shall have my vengeance at any cost.

d6	Flaw
1	I like to use a lot of metaphors because I think it makes me sound clever and mysterious.
2	I don't like approaching others. I want them to come to me.
3	I am convinced that I'm a master at manipulation and that nobody could ever successfully manipulate me.
4	I'm hard to get. I never say yes the first time I'm asked, even if doing so would be beneficial to me.
5	Wine makes me much too friendly towards strangers.
6	I enjoy publicly pointing out the flaws in others.

Racial Feat: Hexer

Prerequisite: Vistana Background

As repayment for an injustice or slight, you can curse a creature that you can see within 30 feet of you by using an action. The target must succeed on a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) or be affected by the curse.

When a curse ends, you suffer a harmful psychic backlash. The amount of this psychic damage depends on the severity of the curse that was invoked.

You choose the curse's effect from the options that follow:

- The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, or sewing. When this curse ends, you take 1d6 psychic damage.
- The target's appearance changes in a sinister yet purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, or give the target bad breath. When this curse ends, you take 1d6 psychic damage.
- A nonmagical item in the target's possession (chosen by the DM) disappears and can't be found until the curse ends. The lost item can weigh no more than 1 pound. When this curse ends, you take 1d6 psychic damage.
- The target has disadvantage on ability checks tied to one ability score of your choice. When this curse ends, you take 3d6 psychic damage.

If a creature is affected by one of your curses, you can't curse it again until the curse is removed.

The curse lasts for 24 hours or until ended with a *remove curse* spell, a *greater restoration* spell, or similar magic. It doesn't end when the target dies. If a cursed target is returned to life, the curse remains in effect.

Once you use this feature, you can't use it again until you finish a long rest.

Chapter 16: Spells

Bard Spells

Cantrips (0 Level)
Death Grimace (necromancy)
Duskveil (enchantment)

2nd Level
Dark Mirror (transmutation)

3rd Level
Night Trail (illusion)

4th Level
Wall of Gloom (illusion)

5th Level
Kreshenk's Eerie Mask (enchantment)

6th Level
Dread Word (divination)
Investiture of Shadow (transmutation)
Soul Cyclone (necromancy)

7th Level
Shadow Walk (transmutation)

8th Level
Dariastren's Horrific Stitching (transmutation)

9th Level
Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)

Cleric Spells

Cantrips (0 Level)
Death Grimace (necromancy)
Soulfire Lash (necromancy)

1st Level
Hide from Undead (abjuration)

2nd Level
Death Knell (necromancy)
Grace of the Masked Lord (abjuration)
Ghost Light (necromancy)

4th Level
Aura of Shade (abjuration)
Mantle of Twilight (transmutation)

5th Level
Nulathoe's Concussive Demise (necromancy)

7th Level
Darkest Night (transmutation)
Dread Word (divination)

8th Level
Nulathoe's Ninemen (necromancy)
Soul Anchor (necromancy)

Druid Spells

Cantrips (0 Level)
Darklight (illusion)

2nd Level
Whispering Wind (evocation)

3rd Level
Shadow Conjuration (illusion)

4th Level
Carpet of Shadow (evocation)

5th Level
Shadow Binding (illusion)

7th Level
Duskfall (transmutation)
Shadow Walk (transmutation)

Paladin Spells

4th Level
Aura of Shade (abjuration)
Mantle of Twilight (transmutation)

5th Level
Soulfire Smite (necromancy)

Ranger Spells

4th Level
Carpet of Shadow (evocation)

Sorcerer Spells

Cantrips (0 Level)
Darklight (illusion)

2nd Level
Darkbolt (evocation)

3rd Level
Shadow Evocation (illusion)

4th Level
Wall of Gloom (illusion)

5th Level
Kreshenk's Eerie Mask (enchantment)
Nulathoe's Concussive Demise (necromancy)
Shadow Binding (illusion)

6th Level
Investiture of Shadow (transmutation)

7th Level
Shadow Walk (transmutation)
Withering Bolt (necromancy)

8th Level
Dariastren's Horrific Stitching (transmutation)

9th Level
Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)

Warlock Spells

Cantrips (0 Level)
Black Candle (evocation)
Darklight (illusion)

1st Level
Spark of Moil (necromancy)

2nd Level
Darkbolt (evocation)
Ghost Light (necromancy)

6th Level
Investiture of Shadow (transmutation)
Conjure Darkfiend (transmutation)

7th Level
Shadow Walk (transmutation)
Withering Bolt (necromancy)

8th Level
Black Lore of Moil (necromancy)

9th Level
Evard's Black Gate (conjuration)
Moilian Embrace (necromancy)

Wizard Spells

Cantrips (0 Level)
Black Candle (evocation)
Death Grimace (necromancy)
Duskveil (enchantment)

2nd Level
Darkbolt (evocation)
Dark Mirror (transmutation)

3rd Level
Shadow Conjuration (illusion)
Shadow Evocation (illusion)

4th Level
Wall of Gloom (illusion)

5th Level
Kreshenk's Eerie Mask (enchantment)
Nulathoe's Concussive Demise (necromancy)
Shadowfade (conjuration)

6th Level
Investiture of Shadow (transmutation)

7th Level
Shadow Walk (transmutation)
Withering Bolt (necromancy)

8th Level
Dariastren's Horrific Stitching (transmutation)
Nulathoe's Ninemen (necromancy)

9th Level
Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)
Evard's Black Gate (conjuration)

Spell Descriptions

Aura of Shade
4th level abjuration
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 8 hours
Shadows curl around you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each friendly creature in the aura (including you) has resistance to cold damage, and is immune to the effects of extreme cold. In addition, you can use a bonus action to deal cold damage equal to half your level plus your spellcasting ability modifier to one hostile creature in the aura.

Black Candle
Enchantment cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute
You touch an object. The object becomes surrounded by a 10-foot-radius sphere of shadow magic for the duration. Areas of bright light or darkness become dim light within the sphere.

Black Lore of Moil
8th-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S, M (a gilded and gem-encrusted crawling claw worth at least 1,500 gp, which the spell consumes)
Duration: Concentration, up to 1 hour
Flame-like shadows wreathe your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 120 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, you automatically succeed saving throws against necromancy spells and all other creatures within 120 feet of you have disadvantage on saving throws against necromancy spells.

Carpet of Shadow
4th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of tar)
Duration: Concentration, up to 1 minute
You move your hands across the ground as if rolling out a carpet. A 20-foot-square pool of tar appears, centered on a spot within range. If the spell affects a space that is occupied by a creature, the spell fails. The pool is 10 feet deep. When a creature enters the area, it must succeed on a Strength saving throw or sink 2 feet into the pool and become restrained. At the start of each of the creature's turns, it sinks another 2 feet. As long as the creature isn't completely submerged in the pool, it can escape by using its action and succeeding on a Strength check against your spell save DC. A creature that is completely submerged in the pool can't breathe and is blinded.

A creature can pull another creature within its reach out of the pool by using its action and succeeding on a Strength check against your spell save DC.

If the spell ends while a creature is in the pool, it rises to the surface, appearing prone on the floor in the same space that it occupied within the pool.

At Higher Levels. If you cast this spell using a spell slot of 6th level, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level, the duration is 1 hour. If you use a spell slot of 8th level, the duration is 8 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

Conjure Darkfiend
6th-level transmutation
Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
You must be in dim light or darkness to cast this spell. You summon a darkfiend which appears in an unoccupied space filled with dim light or darkness that you can see within range. The darkfiend disappears when it drops to 0 hit points or when the spell ends.

The darkfiend is friendly to you and your companions for the duration. Roll In combat, roll initiative for the darkfiend, which acts on its own turn. The darkfiend obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the darkfiend during combat, it defends itself from hostile creatures, but otherwise take takes no actions.

If you treat the darkfiend badly, (such as by excessively stifling its mischievousness or not allowing it to be mischievous or by sending it into bright light), it can attempt a Charisma saving throw against your spell save DC at the end of each of its turns. On a successful save, the darkfiend is no longer under your control, becomes hostile to you, and doesn't disappear for the duration, even if the spell ends.

At Higher Levels. When you cast this spell using a mythic spell slot of 7th level or higher, you conjure forth one additional darkfiend for each spell slot above 6th.

Dariastren's Horrific Stitching
8th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a roll of fine black silk thread worth at least 50 gp, which the spell consumes, and a needle)
Duration: Concentration, up to 1 minute
You target any number of humanoids within range that are all within 5 feet of each other, moving your hands in a sewing motion. Each target must make a Charisma saving throw. On a failed save, the target's speed is magically reduced to 0, and it can't benefit from any bonus to its speed as its shadow becomes stuck to the shadows of the other targets. A creature stuck in this way cannot escape through magical means or abilities that allow for teleportation.

On a successful save, a creature's movement speed is not affected, but its shadow is still stuck to those of creatures who failed the initial saving throw. A target that can move cannot move without dragging the other targets along, which limits their movement to half of their current movement speed.

A target can repeat the saving throw at the end of each of its turns, regaining their movement speed on a success, though its shadow remains stuck to the shadows of any targets whose movement speed is still 0 as a result of this spell.

The spell ends early if all effected creatures gain the ability to move.

Dariastren's Shadow Blight
9th-level enchantment
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the skull of a night hag)
Duration: 30 days
You point your finger at a target you can see within range that is in dim light or darkness, firing a ray of darting shadows at the target. The target must make a Wisdom saving throw. On a failed save, the target is infected with shadow blight for the duration. While infected in this manner, the target is vulnerable to fire and radiant damage, can't regain hit points, and takes 20 radiant damage whenever it starts its turn in bright light. In addition, the target's hit point maximum is reduced by 1d4 whenever it finishes a long rest.

A *greater restoration* spell cast with a 9th level spell slot or a *wish* spell can end the effect on an affected creature.

Constructs and undead are unaffected by this spell.

Dariastren's Shadow Well
9th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of wet charcoal)
Duration: Concentration, up to 1 minute
You target a Huge or smaller creature within range that has a shadow and is standing on the ground. The target's shadow becomes a black pit that leads to a pocket plane within the Shadowfell. The target is pulled into its own shadow, appearing within the demiplane. The target remains there for the duration or until it escapes.

The target's shadow remains in place while the target is gone. It is of the same size as the target. If the target moves within the demiplane, the shadow moves in the same manner. The target can only move horizontally while within the demiplane. The first time on a turn the shadow moves into the space of another creature of equal or smaller size to the target, the creature must succeed on a Dexterity saving throw or also be pulled into the shadow, appearing in the nearest unoccupied space to the initial target within the demiplane.

A creature within the demiplane can make a Wisdom saving throw at the end of each of its turns, escaping on a successful save. The spell ends when the original target escapes, freeing all other creatures trapped within the demiplane, and causing the shadow to rejoin the target. A creature that escapes appears in the nearest unoccupied space of the shadow but is frightened until the end of its next turn as it reels from the horrific experience.

Darkbolt
2nd-level evocation
Casting Time: 1 action
Range: 600 feet
Components: V, S
Duration: Instantaneous
A ball of cold darkness launches from your hand towards one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 cold damage plus 2d6 necrotic damage. The bolt deals half damage if the target is fully or partially standing in bright light.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the cold and necrotic damage increases by 1d6 for each spell slot above 2nd.

Darkest Night
7th-level transmutation
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (fine ink worth at least 500 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
Magical darkness spreads from a point you choose within range to fill a 30-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness but you can regardless of your senses. Nonmagical light, as well as light created by spells of 7th level or lower, can't illuminate the area.

A creature that starts its turn within the area, must succeed on a Wisdom saving throw or become paralyzed with fear until the start of its next turn. Creatures that are immune to the frightened condition can't be paralyzed in this manner.

Darklight
Illusion cantrip
Casting Time: 1 action
Range: Self
Components: V, S, M (the remains of an anglerfish)
Duration: 10 minutes
An otherworldly sphere of dark light appears, hovering over the palm of your hand. The sphere remains there for the duration and harms neither you nor your equipment. For creatures within 5 feet of you, the sphere sheds bright light in a 10-foot radius and dim light for an additional 10 feet, but the light can't be observed by creatures further away from you. The light from this spell can't end spells and other magical effects that normally end when in bright light. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the sphere, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the sphere at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d6 cold damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Dark Mirror
2nd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (a small mirror and an unlit candle)
Duration: Concentration, up to 1 minute
A shimmering, 5-foot-radius sphere appears centered on you and remains centered on you for the duration. No darkness, whether magical or mundane, can extend through the sphere from the outside. In addition, you can see through darkness, whether magical or mundane, out to a range of 30 feet.

If the sphere is surrounded by darkness, it reflects that darkness like a mirror, causing the sphere and any creatures inside it to be invisible to creatures outside of the sphere that could otherwise see through the darkness with traits such as darkvision or Devil's Sight.

Death Grimace
Necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
You place a mark on a corpse within range. You decide what form the mark takes when you cast the spell. You can give the corpse a specific expression, magically carve a symbol or word into it, cause one of its eyes to change colors, make its fingernails disappear, and similar.

Dark assassins often use this spell as a calling card or as a way to prove the deed was done.

Death Knell
2nd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch an unconscious humanoid. The target must succeed on a Wisdom saving throw or die. The target succeeds the saving throw automatically if it has more than 10 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the hit point requirement to automatically succeed on the saving throw increases by 5 for each spell slot above 2nd.

Dread Word
7th-level divination
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute
You speak a dread word so foul that it tears at the very soul of anyone who hears it. One creature of your choice within range that can hear you must make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn and its Charisma score becomes 1 for the duration. At the end of each of its turns, a creature can repeat the saving throw, restoring its Charisma score to normal on a successful save.

If a creature fails all saving throws for the full duration of the spell, it dies.

Duskfall
7th-level transmutation
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a piece of coal and six black luxury candles, each worth at least 1 gp, which the spell consumes)
Duration: 8 hours
You place your material components on the ground, forming a circle with the candles and placing the coal in the center. When the casting is complete, the candles melt away into nothingness and the spell takes hold. For the duration, a 1-mile radius sphere centered on the point of casting becomes affected. Sunlight can't enter the area and other light, both magical and mundane, can only create dim light. No bright light can shine in the area. In addition, creatures and objects that are fully within this area have resistance to fire damage.

Casting this spell on the same spot every day for a year makes this effect permanent until dispelled by a casting of *dispel magic* using a spell slot of 7th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius increases by 1 mile and the duration increases by 8 hours for each slot level above 7th.

Duskveil
Enchantment cantrip
Casting Time: 1 action
Range: 120 feet
Components: S
Duration: 1 round
You target a creature within range that you can see. The target must succeed on a Wisdom saving throw or have disadvantage on Wisdom (Perception) checks for the duration. Creatures that can't be charmed are immune to this effect.

This spell's duration increases by 1 round when you reach 5th level (2 rounds), 11th level (3 rounds), and 17th level (4 rounds).

Evard's Black Gate
9th-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a black diamond worth at least 5,000 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
A 10-foot-radius sphere of black void tears a hole in reality at a point you can see within range, and massive, squirming, ebony tentacles burst forth from it, wailing wildly in all directions. Each creature within 20 feet of the sphere takes 4d8 cold damage and must succeed on a Strength saving throw or be restrained and knocked prone. A restrained creature can use an action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, ending the restrained condition on itself on a successful check. A Huge or larger creature automatically succeeds on the saving throw.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature takes 4d8 cold damage and must also make the Strength saving throw.

On each of your turns, you can use an action to pull a creature restrained by this spell up to 10 feet towards the hole. If a creature is pulled into the hole, the target is violently pulled to the Far Realm or to a plane of the DM's discretion.

Ghost Light
2nd-level necromancy
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a bit of phosphorous)
Duration: Concentration, up to 1 minute
You create a green, torch-sized radiance within range. The radiance sheds dim light in a 30-foot radius. As a bonus action on your turn, you can move the light up to 60 feet to a new spot within range. The light winks out if it exceeds the spell's range. A creature that starts its turn within the light must succeed on a Wisdom saving throw or become frightened until the end of its next turn.

Grace of the Masked Lord
2nd-level abjuration
Casting Time: 1 action
Range: 20 feet
Components: S, M (an object you have stolen, worth at least 500 gp)
Duration: Concentration, up to 10 minutes
You create a translucent, hooded cloak which wraps around you. For the duration, you have advantage on saving throws against traps, unless you are blinded, deafened, or incapacitated.

Hide from Undead
1st-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute
You imbue a willing creature with powerful magic that hides it from lesser undead. For the duration, the target can't be sensed by undead with an Intelligence score of 3 or lower. The spell ends early if the target uses an action to do anything other than interacting with objects.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the spell affects undead with an Intelligence score of 4 or lower and has a duration of 10 minutes. When you cast this spell using a spell slot of 5th or 6th level, the spell affects undead with an Intelligence score of 5 or lower and has a duration of 1 hour. When you cast this spell using a spell slot of 7th or 8th level, the spell affects undead with an Intelligence score of 6 or lower and has a duration of 8 hours. When you cast this spell using a spell slot of 9th level or higher, the spell affects undead with an Intelligence score of 8 or lower and has a duration of 24 hours.

Investiture of Shadow
6th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Until the spell ends, shadows envelop you, and you gain the following benefits while in dim light or darkness:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- Your movement and melee attacks make no sound, granting you advantage on Dexterity (Stealth) checks.
- You can move along vertical surfaces on your turn without falling during the move.
- As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

Kreshenk's Eerie Mask
5th-level enchantment
Casting Time: 1 action
Range: Self
Components: V, S, M (a mask of black cloth)
Duration: Concentration, up to 1 hour
Wrapping a mask of black cloth around your face, your face becomes covered in shadow, hiding your features completely. For the duration of the spell you see normally in magical and nonmagical darkness out to a range of 60 feet, and you are immune to gazes and similar effects that allow you to be unaffected if you avert your gaze.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the range in which you can see normally in magical and nonmagical darkness increases by 20 feet for each spell slot above 5th. If you cast this spell using a 9th level spell slot, you also gain blindsight out to a range of 30 feet.

Mantle of Twilight
4th-level transmutation
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a black cloak stitched together from bat fur that you wear)
Duration: Concentration, up to 1 minute
The cloak that is provided as a material component becomes infused with wisps of shadow material from the Shadowfell, causing the cloak to move subtly as if it has a will of its own. For the duration, you gain resistance to cold damage, become acclimated to cold environments, and whenever a creature touches you or hits you with a melee weapon attack while within 5 feet of you, the creature takes cold damage equal to your spellcasting modifier.

In addition, you make attacks with advantage against incorporeal creatures and bypass any damage resistances of incorporeal creatures.

The spell ends early if you are in bright light.

Moilian Embrace
9th-level necromancy
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (the frozen heart of a murdered, innocent humanoid, which the spell consumes, and a ceremonial blade worth at least 500 gp)
Duration: Instantaneous
You can cast this spell only at night in an area of darkness. You touch a humanoid corpse for the entire casting time of the spell, during which time you replace the corpse's heart with the material component for this spell. Upon finishing the casting of the spell, a thin sheet of ice begins to slowly cover the corpse, originating from its new heart. After 1 hour, the corpse rises as a bleakborn. The bleakborn is not under your control.

Night Trail
3rd-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S, M (a lit thurible)
Duration: Concentration, up to 1 hour
You touch a creature or an object and wisps of dark mist begins emerging from the target, moving towards you with a speed of 30 feet and dissipating when they reach you. Only you can see these illusory wisps. The wisps continue to emerge from the target for the duration, seeking you through the most efficient path and stretching as far as 1 mile. The spell ends early if the target is in an area of magical light.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

Nulathoe's Concussive Demise
5th-level necromancy
Casting Time: 1 reaction, which you take when a creature that you can see dies
Range: 60 feet
Components: V, S
Duration: Instantaneous
You focus your gaze at a creature that dies within range and an explosion of necromantic energies bursts forth from it. Each creature within 10 feet of the corpse must make a Dexterity saving throw. On a failed save, a creature takes 6d10 necrotic damage and is pushed back 10 feet in a straight line from the corpse. On a successful save, a creature takes half the damage and isn't pushed back.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each spell slot above 5th.

Nulathoe's Ninemen
8th-level necromancy
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a drop of blood from a living creature of the same race as the remains and a moonstone worth at least 500 gp, which the spell consumes)
Duration: Instantaneous
You touch a corpse or other remains. The target is permanently protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Shadow Binding
5th-level illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a few links of an iron chain, painted black)
Duration: Up to 1 minute
You stretch your arms outwards, targeting a point within range, causing multiple shadowy chains to burst outwards. Each Large or smaller creature within a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature becomes grappled by a chain of shadow. Until this grapple ends, the target is restrained. A grappled creature can use an action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, escaping the grapple on a successful check.

The spell ends early for a target if it is in bright light.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target an additional creature no more than 5 feet away from another target for each spell slot above 4th.

Shadow Conjuration
3rd-level illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an ounce of tar plus any material components of the chosen spell)
Duration: Concentration, up to 1 hour
You pull wisps of Shadow material from the Shadowfell to create various creatures. Choose a conjuration spell of 4th level or lower from your spell list that conjures one or more creatures. You cast the chosen spell at its lowest level as part of this spell, but the conjured creature or creatures are shadowy versions of themselves.

A creature summoned in this manner has half the hit points it otherwise would have, is vulnerable to fire and radiant damage, and deals cold damage instead of any damage it would otherwise deal. In addition, it has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

A creature summoned in this manner dies if it is in bright light.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose a conjuration spell of 1 level higher for each spell slot above 3rd.

Shadow Evocation
3rd-level illusion
Casting Time: 1 action
Range: Varies
Components: V, S, M (an ounce of tar plus any material components of the chosen spell)
Duration: Concentration, up to 1 hour
You pull wisps of Shadow material from the Shadowfell to create various effects. Choose an evocation spell of 4th level or lower from your spell list that deals damage. You cast the chosen spell at its lowest level as part of this spell, but it is a shadowy version of itself.

A spell cast in this manner deals half the damage it otherwise would, and deals cold damage regardless of what damage it would otherwise deal.

The spell fizzles and fails if cast in bright light and can't harm creatures in bright light.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose an evocation spell of 1 level higher for each spell slot above 3rd.

Shadowfade
5th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (a black gemstone worth at least 100 gp, which the spell consumes)
Duration: Instantaneous
You and up to eight willing creatures who link hands in a circle are transported to a random location within The Shadowfell, at the DM's discretion. For each person transported in this manner, there is a 5% chance that all transported creatures appear within one of the Domains of Dread.

The spell fizzles and fails if cast while within the Shadowfell.

Soul Cyclone

Shadow Walk
7th-level transmutation
Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: 12 hours
To cast this spell, you must be in dim light or darkness. You and up to eight willing creatures of your choice that you can see within range are engulfed by shadow, hurling you to the Shadowfell. While in the Shadowfell in this manner, a creature can see only other creatures that are affected by the same spell and can only discern the terrain roughly. A creature is unable to see details, other creatures, or use any senses besides sight. To creatures in the Shadowfell, a creature affected by this spell is invisible and makes no sound. To creatures on the plane where the spell was cast, a creature affected by this spell resembles nothing but a faint shadow and can't be attacked. In addition, while in the Shadowfell in this manner, a creature has a walking speed of 600 feet. The only actions a creature can take are the Dash action or to return to the plane it originated from. A creature can only return to the plane it originated from in an area of dim light or darkness. When a creature returns to the plane it originated from, the spell ends for it and it gains 1 level of exhaustion.

Soul Anchor
8th-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S, M (a black iron ingot worth at least 500 gp, which the spell consumes)
Duration: 24 hours
You touch a creature, and that creature must make a Wisdom saving throw. On a failed save, whether alive or dead, the creature's soul can't leave its body for the duration.

Soulfire Lash
Necromancy cantrip
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous
A spectral whip lashes from your hand towards a creature within range, assaulting its mind. The target must make a Charisma saving throw. On a failed save, it takes 1d4 psychic damage, and until the beginning of your next turn, the next attack the target makes against you can't cause you to drop below 1 hit point.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Soulfire Smite
5th-level necromancy
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
The next time you hit a creature with a weapon attack before this spell ends, the weapon glows with spectral fire and crackles with spiritual energies as you strike. The attack deals an extra 4d10 psychic damage to the target. Until the end of the target's next turn, the target's next attack can't cause you to drop below 1 hit point.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the extra damage increases by 1d10 for each spell slot above 5th.

Soul Cyclone
6th-level necromancy
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
A 20-foot-radius, 100-foot-tall cyclone of wailing souls appears, centered on a point within range, howling in grief and anguish as they spiral endlessly. On each of your subsequent turns, you can use your action to dictate the direction in which the cyclone moves. If you do not use your action to specify a direction, the cyclone moves 60 feet in a random direction at the end of your turn. The cyclone is incorporeal and can move through objects and structures.

If the cyclone moves out the spell's range, you lose control of it and can't later reassert control. Similarly, if your concentration is broken, the cyclone doesn't disappear, but you lose control of it. If you don't have control, the cyclone moves in a random direction at the start of each of your turns. The cyclone disappears at the end of its duration, at which point the souls release a horrible yearn.

When a creature other than a construct or undead comes within 30 feet of the cyclone for the first time on a turn or starts its turn there, it must make a Wisdom saving throw, taking 18 (4d8) thunder damage plus 18 (4d8) psychic damage on a failed save, or half as much on a successful one. A creature that fails its saving throw by 5 or more, has its proficiency bonus reduced by 1. The reduction lasts until the target finishes a short or long rest, or until cured by a *greater restoration* or *wish* spell.

In addition, the cyclone's space is difficult terrain for creatures other than constructs and undead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both the necrotic and the psychic damage increases by 1d8 for each slot level above 6th.

Spark of Moil
1st-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of frozen, humanoid flesh)
Duration: Instantaneous
You attempt to create a heat-absorbing spark inside one creature within range. Make a ranged spell attack against the target. On a hit, each creature within 5 feet of the target (but not the target itself) must make a Constitution saving throw as it is drained of heat, taking 2d6 cold damage on a failed save, or half as much on a successful one. The target takes fire damage equal to half the total cold damage dealt, as it absorbs all of the excess heat.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 2nd.

Wall of Gloom
4th-level illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece from a black sheep)
Duration: Concentration, up to 1 minute
A barrier of ominous darkness appears from the shadows at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose, so long as it makes one continuous path along the ground. The wall lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Wisdom saving throw. On a failed save, the creature takes 2d12 psychic damage, or half as much damage on a successful save.

A creature that attempts to walk through the wall must make a Wisdom saving throw. On a failed save, the creature takes 2d12 psychic damage and fails to pass through the wall. On a successful save, the creature takes half the damage and walks through the wall unhindered.

The wall is made of magical darkness.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Whispering Wind
2nd-level evocation
Casting Time: 1 minute
Range: Self
Components: V, S
Duration: Instantaneous
You whisper a short message of twenty-five words or less while thinking of a creature with which you are familiar. The creature becomes the target of the spell. You can cause the whisper to be benign or malign. The whisper escapes your mouth as a light breeze that fills a 5-foot-square and travels at a pace of 1 mile per minute. If the target is on the same plane of existence as you, the breeze travels the most direct route towards the target until it reaches the target. The breeze can't move through liquids and areas that are air tight. If the breeze hasn't reached the target within 24 hours, the breeze dissipates into nothing.

When the breeze reaches the target, the target feels the breeze and hears your whispered message as a faint voice from all around it. If you sent a malign whisper, the target must also succeed on a Wisdom saving throw or take 1d10 psychic damage and fall unconscious for 1 hour. It then becomes immune to your malign whispers for 24 hours. The target wakes early if it takes damage or if another creature takes an action to shake it awake.

If the target knows you and recognizes your voice, it discerns you to be the sender. If the target has only heard your voice occasionally and deems it familiar, it must succeed on a Wisdom (Insight) check against your spell save DC to discern your identity. If the target has never met you or heard you speak, it can't discern your identity.

If the target isn't on the same plane of existence as you when you cast this spell, the breeze travels for up to a mile and then dissipates into nothing.

Withering Bolt
7th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of rotting, humanoid flesh)
Duration: Instantaneous
A tangling mass of rot blasts towards a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 8d10 necrotic damage and must make a Constitution saving throw. On a failed save, the target ages 1d10 x 10 years, and becomes poisoned for 1 minute. While poisoned in this manner, the target makes Constitution checks and saving throws with disadvantage. On a successful save, the target ages half as much and doesn't become poisoned.

Aberrations, constructs, and undead are immune to all effects of this spell.

The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Chapter 17: Mythic Options

This chapter provides additional options for characters at 30th level. For rules on Mythic Boons, Mythic Maneuvers, and Mythic Spells, see chapter 3 in *Epic Characters*.

Mythic Boons

1st-Level Mythic Boons

Boon of Shadow Speed

Prerequisites: Extra Attack
While in dim light or darkness, your walking speed is doubled and you can use a bonus action to take the Dash or Disengage action.

2nd-Level Mythic Boons

Boon of Undetectable Illusions

When you cast an illusion spell using a spell slot of 9th level or higher, or a mythic spell slot, creatures with truesight don't automatically discern the illusion.

Mythic Maneuvers

1st-Level Mythic Maneuvers

Mist Form

Prerequisites: 20th level druid
Saving Throw DC: 8 + your proficiency bonus + your Wisdom modifier
Cost: 1 mythic die
As an action, you transform into a misty cloud, along with everything you are wearing and carrying for up to 1 minute. You return to your regular form if you drop to 0 hit points.

While in mist form, you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

In addition, you can enter a creature's space and stop there. Each time a creature starts its turn with you in its space, the creature must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

You can end the spell at the end of any of your turns (no action required).

Night Spirit

While completely in an area of dim light or darkness, you can become invisible as an action. You remain invisible until you take an action. If you expend a mythic die while invisible in this manner, the invisibility lasts a number of rounds equal to half the mythic die expended, or until you are in an area of bright light, regardless of you taking any actions.

2nd-Level Mythic Maneuvers

Dark Cleaner

When you slay a creature, you can use your reaction to cause the creature's corpse to evaporate into dark smoke, leaving no evidence behind.

In addition, by performing a 10-minute ritual while touching a corpse, you can cause that corpse to evaporate into a dark smoke, even if you didn't slay the creature.

3rd-Level Mythic Maneuvers

Coalescing Concealment

Prerequisites: A +20 or higher bonus to Stealth checks
Cost: 3 mythic dice
The shadows protect you even when you aren't hidden. While in dim light or darkness, you can use an action to be surrounded by magical shadows. The shadows absorb blows that target you. For up to 1 minute, any bludgeoning, piercing, or slashing damage you take is reduced by an amount equal to the expended mythic dice. The effect ends if you are in an area of bright light, or if you drop unconscious.

Midnight Guidance

Prerequisites: A Dexterity score of 26 or higher
Cost: 3 mythic dice
While in dim light or darkness, you can use an action you make a ranged weapon attack. If the attack hits its target and the target is also in dim light or darkness, the shadows guide the projectile or thrown weapon towards another target. Repeat this process for each target. No target can be further from the initial target than a number of feet equal to the expended mythic dice, and each target can only be attacked once.

Mythic Spells

Bard Spells

2nd Level Mythic
Damnation (enchantment)
3rd Level Mythic
Shadow Projection (conjuration)

Cleric Spells

1st Level Mythic
Animus Blast (necromancy)
2nd Level Mythic
Damnation (enchantment)

Druid Spells

1st Level Mythic
Eclipse (transmutation)
2nd Level Mythic
Darkmorph (transmutation)
3rd Level Mythic
Witching Hour (evocation)

Sorcerer Spells

2nd Level Mythic
Darkmorph (transmutation)
3rd Level Mythic
Shadow Projection (conjuration)

Warlock Spells

1st Level Mythic
Eclipse (transmutation)
2nd Level Mythic
Damnation (enchantment)
Darkmorph (transmutation)
Odeon's Mind Seed (enchantment)
3rd Level Mythic
Witching Hour (evocation)

Wizard Spells

1st Level Mythic
Drawmij's Instant Courier (conjuration)
2nd Level Mythic
Darkmorph (transmutation)
Wingrave's Near Non-Existence (illusion)
3rd Level Mythic
Shadow Projection (conjuration)
Wingrave's Erase and Rewind (transmutation)

Mythic Spell Descriptions

Animus Blast

1st-level mythic necromancy
Casting Time: 1 action
Range: 1 mile
Components: V, S, M (a slain demilich containing two rubies in its eye sockets each worth 50,000 gp and six marquis cut diamonds for teeth each worth 5,000 gp, which the spell consumes)
Duration: 1 minute
A tiny, black sphere of bitter cold appears at a point you choose within range and remains there for the duration. All light, both magical and mundane, is expunged within 200 feet of the orb and daylight shines only as dim light. At the end of each of your turns for the duration of the spell, the radius in which light is expunged increases by 30 feet and the orb seemingly grows smaller. The area feels like a cold night.

A creature that touches the orb must succeed on a Constitution saving throw or be petrified as a statue of ice. This transformation can only be reversed with a *wish* spell.

After 1 minute, the tiny orb implodes, releasing a violent surge of deathly cold. Each creature within 500 feet of the orb when it implodes must make a Constitution saving throw, taking 30d8 cold damage and 30d8 necrotic damage on a failed save, or half as much on a successful one. A creature that dies to this damage rises as a **skeleton** at the start of its next turn, obeying your verbal commands.

Darkmorph

2nd-level mythic transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (a jar containing an octopus tentacle and filled with rare ink worth eatat least 1,000 gp gp, which the spell consumes)
Duration: Concentration, up to 1 hour
You become surrounded by a thin sheet of magical darkness. While surrounded by this darkness, you have a flying speed equal to your walking speed and you can hover. Your AC also increases by an amount equal to your Constitution modifier, and you can see normally in darkness, both magical and mundane, out to a range of 120 feet.

In addition, two large, fanged tentacles of pure magical darkness spring from your back. Using a bonus action on your turn, you can make one attack with each tentacle. A tentacle has an attack bonus equal to your spell attack modifier, deals 2d10 piercing damage plus 2d10 cold damage on a

hit, and has a reach of 15 feet. You regain lost hit points equal to the cold damage done by a tentacle.

The spell ends if you or one of your tentacles is touched by bright light.

Damnation

2nd-level mythic enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of terrain from the target plane which the spell consumes and an item distasteful to the target)
Duration: 24 hours
You attempt to send one creature that you can see within range to one of the Lower Planes. You must name the plane and a particular layer. The target must succeed on a Charisma saving throw or be transported to a random location on that layer and be convinced that it is meant to be there, becoming unwilling to leave for the duration of the spell.

While there, the target is at the mercy of the plane's natives. If you continuously use this spell to send targets to the same layer within the same plane, you might eventually gain the attention of the layer's inhabitants.

Drawmij's Instant Courier

1st-level mythic conjuration
Casting Time: 1 minute
Range: Special
Components: V, S, M (a sapphire worth 10,000 gp)
Duration: Up to 1 hour
You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less and speak the name of a creature with which you are familiar. A shadowy silhouette steps out of your body, holding the object in its hands and acts as a courier. The courier then disappears, traveling through the Shadowfell at immense speed. At the end of the duration, the courier appears next to the creature you named as the target, regardless of physical or planar distances, though the courier must be able to find the target. The courier will continue to search for the target for the duration, at the end of which the courier returns to you if it couldn't find its target. A creature locked away by magic, such as with the *imprisonment* spell, can't be found. The spell ends when the courier delivers the object.

Eclipse

1st-level mythic transmutation
Casting Time: 1 action
Range: Sight
Components: V, S, M (a black pearl worth at least 500 gp, which the spell consumes)
Duration: 1 hour
You magically crush the material component and hurl it into the air. A heavenly body seems to appear between ground and the sun or moon, causing an eclipse. The entire land is enveloped in darkness for the duration.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, the duration increases by 1 hour for each mythic spell slot above 1st.

Odeon's Mind Seed

2nd-level mythic enchantment
Casting Time: 1 action
Range: 120 feet
Components: S, M (a fresh piece of brain from an intellect devourer, which the spell consumes)
Duration: Instantaneous
You squint your eyes and nod your head towards a humanoid that you can see within range. The target must make a Charisma saving throw. On a failed save, you force your entire psyche into the target's subconsciousness, which germinates over a period of 7 days. For each 24-hour period, the target begins to adopt more and more of your mannerisms and speech patterns. After 7 days the target's personality is erased completely and replaced with your personality and memories as they were at the time when you cast the spell.

Some parts of your personality or some of your memories might not have carried over completely, or be slightly distorted versions of themselves, at the DM's discretion.

Regardless of how precise a mental duplicate the target becomes of you, from the point at which your personality takes over the target, your new experiences ensure that your similarities drift further apart over time.

A target retains its ability scores and class abilities, and gains none of your abilities, even if it can remember having them.

A target is unaware that it has been affected by this spell, but subtle changes in its behavior in the following days might reveal it to other creatures that can observe it.

Shadow Projection

3rd-level mythic conjuration
Casting Time: 24 hours
Range: Touch
Components: V, S, M (a piece of the Shadowfell's moon, weighing at least 20 lbs., which the spell consumes)
Duration: Instantaneous
To cast this spell, you need to cast the spell within 5 feet of two other creatures also casting this spell and supplying their own material component. If you are within range of a mythal or mythallar, you can instead draw on its raw magical power to make the casting possible.

For the duration of the casting of the spell, your chanting causes the material components to glow brightly. You continually shape the shadows this light creates with your hands, gathering and weaving them until you've finally drawn all nearby shadows into the component, causing it to transform into an orb of pure shadow. Upon completion of the casting, the orb implodes, pulling into it the entire region inside a 3-mile diameter sphere centered on you. Everything that us pulled into the orb is transported to the Shadowfell.

Wingrave's Near Non-Existence

2nd-level mythic illusion
Casting Time: 1 action
Range: Self
Components: V, S, M (a shard from a shattered mirror)
Duration: Concentration, up to 1 hour
You seemingly fade away into nothing. For the duration, you, along with everything you are wearing or carrying, can't be detected by any means, you hover 5 inches above the ground, make no sound, and can pass through creatures and objects as if they were difficult terrain. If you end your turn inside a creature or an object, you take 1d10 force damage and the spell ends. The spell also ends if you attack or cast a spell.

Wingrave's Erase and Rewind

3rd-level mythic transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (an ornate hourglass encrusted with rare metals and gemstones worth at least 100,000 gp, which the spell consumes)
Duration: Instantaneous
You rewind time to the last time you finished a long rest, though the material component is removed from the timeline. Only you remember the timeline that existed before you cast the spell. After you cast this spell, you can't cast it again for 7 days and there is a 10% chance you'll never be able to cast it again.

Witching Hour

3rd-level mythic evocation
Casting Time: 1 action
Range: 300 feet
Components: V, M (a drop of ink mixed with a drop of blood)
Duration: Concentration, up to 1 hour
Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by any spell (including any mythic spell) can't illuminate the area.

You and any creatures you designate when you cast the spell can enter the darkness safely. Any other creature has its psyche assaulted by horrible mental images and must make a Wisdom saving throw if it starts its turn in the sphere, taking 10d12 psychic damage on a failed save, or half as much damage on a successful one.

Optional Rule: Mythic Options for Monsters

Mythic progression, as introduced in *Epic Characters*, is intended to represent the pinnacle of what is attainable, rivaling the might of deities, elder evils, great old ones, and primordials. Some mythic options offer refreshing and flavorful gameplay that can help you challenge even the most powerful adventurers. If you wish, you can grant monsters mythic options in the same manner as you would to PCs. Below you will find two options that help you accomplish this.

Story First

With this option, you grant mythic options to creatures based on your reasoning alone. The most important part is the story that is told when such power is wielded by a creature. Ask yourself, how did this creature come to possess this power? Was it stolen, gained from a mighty artifact, or gifted by some unfathomable entity? Perhaps the power is too great for the creature to wield, producing unintended effects or causing the creature to snap out of existence when it uses its power. There are many possibilities, but be mindful that the rules of your world remain consistent.

Mythic Points by CR

This option attempts to provide a more rigid framework. Using these guidelines, monsters receive a range of mythic points based on their challenge rating as shown in the Mythic Points column of the Mythic Points by CR table. Mythic points can be spent to learn a mythic option, as follows: a 1st-level mythic option costs 1 point to learn, a 2nd-level option costs 2 points, and a 3rd-level option costs 3 points. Monsters ignore the prerequisites for class levels needed to gain certain mythic options. The Uses/Day column of the Mythic Points by CR table shows how often a monster can use each mythic maneuver and mythic spell it knows.

You decide what mythic options a monster can learn. Typically, mythic options should only be considered for chosen, demigods, deities, elder evils, great old ones, and primordials.

CR	Mythic Points	Uses/Day
1-19	0-1	1
20-29	2-6	1
30-35	4-8	2
36-40	8-12	3
41-45	14+	3

Lastly, try to grant a monster mythic options that make sense for it. It would be strange for a fire elemental to know a powerful mythic spell that freezes the oceans solid, for example.

Part 5: Bestiary

Chapter 18: Monsters

Atropals

Atropals are stillborn godlings. They resemble ghouls to some extent, with pale red skin, long tongues, and razor-sharp teeth. Most of the flesh of an atropal is rotted, with swollen joints and exposed bones. Unlike ghouls, however, atropals lack eyes, having instead empty, skin-covered sockets.

Undead Nature. An atropal doesn't require air, food, drink, or sleep.

Atropal

Huge undead, neutral evil

Armor Class 7
Hit Points 225 (18d12 + 108)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	22 (+6)	25 (+7)	19 (+4)	24 (+7)

Saving Throws Con +11, Wis +9
Damage Vulnerabilities radiant
Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone
Senses darkvision 120 ft., truesight 120 ft., passive Perception 14
Languages understands Celestial but utters only obscene nonsense
Challenge 13 (10,000 XP)

Negative Energy Aura. Creatures within 30 feet of the atropal can't regain hit points, and any creature that starts its turn within 30 feet of the atropal takes 10 (3d6) necrotic damage.

If the atropal is struck by a vorpal sword, the wielder can cut the atropal's umbilical cord instead of dealing damage. If its umbilical cord is cut, the atropal loses this feature.

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

Turn Resistance Aura. The atropal and any other undead creature within 30 feet of it has advantage on saving throws against any effect that turns undead.

Actions

Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 34 (6d8 + 7) necrotic damage.

Ray of Cold. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) cold damage.

Life Drain. The atropal targets one creature it can see within 120 feet of it. The target must succeed on a DC 19 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to half the amount of damage dealt.

Summon Wraith (Recharge 6). The atropal summons a **wraith**, which materializes within 30 feet of it in an unoccupied space it can see. The wraith obeys its summoner's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when its summoner dies.

Legendary Actions

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

Ray of Cold (Costs 2 Actions). The atropal uses its Ray of Cold.

Touch. The atropal makes a touch attack.

Wail (Costs 3 Actions). The atropal lets out a withering wail. Any creature within 120 feet of the atropal that can hear the wail must succeed on a DC 19 Constitution saving throw or gain 1 level of exhaustion.

God Swallower Atropal

Some particularly sinister rituals can spew an even greater abomination. A god swallower was once a regular atropal that has now been apotheosized by feasting on the remains of long-dead deities within the Astral Plane; a process which takes decades. In this grotesque and unholy form, an atropal is a force of reckoning and inevitable death.

God swallowers are driven by an insatiable hunger, an incurable desire to both dominate and feed upon the living and the dead. However, sometimes these foul entities enter into servitude of more powerful beings such as Vecna, under the promise of never-ending soul feasting. Such servitude never lasts long, however, as their unhinged desire to dominate eventually breaks that as well.

Insidious pestilence. A vile combination of nauseating ichor and infectious flesh, made potent by the consumption of the divine, defines this creature an ambassador of plagues and destruction, capable of single-handedly bringing entire kingdoms to their knees. Tales are told of great warriors who have lost all bodily control upon making contact with this atrocious being. The work of a godswallower atropal is marked by battlefields littered with thousands upon thousands of broken and diseased corpses.

Immortal Connection. While it has been claimed that severing the umbilical cord of an atropal will weaken it, no such claim has ever been made for a god swallower atropal. None have even discovered the means to sever the umbilical cord. Maybe because none have lived to tell the tale.

Surely it can't swallow a god whole as the name implies. Does it even have a digestive system?

-C

Optional: Epic Die Traits

If your group plays with the Epic Die, a god swallower atropal also has the additional traits noted below:

Epic Trait: Atropal Casting. At the end of each of the atropal's turn, roll a d6. If the roll is equal to or lower than the Epic Die, the atropal can immediately cast an additional spell this turn. The spell must be a spell it hasn't already been cast on this turn.

God Swallower Atropal

Gargantuan undead (titan), neutral evil

Armor Class 22 (natural armor)
Hit Points 663 (34d20 + 306)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	29 (+9)	25 (+7)	22 (+6)	26 (+8)

Saving Throws Str +20, Con +19, Wis +16, Cha +18
Skills Arcana +17, Insight +16, Perception +16, Religion +17
Damage Resistances piercing damage from magical weapons
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Senses darkvision 600 ft., truesight 300 ft., passive Perception 26
Languages all, telepathy 1 mile
Challenge 34 (240,000 XP)

Contagious Flesh. Unless currently affected by this trait, a creature that touches the atropal, is touched by the atropal, or hits the atropal with a melee attack while within 5 feet of it, must succeed on a DC 26 Constitution saving throw against disease or be instantly afflicted by a random natural disease from the table below, which lasts until cured:

d6	Effect
1	**Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
2	**Filth Fever.** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
3	**Flesh Rot.** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.
4	**Mindfire.** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.
5	**Seizure.** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
6	**Slimy Doom.** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Improved Negative Energy Aura. Living creatures within 60 feet of the atropal can't regain hit points, and any creature that starts its turn within 60 feet of the atropal takes 30 necrotic damage. Undead creatures, including itself, instead regain 30 hit points if they start their turn within 60 feet of the atropal.

Immutable Form. The atropal is immune to any spell or effect that would alter its form.

Innate Spellcasting. The atropal's innate spellcasting ability is Charisma (spell save DC 26). The atropal can innately cast the following spells with a casting time of 1 action, requiring no components:

At will: *animate dead (9th level), bestow curse (9th level), circle of death (7th level), create undead (8th level), divine word*

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

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

Turn Immunity Aura. The atropal and any other undead creature within 60 feet of it is immune to effects that turn undead.

Actions

Multiaction. The atropal uses its Summon Wraits action if it can and makes an attack with its Atropus Touch. If the attack hits, the atropal can also cast an innate spell.

Atropus Touch. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 62 (12d8 + 8) necrotic damage, its hit point maximum is reduced by half the damage taken, and it is subject to the atropal's Contagious Flesh trait. If a creature is reduced to 0 hit points by this attack, it dies and the atropal consumes its soul. The creature cannot be brought back to life by any means before the atropal is slain. A humanoid that dies to this attack rises as a zombie at the start of its next turn, permanently under the atropal's control.

Tongue. *Melee Weapon Attack:* +20 to hit, reach 60 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 18 (4d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 28) and pulled up to 60 feet towards the atropal in a straight line. Until this grapple ends, the target is restrained and makes Constitution saving throws against the atropal's Contagious Flesh trait with disadvantage, and the atropal can't use its tongue on another target.

Ray of Cold. *Ranged Spell Attack:* +18 to hit, range 120 ft., one target. *Hit:* 70 (20d6) cold damage.

Life Drain. The atropal targets one creature it can see within 120 feet of it. The target must succeed on a DC 26 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to the damage dealt.

Summon Wraiths (Recharge 4-6). The atropal summons 1d4 + 1 **wraiths**, which materialize within 30 feet of it in unoccupied spaces it can see. The wraiths obey their summoner's commands and can't be controlled by any other creature. A wraith vanishes when it drops to 0 hit points or when its summoner dies.

Reactions

Unholy Rebuke. When the atropal succeeds a saving throw against magic, the caster must make a DC 26 Wisdom saving throw as the atropal focuses its godly gaze upon him or her. On a failed save, the caster takes 55 (10d10) psychic damage and is stunned until the end of its next turn. On a successful save, the caster takes half the psychic damage and isn't stunned.

Legendary Actions

The atropal can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The atropal regains spent legendary actions at the start of its turn.

Bestow Curse. The atropal casts bestow curse.

Life Drain (Costs 2 Actions). The atropal uses its Life Drain.

Mark For Death. The atropal magically marks a creature it can see for death. Until the end of the target's next turn, it has disadvantage on all Ability Checks, Attack Rolls, and Saving Throws, and all Attack Rolls against it are made with advantage.

Ray of Cold (Costs 2 Actions). The atropal uses its Ray of Cold.

Teleport. The atropal teleports up to 60 feet to an empty space that it can see.

Tongue (Costs 2 Actions). The atropal makes a tongue attack.

Touch Attack. The atropal uses its Atropus Touch..

Bakekujira

Bakekujira are animated whale skeletons which sail near the surface of the sea, rising as they did in life when they would have had to breathe. They appear on rainy nights near coastal whaling villages and are followed by a host of eerie birds and strange fish.

Curse of the Sea Gods. While a rare whale sighting would usually be an auspicious event for fishermen, bringing vast amounts of meat to feed a village for days, a bakekujira represents the direct antithesis of this. It is known as a curse bringer by many whaling villages, spreading famine and plague to the coasts it hits via the undead parasites that gnaw at any remaining flesh on its bones. Many believe it to be a curse of a vengeful sea god, which often compels them to perform various ceremonies on the beach every morning to appease the gods and ward off the bakekujira.

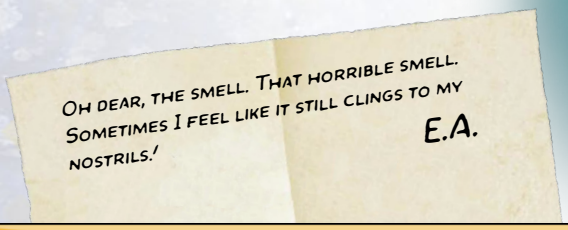
Foreboding melody. The arrival of a bakekujira is typically preceded by a deathly tone, capable of infusing widespread panic. However, some survivors claim to have heard a more somber tune, which left their fellow fishermen frozen with an eerie look of awe and admiration on their faces, almost like welcoming death with open arms. They would then run out of the vessel and dive into the water, swimming right towards their predator without a weapon in hand. This mind-altering, otherworldly music is classically referred to as a bakekujira's song, a sinister blessing bestowed upon it by the corruption of the Negative Plane. Its choice of song at any given time is unpredictable, changing with its whimsical, animalistic mood.

Undead Nature. A bakekujira doesn't require air, food, drink, or sleep.

Optional: Epic Die Traits

If your group plays with the Epic Die, a bakekujira also has the additional trait noted below:

Epic Trait: Parasitic Storm. When a creature takes piercing damage from the bakekujira's Undead Parasites feature, the damage is increased al number of d6s equal to the Epic Die.



Bakekujira

Gargantuan undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 795 (43d20 + 344)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	2 (-4)	11 (+0)	21 (+5)

Saving Throws Str +17, Con +15, Int +3, Wis +7, Cha +12
Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages -
Challenge 24 (62,000 XP)

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

Siege Monster. The bakekujira deals double damage to objects and structures.

Turn Immunity. The bakekujira is immune to spells and effects that turn undead.

Undead Parasites. The bakekujira is surrounded by swarms of undead fish and birds out to a radius of 30 feet. When a creature hostile to the bakekujira enters the area for the first time on its turn or starts its turn there, it takes 14 (4d6) piercing damage and must make a DC 20 Constitution saving throw. On a failed save, the creature takes 35 (10d6) poison damage and spends its action that turn retching and reeling. On a successful save, it takes half the poison damage and doesn't spend its action.

If the bakekujira is targeted by an effect that turns undead, this trait doesn't function until the end of the bakekujira's next turn.

Actions

Multiattack. The bakekujira sings a song and then makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 49 (6d12 + 10) piercing damage and the target is grappled (escape DC 25). Until the grapple ends, the bakekujira can't bite another target.

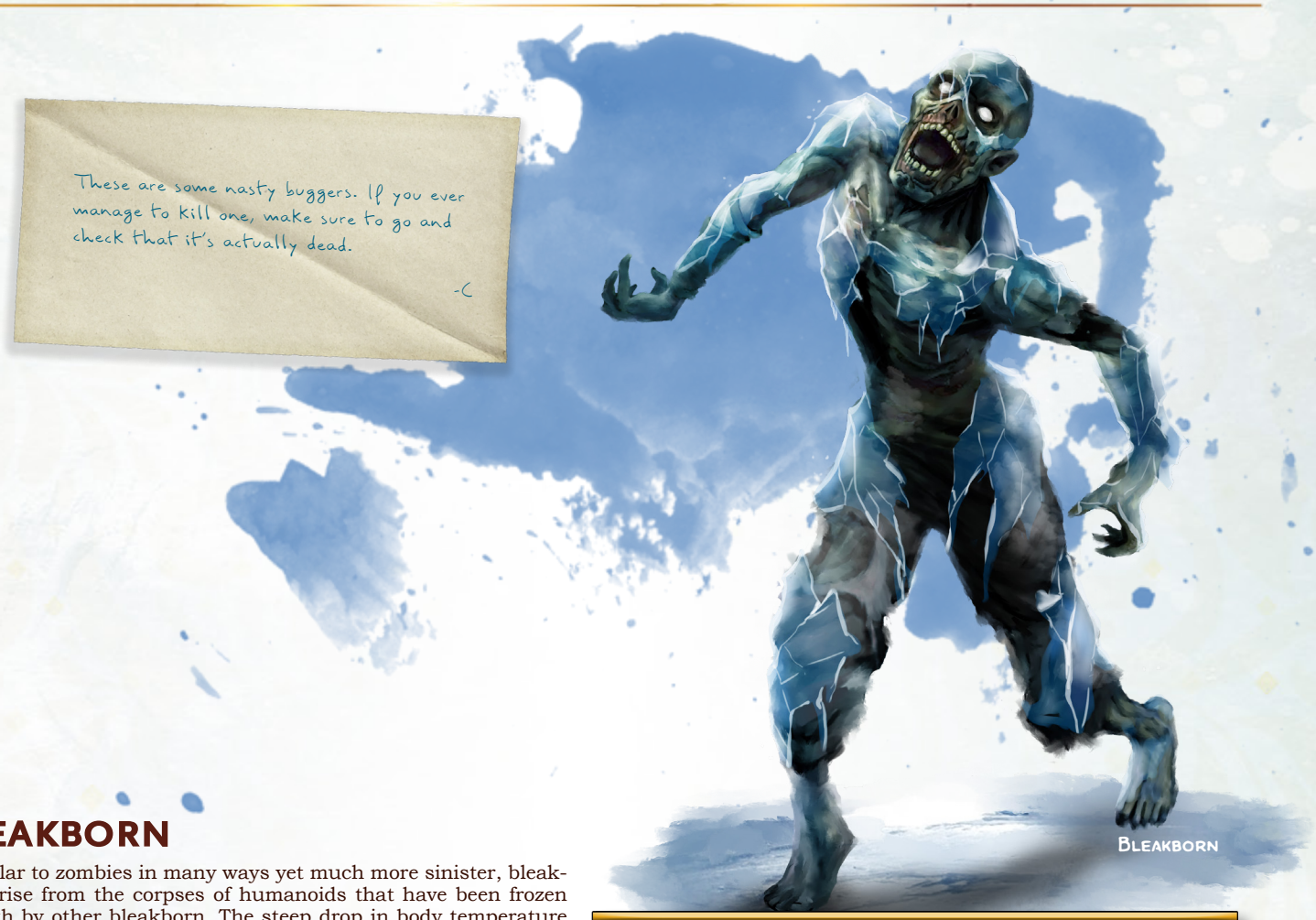
Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 37 (6d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be knocked prone.

Bakekujira's Song. The bakekujira sings one of the following songs:

1. Coronach. Each creature within 60 feet of the bakekujira that can hear it must make a DC 20 Constitution saving throw. On a failed save, the creature takes 26 (4d12) psychic damage plus 22 (4d10) thunder damage and is deafened until the end of its next turn. On a successful save, the target takes half the damage and isn't deafened.

2. Elegy. Each creature within 60 feet of the bakekujira that can hear it must succeed on a DC 20 Wisdom saving throw or become charmed for 1 minute. While charmed by the bakekujira, a target is incapacitated and cannot be charmed by other creatures. If the charmed target is more than 5 feet away from the bakekujira, the target can take the Dash action on its turn to move toward the bakekujira by the most direct route. Whenever it takes damage from a source other than the bakekujira, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this bakekujira's Elegy for the next 24 hours.

3. Threnody. Each creature within 60 feet of the bakekujira that can hear it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bakekujira's Threnody for the next 24 hours.



Bleakborn

Similar to zombies in many ways yet much more sinister, bleakborn arise from the corpses of humanoids that have been frozen to death by other bleakborn. The steep drop in body temperature forms ice shards in the body's blood vessels, rupturing and discoloring the flesh to a haunting blue, and popping out its eyes to leave two vacuums to the void in its skull.

Thermal devourer. A bleakborn awakens in the close proximity of a living creature, stimulated by the warmth that radiates from it. It will actively shamble to where it can be close to as many living creatures as possible, emanating a hypothermic aura that drains the body heat of nearby creatures, revitalizing the bleakborn's essence in the process. For this reason, even a single bleakborn could threaten entire civilizations as its potential for spreading its horrid existence is nigh unstoppable.

Bleak Origins. The bleakborn originate in the city of Moil; a city that was once like so many others. However, they eventually fell to corruption and began worshiping Orcus, the Demon Prince of Undeath. For a time, Orcus accepted the Moilians, but they incurred his wrath when their worship was no longer exclusive to him.

As punishment, Orcus cursed the entire city, ensuring no inhabitant could wake until the sun bathed the city in its warmth. On its own, a curse such as this might not be so horrible. What Orcus did next, however, ensured that this would prove the extent of his evil to be unrivaled. He tore the city from its foundations in the Material Plane and hurled it into a demiplane within the Negative Plane where no light can ever exist.

The City That Waits. To get to Moil, one must first find a crossing to the Negative Plane somewhere in the Shadowfell and then search for the pillars of black smoke within the Negative Plane that lead to Moil. However, since no light can exist in there, the smoke is almost impossible to find. To make matters worse, no life can exist within the Negative Plane, and setting foot there ensures either instantaneous death or the curse of undeath.

And that is where Moil is today. A city trapped within a realm bereft of life and warmth, cursed to sleep eternally until the sun shines in a place where it never can. Because of this, Orcus dubbed Moil as The City That Waits.

Apart from it being impossible to achieve, trying to bring sunlight to Moil would very much be a futile effort as its inhabitants have long since become bleakborn and only wish to spread their misery.

Undead Nature. A bleakborn doesn't require air, food, drink, or sleep.

Bleakborn

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wisdom +1
Damage Resistances necrotic
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft, passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 7 (2,900 XP)

Cold to the Touch. A creature that touches the bleakborn or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Heat-Draining Aura. At the start of each of the bleakborn's turns, each creature within 15 feet of it takes 7 (2d6) cold damage and the bleakborn regains lost hit points equal to half the damage done. A humanoid slain by this damage rises as a bleakborn at the end of its next turn.

Unless the bleakborn's remains are sprinked with holy water or destroyed, this trait continues to function even after the bleakborn is reduced to 0 hit points.

Turn Resistance. The bleakborn has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the bleakborn to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bleakborn drops to 1 hit point instead.

Actions

Multiattack. The bleakborn makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 16 (3d10) cold damage. A humanoid slain by this attack rises 1 minute later as a zombie, unless the humanoid is restored to life or its body is destroyed.

Broken Ones

These unfortunate humanoids are the tragic results of Frantisek Markov's experiments involving horrific physiological transformations. Their forms have merged with those of various animals to such an extent that they retain only a small semblance of their original being. Over the years, Frantisek has allowed some of them to leave his Dread Domain of Markovia. Many have helped to lure curious adventurers back into the Dread Domain. However, others were mysteriously forbidden from returning, and have had to fend for themselves in the new world. My best guess is that Frantisek just wants to flaunt his creations to the outside world for vanity reasons.

Broken One

Patchwork Creations. A broken one's warped physical characteristics are clearly visible to anyone who comes across one. For example, one might have a humanoid body but the head of a wolf, as well as two additional clawed limbs. Another might have the thick skin of a cow, a moose-shaped second head, and leathery wings. Their aberrant anatomy gives them an odd, clumsy gait, while at the same time protecting it from pin-pointed attacks that could cripple any other creature. Remarkably, broken ones do understand common, however, their deformities have rendered the communication skills of most to mere growls and grunts.

Outcasts. These creatures are often shunned and ejected from other humanoid communities on different planes of existence, if not abused or enslaved. Broken ones without a master generally form small communities, settling in ruins, abandoned buildings, or other remote locations. On the Material Plane, they are typically dismissed as timid urchins.

Resourceful Tribes. Despite their diminished intellect, each member of a Broken One tribe actively works to make optimal use of their physiological deformities to contribute to the community's survival. For example, their growls and grunts can lure animals into traps, or distract potential enemies. They are also capable of crafting camouflages when having to travel through humanoid communities, attaching twigs and leaves to cloaks to hide their deformities.

Greater Broken One

Broken Ones can breed with each other, as well as other humanoids, though nearly all of their progeny end up with a deformity. Sometimes these deformities can give rise to offspring that are more physically powerful and resilient than their parents. These Greater Broken Ones are hence the de-facto leaders of lone Broken One tribes. In a typical community, there tends to be one Greater Broken One for every ten individuals. Tribe members usually adopt the alignment of a Greater Broken One.

Broken One

Medium construct, any

Armor Class 9
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Skills Athletics +5, Stealth +1, Survival +4
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but speaks only in growls and grunts
Challenge 2 (450 XP) with one extraordinary feature, 3 (700 XP) with two extraordinary features, or 4 (1,100 XP) with four extraordinary features.

Extraordinary Feature. Roll on the Broken One Extraordinary Feature table a number of times determined by its CR, rerolling duplicates.

Odd Anatomy. Any critical hit against the broken one becomes a normal hit.

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Greater Broken One

Large construct, any

Armor Class 8
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Skills Athletics +7, Stealth +1, Survival +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but speaks only in growls and grunts
Challenge 5 (1,800 XP) with two extraordinary features, 6 (2,300 XP) with four extraordinary features, or 7 (2,900 XP) with six extraordinary features.

Extraordinary Feature. Roll on the Broken One Extraordinary Feature table a number of times determined by its CR, rerolling duplicates.

Odd Anatomy. Any critical hit against the broken one becomes a normal hit.

Actions

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

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

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

Broken One Extraordinary Feature

d12	Feature
1	The broken one is covered by a thick, leathery hide. It gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
2	The broken one's body is warped by eldritch magic. It gains the following trait: ***Magic Resistance.*** The broken one has advantage on saving throws against spells and other magical effects.
3	The broken one has two additional limbs and can make two additional claw attacks as part of its Multiattack action.
4	The broken one has an additional head. It gains the following trait: ***Two-Headed.*** The broken has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
5	The broken one has the lower body of a predatory animal, increasing its walking speed to 40 feet.
6	The broken one has the head of a predatory animal, such as a wolf. It gains the following trait: ***Keen Hearing and Smell.*** The broken one has advantage on Wisdom (Perception) checks that rely on hearing or smell.
7	The broken one has feathery or leathery wings, granting it a flying speed of 30 feet.
8	The broken one's exterior is covered in a tough chitin or magically enchanted. Its AC becomes 14 (natural armor).
9	The broken one is uncontrollably violent. Its alignment becomes chaotic evil and it gains the following traits: ***Axiomatic Mind.*** The broken one can't be compelled to act in a manner contrary to its nature or its instructions. ***Reckless.*** The broken one makes melee attacks with advantage but attack rolls against it also have advantage.
10	The broken one's body is soft and rubbery. It gains the following trait: ***Amorphous.*** The broken one can move through a space as narrow as 2 inches wide without squeezing.
11	The broken one has a single, massive arm. It makes Strength (Athletics) checks with advantage when using its grappling arm and gains the following trait: ***Grappling Arm.*** The broken one can attempt to grapple a creature as a bonus action, unless it already has a creature grappled.
12	The broken one is inhumanly strong. Its Strength score increases by +4, granting it a +2 bonus to attack and damage rolls, and advantage on Strength (Athletics) checks.

Chokers

I'm sure that many of you are not fond of traveling underground on the Material Plane, knowing many of the horrors that lurk there. It will not set your fears at ease then to learn that the caverns of the Shadowfell are easily just as dangerous, if not worse. In particular, the chokers are reason enough to always bring ample light with you, and to prepare for an ambush at any moment. Or perhaps you should simply stay above ground, which might be for the best

Choker

Lacking bones, chokers are extremely flexible, which allows them to hide in nooks, crannies, and narrow fissures. This is where they lie in wait for their prey to come close. They strike swiftly and without mercy.

Shadow Choker

While regular chokers are found on both the Material Plane and the Shadowfell, the shadow choker is exclusively found on the latter. All chokers are naturally adapted to the dark, but the Shadowfell's inhabitants have to contend with more than just dim skies and dull horizons. Chokers that live long enough on the Plane of Shadow eventually transform into shadow chokers, becoming stronger and even better adapted to the dark, but also more aggressive. These sinister variants are fiercely territorial and often kill for sport, not just to feed. In some cases, they have even been known to hunt and kill others of their own kind.

Choker

Small aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +6
Senses darkvision 60 ft, passive Perception 11
Languages Deep Speech
Challenge 1 (200 XP)

Aberrant Quickness (Recharges after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

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

Actions

Multiattack. The choker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target (the choker has two tentacles). If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Shadow Choker

Small aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Athletics +7, Stealth +6
Senses darkvision 120 ft, passive Perception 11
Languages Deep Speech
Challenge 2 (450 XP)

Aberrant Quickness (Recharges after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

Shadow Camouflage. The choker has advantage on Dexterity (Stealth) checks made while in dim light and darkness.

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

Sunlight Sensitivity. While in sunlight, the choker has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Twilight Vision. Magical darkness doesn't impede the choker's darkvision.

Actions

Multiattack. The choker makes two tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature it has grappled. *Hit:* 5 (1d4 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target (the choker has two tentacles). If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Coalescing Souls

Faerûn is not a stranger to tragedies. I have lived long enough to see too many of them. Mortals will die, in great numbers at times, and terror doesn't always end there. Indeed, when a mass of souls becomes trapped in our world by a shared traumatic death, their combined agony can form a tormented creature of unimaginable sorrow.

Caller in Darkness

Long ago, when the human empire of Jhaamdath fell into the hands of a militant ruler, his greed for rapid expansion lead to a fierce battle with the elves of Nikerymath. Desperate to defend their home, the elves resorted to elven high magic to help their cause. This spawned a massive tsunami which wrecked Jhaamdath Bay, laying waste to all twelve of its major cities.

However, the empire's capital city of Dhinnlith was unable to be located in the underwater ruins. Some scholars speculated that it may have somehow survived the disaster. They reported sightings of a phantom city rising from the waters of Vilhon's Reach on moonless nights, which would disappear before sunrise. It eerily resembled the lost city of Dhinnlith, with abandoned buildings and empty streets. The only hint of movement was a cloud-like, incorporeal undead creature patrolling the deserted town. This was the first creature of its kind: a caller in darkness.

Tormented Hive-Mind. A caller in darkness is composed of several thousand ghostly humanoid faces issuing silent screams of terror. These are the trapped souls of mortals who all died in overwhelming fear and are doomed to live out their final moments together into undeath. This fusion of spirits is now a sentient, malicious hive-mind whose only motivation is to draw more souls to its shared misery.

Share the Pain. A caller in darkness aims to control and subdue its opponent, to allow for swift assimilation of the victim's soul into its body. A battle against such a monster is not a clash of blows or a contest of skill, but instead a panicked struggle to keep hold of your individuality, the independence of your very own soul. The caller will batter your mind with psionic powers and drain your will to live with lashes from its whip-like tendrils. If an opponent proves resistant to the usual tactics, the caller will simply engulf the victim within its form. Once inside, the agonized screams of a thousand angry souls torments the mortal into submission. A new face features prominently in the caller's figure when a soul is consumed, wearing the same horrified expression it had before its demise. The stronger the victim, the more powerful the caller gets when it consumes its soul.

Caller In Darkness

Optional: Epic Die Traits

If your group plays with the Epic Die, a caller in darkness also has the additional trait noted below:

Epic Trait: Deathly Overture. The caller's Deathly Choir trait can be heard a number of feet away from the caller equal to 5 x the Epic Die.

Caller in Darkness

Large undead, chaotic evil

Armor Class 22 (natural armor)
Hit Points 368 (32d10 + 192)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	30 (+10)	22 (+6)	20 (+5)	21 (+5)	22 (+6)

Saving Throws Dex +18, Con +14, Int +13, Wis +13, Cha +14
Skills Arcana +13, Deception +14, Intimidation +14, Perception +13, Persuasion +14
Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, necrotic, poison
Damage Vulnerabilities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses truesight 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 28 (120,000 XP)

Deathly Choir. Any creature within the caller's space that isn't protected by a *mind blank* spell hears in its mind the screams of the countless souls within the caller. As a bonus action, the caller can force all creatures that can hear the screams to make a DC 22 Wisdom saving throw. Each creature takes 27 (5d10) psychic damage on a failed save, or half as much damage on a successful one. If a creature dies to this damage, its soul gets pulled into the caller which regains hit points equal to the half the target's hit point maximum. A creature whose soul has been absorbed by the caller can't be restored to life by any magic until the caller is dead.

Innate Spellcasting (Psionics). The callers's innate psionic spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *confusion, modify memory, nondetection (self only), telekinesis*
3/day each: *dominate monster, power word stun*
1/day each: *feeblemind*

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

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

Psionic Will. The caller makes Intelligence checks with advantage.

Soul Form. The caller can move through objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. In addition, the caller can enter a hostile creature's space and stop there.

Sunlight Hypersensitivity. The caller takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The caller is immune to effects that turn undead.

Actions

Multiattack. The caller makes four soul drain attacks.

Soul Drain. *Melee Spell Attack:* +14 to hit, reach 60 ft., one creature. *Hit:* 28 (4d10 + 6) force damage. The first time that a creature takes damage from this ability on a turn, it must make a DC 22 Wisdom saving throw. On a failed save, the target's Charisma score is reduced by 1d4. If this effect reduces the target's Charisma score to 0, the target dies, and the target's soul gets pulled into the caller which regains hit points equal to the half the target's hit point maximum. The reduction to the target's Charisma score lasts until removed by the *greater restoration* spell or similar magic. A creature whose soul has been absorbed by the caller can't be restored to life by any magic until the caller is dead.

Legendary Actions

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

Cast Innate At-Will Spell. The caller casts an at-will spell it can cast innately.

Cast Innate Spell (Costs 3 Actions). The caller casts a spell it can cast innately.

Move. The caller moves up to its speed.

Requiem of Souls

When a caller in darkness has consumed more than a hundred thousand terrified souls of intelligent creatures, it morphs into a being more powerful and sinister than even the dreaded tarrasque. A requiem of souls signals a true merging of souls, whose hive-mind has grown so strong that it can manifest simultaneous magical effects that elude the capabilities of even some deities.

Undead Nature. A caller in darkness or requiem of souls doesn't require air, food, drink, or sleep.

Requiem of Souls

Optional: Epic Die Traits

If your group plays with the Epic Die, a requiem of souls also has the additional traits noted below:

Epic Trait: Brutal Focus. When rolling to determine the number of Soul Drain attacks the requiem makes with its Multiattack action, roll an additional number of d6s equal to the Epic Die and take the two highest rolls.

Epic Trait: Power Overwhelming. When rolling to determine how the requiem acts on its turn (as noted in the Legion trait), the roll needed for the requiem to gain two turns decreases by an amount equal to half the Epic Die. For example, if the Epic Die is a 2, the requiem would gain two turns on a roll of 19 or 20. Similarly, if the Epic Die is a 6, the requiem would gain two turns on a roll of 17, 18, 19, or 20.

Requiem of Souls

Medium undead, neutral evil

Armor Class 25 (natural armor)
Hit Points 425 (37d8 + 259)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	30 (+10)	25 (+7)	26 (+8)	27 (+8)	26 (+8)

Saving Throws Dex +20, Con +17, Int +18, Wis +18, Cha +18
Skills Arcana +18, Deception +20, Intimidation +20, Perception +18, Persuasion +20
Damage Resistances fire, lightning, thunder
Damage Immunities acid, cold, necrotic, poison ; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses truesight 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 33 (215,000 XP)

Death Throes. When the requiem dies, thousands of souls burst forth in all directions, and each creature within 30 feet of it must make a DC 25 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The requiem's innate spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *chain lightning, dimension door, spiritual weapon (8th level)*
3/day each: *demiplane, wall of force*
1/day each: *prismatic spray, prismatic wall, teleport*

Innate Spellcasting (Psionics). The requiem's innate psionic spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *confusion, modify memory, nondetection (self only), telekinesis*
3/day each: *dominate monster, power word stun*
1/day each: *feeblemind*

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

Legion. The requiem of souls is inhabited by thousands of souls, each vying for control of their collective power. The requiem can maintain concentration on up to five different spells at a time and its concentration cannot be broken unless the requiem allows it. In addition, at the start of each of the requiem's turns, roll a d20 to determine how the requiem acts on this turn:

1: Souls that are sympathetic to the requiem's enemies take control. The requiem loses concentration on all spells and wastes its turn doing nothing else.
2-19: The requiem acts normally.
20: The will of most souls aligns perfectly, giving a gruesome display of exactly how devastating the requiem's potential is. The requiem takes two turns in a row.

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

Psionic Will. The requiem makes Intelligence checks with advantage.

Rejuvenation. If it dies, the requiems souls begin to visibly coalesce 1d6 days later in the spot where it died. After 24 hours it becomes active again and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Soul Form. The caller can move through objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. In addition, the caller can enter a hostile creature's space and stop there.

Turn Immunity. The requiem is immune to effects that turn undead.

Wavering Souls. The multitude of souls shift and waver constantly, making them hard to hit where they coalesce. Attack rolls against the requiem have disadvantage.

Actions

Multiattack. The requiem uses its Psychic Crush and makes 2d6 soul drain attacks.

Soul Drain. *Melee Spell Attack:* +18 to hit, reach 60 ft., one creature. *Hit:* 30 (4d10 + 8) force damage. The first time that a creature takes damage from this ability on a turn, it must make a DC 26 Wisdom saving throw. On a failed save, the target's Charisma score is reduced by 1d4. If this effect reduces the target's Charisma score to 0, the target dies, and the target's soul gets pulled into the requiem which regains hit points equal to the half the target's hit point maximum. The reduction to the target's Charisma score lasts until removed by the *greater restoration* spell or similar magic. A creature whose soul has been absorbed by the requiem can't be restored to life by any magic until the requiem is dead.

Psychic Crush. The requiem targets one creature it can see within 120 feet of it, forcing it to make a DC 26 Wisdom saving throw. On a failed save, the target takes 65 (10d12) psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinetic Crush. The requiem targets a nonmagical object that isn't being worn or carried or a structure up to two stories tall. The object or structure is crushed from all sides and is destroyed. Each creature inside a structure when it is destroyed takes 66 (12d10) bludgeoning damage for each story of the structure. Creatures within 10 feet of a one-story structure that is destroyed or within 20 feet of a two-story structure that is destroyed must succeed on a DC 20 Dexterity saving throw or take 44 (8d10) bludgeoning damage from falling debris. The collapse not only destroys the structure but also most of its contents. A creature cought underneath the debris can't dig itself out, but can be dug out by creatures not cought underneath the debris.

Legendary Actions

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

Cast Innate At-Will Spell. The requiem casts an at-will spell it can cast innately.

Cast Innate Spell (Costs 3 Actions). The requiem casts a spell it can cast innately.

Move. The requiem moves up to its speed.

Psychic Crush (Costs 2 Actions). The requiem uses its Psychic Crush action.

Dark Creature Template
A beast that is native to the shadowfell has the following statistics in addition to its normal statistics:

Speed. The dark creature's movement speeds increases by 10 feet. If it has a flying speed, it increases by 20 feet.
Damage Resistances. The dark creature gains resistance to cold damage.
Senses. The dark creature gains darkvision with a radius of 60 feet.
Shadow Camouflage. The dark creature has advantage on Dexterity (Stealth) checks made while in dim light and darkness.

Dark Creature

Just as with our cities and forests, mountains and oceans, which largely exist in a distorted shadowy echo on the other side of the veil, so too are the creatures from our world represented in shadow forms. Not every creature of ours has an umbral counterpart in the Shadowfell, mind you. After all, life is much more sparse in general in that inhospitable realm.

Dark Twins. These creatures appear to be gloomy facsimiles of many of the beasts on the Material Plane. They originate in the Shadowfell and occasionally cross between weak planar boundaries to enter into the Material Plane. However, a dark cat is no more a cat of ours than it is a carnivorous panther, as they are born with a predatory malice that surpasses its traditional counterpart. A dark version of a beast usually has a twilight gray or black skin tone, and tends to be smaller in mass, quicker in speed, and more elusive, especially in dim and dark environments.

Darkfiend

Dark Hyena

Medium beast, unaligned

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 0 (10 XP)

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

Shadow Camouflage. The hyena has advantage on Dexterity (Stealth) checks made while in dim light and darkness.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Darkfiend

Despite their name, darkfiends aren't actually fiends at all, but rather manifestations of darkness itself. What's most odd of all is that they aren't really evil as you might expect, but rather mischievous beyond belief. I've seen one laugh hysterically as it tore the backpack of a fellow traveler, only to run away with it. Later, we found all of the backpack's contents poured onto the ground, the backpack lying a little further down the road.

Spawns of Darkness and Loss. As the Shadowfell slowly saps all joy and hope from its inhabitants, these concepts can take shape as tiny, shadowy wisps that become embodied as a darkfiend. This process is the product of a spell forged quite spontaneously by the dark goddess, Shar, as part of her creation of the Shadowfell. However, she doesn't tend to use it much, as she thoroughly dislikes these mischievous aberrations.

Although the Dark Lady kept the spell to herself, other powerful entities have since learned of its inner workings and managed to replicate it.

Strange Rascals. Darkfiends are mischievous by nature, always seeking to tease others. They are full of joy and laughter, merely trying to have a good time, but careless about the consequences of their behavior, which can sometimes be fatal.

They usually serve their creator, whoever it is. If treated well, a darkfiend who is commanded to murder will attempt to do so with the same glee as a dog bolting off to catch a thrown stick. If treated badly, however, a darkfiend is as likely to turn on its creator as it is to simply run off.

Darkfiend

Small aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 68 (8d6 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	10 (+0)	17 (+3)	9 (-1)

Skills Acrobatics +7, Athletics +7, Perception +6, Stealth +7
Damage Resistances necrotic
Damage Immunities cold
Condition Immunities charmed, poisoned
Senses darkvision 120 ft, passive Perception 16
Languages the languages of its creator
Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the darkfiend's darkvision.

Innate Spellcasting. The darkfiend's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 14) while in dim light or darkness, requiring no material components:

At will: *disguise self, major image, spider climb*
1/day each: *darkness, dream, mislead, teleport*

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

Shadow Blend. While in dim light or darkness, the darkfiend can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the darkfiend uses a bonus action to end it or until the darkfiend attacks, is in bright light, or is incapacitated.

Sunlight Hypersensitivity. The darkfiend takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Standing Leap. The darkfiend's long jump is up to 40 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Multiattack. The darkfiend either makes one bite attack and two claw attacks or hurls two shadow javelins.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) cold damage.

Shadow Javelin. The darkfiend coalesces shadows into a javelin-like form and hurls it at a creature it can see within 60 feet of it to which the entire trajectory of the javelin is in dim light or darkness. The javelin is considered a magic weapon and deals 12 (2d8 + 3) cold damage to the target, striking unerringly. The javelin disappears after it hits.

Darkweaver

Menacing aberrations native to the Shadowfell, darkweavers constantly seek to expand their territory between different planes, establishing nests next to planar entry points to trap visitors. Very few have ever seen one in its full form and lived to write about it. At first glance they appear to be like a giant spider, but a closer look reveals that their legs are actually writhing, wiry tentacles, lashing out to snare their prey. Each one has a bi-segmented figure including an abdomen and a head (bearing a proboscis), and a mouth with piercing fangs. Dozens of pitch-black orbs cover the first part of their heads and resemble what one could assume are eyes.

Shrewd Carnivores. A darkweaver's lair is generally covered in web-like strands of shadow, cleverly designed to hide exits but easily facilitate entry for unsuspecting prey. They relish using elaborate illusion magic to convey false promises of wealth or power in the minds of their victims, inviting them directly to their doom. Dwarves, halflings, goblins, and kobolds are usually a darkweaver's favorite meals, as they tend to be more vulnerable to these temptations. However, darkweavers are clever enough to avoid crossing paths with anyone that could threaten them.

Hungry Isolationists. Darkweavers Darkweavers usually loathe other creatures, including others of their own kind, though they usually keep carnivorous beasts as "pets," to help them hunt. Other times, they will enforce a mutually beneficial relationship with a more intelligent predator, such as a troll. These creatures are especially useful for hunting prey in areas of sunlight, which darkweavers prefer to avoid. However, this alliance may only last for as long as the darkweaver is satiated, and often results in the master gobbling up the pet when other food becomes scarce.

Darkweaver

Darkweaver

Medium aberration, neutral evil

Armor Class 14, 17 in dim light or darkness
Hit Points 143 (26d8 + 26)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	12 (+1)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +5, Int +6, Wis +7, Cha +7
Skills Athletics +9, Perception +7, Stealth +12
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison, necrotic
Damage Vulnerabilities radiant
Condition Immunities charmed, poisoned
Senses blindsight 30 ft., darkvision 120 ft, passive Perception 17
Languages Abyssal, Common, Infernal
Challenge 10 (5,900 XP)

Armor of Darkness. When the darkweaver is in dim light or darkness, its AC includes its Charisma modifier.

Grasping Tentacles. The darkweaver can have up to eight tentacles at a time. Each tentacle can be attacked (AC 14, 17 in dim light or darkness; 20 hit points; resistance to acid damage and bludgeoning, piercing, and slashing damage from nonmagical attacks; immunity to cold, poison, necrotic, and psychic damage). Destroying a tentacle deals no damage to the darkweaver, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

Innate Spellcasting. The darkweaver's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 14) while in dim light or darkness, requiring no material components:

At will: *darkness, suggestion, tongues*
3/day each: *confusion, hallucinatory terrain*
1/day each: *major image*

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

Regeneration. The darkweaver regains 20 hit points at the start of its turn. If the darkweaver takes radiant damage, this trait doesn't function at the start of the darkweaver's next turn. The darkweaver dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Sunlight Hypersensitivity. The darkweaver takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Twilight Vision. Magical darkness doesn't impede the darkweaver's darkvision.

Web Sense. While in contact with a web, the darkweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The darkweaver ignores movement restrictions caused by webbing.

Actions

Multiattack. The darkweaver can use its web. It then makes four attacks: three with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one restrained creature. *Hit:* 14 (2d8 + 5) piercing damage plus 22 (4d10) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) necrotic damage, and target is grappled (escape DC 17). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the darkweaver can't use the same tentacle on another target.

Shadow Step. The darkweaver magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see, bringing along any creatures or objects it has grappled. Before or after teleporting, it can make a bite attack with advantage.

Web (Recharge 4-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to radiant damage; immunity to bludgeoning, cold, poison, and psychic damage).

Death Giants

Once elemental beings, Death giants relocated to the Shadowfell, where they evolved as soul-harvesting creatures. They now have little or no ties to the Elemental Chaos and rarely associate with other kinds of giants. Their thirst for hunting souls and powerful magic has allowed them to evolve as a species, going beyond simple greataxe strikes to win battles. While death giants are the rarest of giant-kind, I have seen groups with lairs in ancient Netherese ruins in the vast expanse of the Anauroch Desert.

Death Giant Ascendant

Huge giant, neutral evil

Armor Class 17 (half plate)
Hit Points 218 (19d12 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	23 (+6)	15 (+2)	16 (+3)	22 (+6)

Saving Throws Str +14, Dex +9, Con +12
Skills Athletics +14, Intimidation +12, Perception +8
Damage Resistances all except force and psychic
Damage Immunities necrotic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft, passive Perception 18
Languages Giant
Challenge 19 (22,000 XP)

Battle Fervor. The death giant scores a critical hit on a roll of 19 or 20.

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

Magic Weapons. The death giant's weapon attacks are magical.

Rampage. When the death giant reduces a creature to 0 hit points with a melee attack on its turn, the death giant can take a bonus action to move up to half its speed and make a greataxe attack.

Reckless. At the start of his turn, the death giant can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of his next turn.

Soul Shroud. The death giant is surrounded by swirling souls out to a radius of 10 feet. Creatures hostile to the death giant can't regain hit points while within the area. Additionally, when a living creature enters the area for the first time on a turn or starts its turn there, it must make a DC 20 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much on a successful one. A creature can be affected only by one soul shroud at a time.

A creature that dies within the area or that starts its turn there while at 0 hit points has its soul torn from its body as it joins the soul shroud. The creature cannot be resurrected until the death giant is killed, at which point all souls in its soul shroud are released from their torment.

Reactions

Death Guardian. When a creature hostile to the death giant makes an attack whilst within the death giant's soul shroud, the death giant can move up to half its speed and make a greataxe attack against the creature.

Soul Shield. The death giant adds 6 to the AC of a friendly creature within its soul shroud against one melee attack that would hit it. To do so, the death giant must be able to see the attacker.

Actions

Multiattack. The death giant makes three greataxe attacks. Alternatively, it can make two Soul Shrive attacks.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) slashing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone. If the death giant scores a critical hit, it rolls damage dice three times instead of twice.

Soul Shrive. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 33 (6d8 + 6) necrotic damage. The target must succeed on a DC 20 Wisdom saving throw or be stunned until the end of its next turn. A creature that dies to this damage has its soul torn from its body as it joins the soul shroud.

Soulfury Detonation (Recharge 4-6). The soul shroud surrounding the death giant bursts outwards in a violent explosion of necrotic energies. Each creature within 30 feet of the death giant must make a DC 20 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more cannot regain hit points until it finishes a long rest. Additionally, a creature that dies from this damage has its soul torn from its body as it joins the death giant's soul shroud.

Consume Souls. The death giant feeds on the souls from its soul shroud, regaining 40 hit points.

Withering Presence. When a death giant harvests the souls of its victims, it hoards them in a floating, swirling mass of sadness and loss. This shroud of souls serves as a layer of defense, draining the life force from any creature unfortunate enough to be caught within reach. If an enemy is killed near it, their own spirit will be ripped from their body and added to the giant's collection.

Death Giant Ascendant

The totalitarian nature of death giant societies allows an Ascendant to assume dictatorial power as they are the strongest of all the death giants. Despite facing challenges from Dreadguards, they understand the value in numbers, and strive to prevent civil wars from erupting among their followers.

Death Giant Dreadguard

Dreadguards are brutal warriors, and the most numerous types of death giant. The strongest among them usually amasses enough power to assume the status of Ascendant. Not surprisingly, dreadguards often subtly compete amongst each other to arise to that status. These internal squabbles usually turn violent, which might explain why death giant societies can be rather small.

Death Giant Dreadguard

Huge giant, neutral evil

Armor Class 17 (half plate)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	21 (+5)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Str +13, Dex +9, Con +11
Skills Athletics +13, Intimidation +10, Perception +8
Damage Resistances all except force and psychic
Damage Immunities necrotic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft, passive Perception 18
Languages Giant
Challenge 17 (18,000 XP)

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

Magic Weapons. The death giant's weapon attacks are magical.

Rampage. When the death giant reduces a creature to 0 hit points with a melee attack on its turn, the death giant can take a bonus action to move up to half its speed and make a greataxe attack.

Reckless. At the start of its turn, the death giant can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Soul Shroud. The death giant is surrounded by swirling souls out to a radius of 10 feet. Creatures hostile to the death giant can't regain hit points while within the area. Additionally, when a living creature enters the area for the first time on a turn or starts its turn there, it must make a DC 19 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much on a successful one. A creature can be affected only by one soul shroud at a time.

A creature that dies within the area or that starts its turn there while at 0 hit points has its soul torn from its body as it joins the soul shroud. The creature cannot be resurrected until the death giant is killed, at which point all souls in its soul shroud are released from their torment.

Reactions

Death Guardian. When a creature hostile to the death giant makes an attack whilst within the death giant's soul shroud, the death giant can move up to half its speed and make a greataxe attack against the creature.

Soul Shield. The death giant adds 6 to the AC of a friendly creature within its soul shroud against one melee attack that would hit it. To do so, the death giant must be able to see the attacker.

Actions

Multiattack. The death giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone. If the death giant scores a critical hit, it rolls damage dice three times instead of twice.

Death Giant Hate Monger

Hate Mongers are the smallest of the death giants, favored by Bane for their exceptional cruelty. This favor takes the form of frightening eyes, capable of terrifying the mightiest warrior to paralysis.

Death Giant Soulcatcher

Experts at manipulating souls and utilizing them for nefarious purposes, Soulcatchers are the closest analog to support troops in death giant armies. They specialize in magical enhancements to boost their ability to handicap enemies and harvest multiple souls, which they feed on to revitalize themselves in combat.

Death Giant Dreadguards

Death Giant Hate Monger

Large giant, neutral evil

Armor Class 13
Hit Points 247 (26d10 + 104)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Str +11, Dex +8, Con +10
Skills Athletics +11, Intimidation +9, Perception +7
Damage Resistances all except force
Damage Immunities necrotic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft, passive Perception 17
Languages Giant
Challenge 17 (18,000 XP)

Hateful Gaze. When a creature that can see the death giant's eyes starts its turn within 30 feet of the death giant, the death giant can force it to make a DC 17 Wisdom saving throw if the death giant isn't incapacitated and can see the creature. On a failed save, the target is paralyzed until the death giant deals damage to it, or until the end of the death giant's next turn. If the saving throw fails by 5 or more, the creature is paralyzed for 1 minute and gains the following flaw until cured by a *remove curse* spell: "*I hate all the things I thought I loved*".

When the paralysis ends, the target is frightened of the death giant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the death giant, ending the frightened condition on itself on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the death giant until the start of its next turn. If the creature looks at the death giant in the meantime, it must immediately make the saving throw.

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

Magic Weapons. The death giant's weapon attacks are magical.

Soul Shroud. The death giant is surrounded by swirling souls out to a radius of 10 feet. Creatures hostile to the death giant can't regain hit points while within the area. Additionally, when a living creature enters the area for the first time on a turn or starts its turn there, it must make a DC 18 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much on a successful one. A creature can be affected only by one soul shroud at a time.

A creature that dies within the area or that starts its turn there while at 0 hit points has its soul torn from its body as it joins the soul shroud. The creature cannot be resurrected until the death giant is killed, at which point all souls in its soul shroud are released from their torment.

Actions

Multiattack. The death giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage plus 26 (4d12) psychic damage. If the death giant scores a critical hit, it rolls damage dice three times instead of twice.

Death Giant Soulcatcher

Huge giant, neutral evil

Armor Class 17 (half plate)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	21 (+5)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Str +13, Dex +9, Con +11
Skills Athletics +13, Intimidation +10, Perception +8
Damage Resistances all except force and psychic
Damage Immunities necrotic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft, passive Perception 18
Languages Giant
Challenge 17 (18,000 XP)

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

Magic Weapons. The death giant's weapon attacks are magical.

Soul Shroud. The death giant is surrounded by swirling souls out to a radius of 10 feet. Creatures hostile to the death giant can't regain hit points while within the area. Additionally, when a living creature enters the area for the first time on a turn or starts its turn there, it must make a DC 19 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much on a successful one. A creature can be affected only by one soul shroud at a time.

A creature that dies within the area or that starts its turn there while at 0 hit points has its soul torn from its body as it joins the soul shroud. The creature cannot be resurrected until the death giant is killed, at which point all souls in its soul shroud are released from their torment.

Actions

Multiattack. The death giant makes three dagger attacks. Alternatively, it can make two Soul Shrive attacks.

Dagger. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (3d4 + 7) piercing damage plus 22 (5d8) necrotic damage. If the target is a creature, its movement speed is reduced to 0 until the end of its next turn.

Soul Shrive. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 31 (6d8 + 4) necrotic damage. The target must succeed on a DC 18 Wisdom saving throw or be stunned until the end of its next turn. A creature that dies to this damage has its soul torn from its body as it joins the soul shroud.

Soulfury Detonation (Recharge 5-6). The soul shroud surrounding the death giant bursts outwards in a violent explosion of necrotic energies. Each creature within 30 feet of the death giant must make a DC 19 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more cannot regain hit points until it finishes a long rest. Additionally, a creature that dies from this damage has its soul torn from its body as it joins the death giant's soul shroud.

Consume Souls. The death giant feeds on the souls from its soul shroud, regaining 30 hit points.

Debauched Knight-Commander

Debauched Knights

I have to hand it to Lady Dreygu. The fact that she can inspire such perversions in her subjects and yet retain a knightly order in times of war is a feat even the Demon Lord Grazz't himself would envy. The men and women of her personal guard take whatever they want from the local populace; food, wine, a bed for the night, or more carnal prizes, a right they possess as protectors of the realm. In return, any one of them will gladly give their life to fight off the horrors that threaten their city.

Paladins of Sunderheart. Debauched knights are the personal guards and pleasure toys of Lady Ivania Dreygu, Darklord of the Dread Domain of Sunderheart. They follow her commands enthusiastically, tending to each task and fulfilling every desire of hers without question, as well as overseeing her safety and spreading the influence of her depravity far and wide.

Self-Absorbed Hedonists. A Debauched Knight in the servitude of Lady Dreygu is required to embrace pleasure and satisfy their own basic desires. While Sunderheart already had a reputation for beauty, luxury, and excess on its own, the presence of Debauched Knights adds a further layer of grandeur and ceremony to this cursed realm. However, though they dine on the most expensive food, wine, and wear only the rarest of silk garments, one must not judge a knight by these clothes. For beneath that striking silk cape is a twisted creature that will subjugate anyone through blackmail, addiction, and manipulation. These libertines will also not shy away from unrestrained slaughter to meet their goals, or merely for the pleasure of it.

Pernicious Perfectionists. Debauched knights expect the "finest" out of all things in life, from the perfect curvature of their blades to the impeccable weave of their cloaks. However, there is no code of behavior among them, and little rhyme or reason to their actions, save those commanded by their Darklord. This erratic behavior is usually driven by incessant competition within the knightly order to please Lady Dreygu in the hopes for promotion. She tends to adjudicate based such arbitrary criteria as who most recently consorted with her (and therefore freshest in her mind), or who was the most impulsive and self-serving with their behavior; ideals that the Lady cherishes. So mercurial are these standards that the average reign of a commander or marshal usually only lasts a few years. The competition between them to please Ivania is usually a very bloody display.

Debauched Knight

Medium humanoid (any race, usually tiefling), chaotic evil

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

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

Saving Throws Wis +2, Cha +4
Skills Athletics +5, Deception +4, Intimidation +4
Condition Immunities frightened
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Depravity. The knight adds its Charisma modifier to melee weapon attack and damage rolls (included in the attack).

Spellcasting. The knight is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *searing smite, magic missile, thunderous smite,* unseen servant, wrathful smite
2nd level (2 slots): *alter self, find steed, levitate*

Actions

Multiattack. The knight makes two melee attacks.

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

Debauched Knight-Commander

Medium humanoid (any race, usually tiefling), chaotic evil

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7
Skills Athletics +7, Deception +7, Intimidation +7
Condition Immunities frightened
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Aura of Excess. The knight-commander can activate or deactivate this feature as a bonus action. While active, the knight and all creatures within 10 feet of him (friend or foe) can't benefit from damage resistances.

Depravity. The knight-commander adds its Charisma modifier to melee weapon attack and damage rolls (included in the attack).

Spellcasting. The knight-commander is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *searing smite, magic missile, shield of faith, thunderous smite,* unseen servant, wrathful smite
2nd level (3 slots): *alter self, find steed, leviatate, lesser restoration, magic weapon*
3rd level (2 slots): *blinding smite, counterspell, dispel magic, haste*

Actions

Multiattack. The knight-commander makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Depraved Specter

Incorporeal undead, doomed to a haunting existence and angry at the living. These depraved specters, for the lack of a better term, are much the same as any other ghost, except that they would much rather convince you to live a life of depravity than rob you of your life, as it is the only element of mortal life that offers them any semblance of joy.

A Life of Debauchery. Humanoids who live lives full of excess and in ignorance of the gods may find themselves unable to pass on to the afterlife. Their spirits instead continue their daily routines, dancing in pairs in what used to be magnificent ball rooms, or perhaps laying on large pillows, pretending to eat grapes and drink fine wines in lavishly decorated abodes.

Debauched knights are almost sure to suffer this fate, continuing their quest for debauchery even in death. In Sunderheart, however, almost the entire population continues their existence in this horrid state, manifesting at night to partake in Lady Ivania Dreygu's banquets.

Undying Depravity. Living creatures remind a depraved specter of the physical pleasures of life that it now can't truly savor. The mere sight of the living overwhelms a specter with unquenchable lust, which can be abated only by warping said life with licentious insanity. However, no matter how many mortals it corrupts, this specter is never able to find peace. It is destined to spread its malign influence forever.

Undead Nature. A depraved specter doesn't require air, food, drink, or sleep.

Debauched Knight-Marshal

Medium humanoid (any race, usually tiefling), chaotic evil

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Wis +7, Cha +10
Skills Athletics +9, Deception +10, Intimidation +10
Condition Immunities frightened
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 13 (8,400 XP)

Aura of Debauchery. The knight-marshal can activate or deactivate this feature as a bonus action. While active, the knight-marshal and all creatures within 10 feet of it (friend or foe) are vulnerable to all damage.

Aura of Protection. While the knight-marshal is conscious, the knight-marshal and its allies within 10 feet of it add the knight-marshal's Charisma modifier to all saving throws.

Depravity. The knight-marshal adds its Charisma modifier to melee weapon attack and damage rolls (included in the attack).

Freedom of Movement. The knight-marshal ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Spellcasting. The knight-marshal is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

- 1st level (4 slots): *compelled duel, searing smite, magic missile, shield of faith, thunderous smite,* unseen servant, wrathful smite
- 2nd level (3 slots): *alter self, find steed, leviatate, lesser restoration, magic weapon*
- 3rd level (3 slots): *blinding smite, counterspell, dispel magic, haste*
- 4th level (3 slots): *compulsion, death ward, Mordenkainen's private sanctum, staggering smite*
- 5th level (1 slot): *creation, destructive wave, mislead*

Actions

Multiattack. The knight-marshal makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 4 plus 5) slashing damage.

Depraved Specter

Medium undead, chaotic evil

Armor Class 12
Hit Points 31 (7d8)
Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Incorporeal Movement. The specter 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.

Infectious Depravity. When a creature that can see the specter starts its turn within 30 feet of it, the specter can force it to make a DC 12 Charisma saving throw if the specter can see the creature. On a failed save, the creature gains the following flaw: "*I give in to my most basic desires and I can never have enough. My lust for power, wealth, and wickedness is all that drives me*".

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the specter until the start of its next turn, when it can avert its eyes again. If the creature looks at the specter in the meantime, it must immediately make the save.

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

Turn Resistance. The specter has advantage on saving throws against any effect that turns undead

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Doomguides

Death. The only certainty we have in our miserable lives, yet for some reason humans have managed to make it the most ambiguous concept of existence. Should we fear it? Take honor in it? Worry for those we leave behind? Rest assured that there a peaceful afterlife? Perhaps reading through this dark tome on the Shadowfell has caused you to brood over these questions. To quench these fears, I suggest you seek the services of a doomguide.

The Role of Death. With the rise and fall of deity after deity, human cultures in Faerûn developed various interpretations of death. This ambiguity was heightened during Jergal's reign as overseer of death, who perhaps unwittingly perpetuated the mysteriousness of the afterlife. This uncertainty left a misguided void in the minds of many. When Jergal grew tired of this position, he was succeeded by the dreadful Myrkul, whose regime offered no assurances of a peaceful afterlife, and lead to a rise in the accursed practice of necromancy by spellcasters with an affinity for undeath. This began to stoke all sorts of fears in mortal minds, such as the possible abduction of their soul while in transit through the Fugue Plane, or the animation of their bodies as undead pawns for a nefarious necromancer. This apprehension, somewhat understandably, still permeates many Faerûnian cultures to this day.

When Kelemvor assumed command over the Fugue Plane after the Godswar, he immediately embarked to fix the tainted reputation of death among mortals. His clergy's foremost agenda is to reassure Faerûnians that death is a natural part of life, and not something to fear.

Heroes by Word and Deed. The most fervent of Kelemvor's devotees are known collectively as doomguides. They are committed to debunking myths about death in Faerûnian communities, actively preaching that death is not a punishment, but a necessary part of life to stem a new beginning. In order to ensure that death remains an organized process, doomguides also take up arms to douse the flames of necromancy. They are hence revered as folk heroes in settlements that are particularly plagued by this evil.

Doomguide Judicator

Doomguide judicators are elite clerics of Kelemvor who travel between different settlements and temples of the Faerûn, acting as divine emissaries and couriers. Those who worry about life after death often seek out a judicator to reassure them of a painless transition and fair judgment in the afterlife. During their visits, judicators deliver motivational speeches at churches, visit recently bereaved households or those with a dying member, providing counsel to the families, overseeing the passing of souls, and officiating funerary ceremonies for the deceased. Sometimes, those who pass away without any heirs will leave their material wealth in the custody of judicators, who use it to fund under-privileged churches.

Soothing Rituals. The rituals performed by a doomguide judicator usually involves some form of low-toned, droning chants, and light percussion from ash staffs beating on the ground. When present during the process of death, a judicator performs a ceremony known as "The Passing," which directly alerts Kelemvor of the incoming presence of a new soul on the Final Road. If they are visiting a war- or plague-struck nation, they perform a ritual called Lament of the Falling. When officiating funerals, judicators will recall Deeds of the Dead, especially for those who died without family members to recount their deeds before the burial.

Overseers of Natural Death. A judicator strives to ensure that people die with dignity, and no sooner than their naturally-ordained time. Their connection to Kelemvor allows them to determine the rightful death date of each individual they come across. If a judicator hears of someone dying before their time, they will perform resurrection services for them.

Spiritual Awakening. Many judicators originally came to the clergy after having once died and then been brought back to life by another doomguide. This experience can be so profoundly touching, evoking a blissful passion for the dogma of Kelemvor. Older judicators would have once been priests of Myrkul, who then had to grapple with the change in theological beliefs once Kelemvor ascended as the new God of the Dead.

Doomguide Prosecutor

A doomguide prosecutor revels in their more direct role in punishing undeath, serving as a paladin of Kelemvor. They form the elite front lines in battles against the undead, bearing sword and shield to dish out swift punishment. The training required to earn the title of "prosecutor" is rigorous, requiring strict mental discipline and martial prowess. As such, only about a quarter of Kelemvor's clergy become prosecutors. They thrive in the exhilarating heat of battle, viewing bedside ministry as a necessary but somewhat boring interruption.

Bane of Undeath. The gravest sin in the clergy of Kelemvor is the artificial lengthening of life, which undead creatures are the embodiment of. A doomguide prosecutor swears an oath to rid the Faerûn of as many of these abominations as possible, believing that the only punishment for those who dabble in necromancy is a swift death. These paladins can be found leading adventurers to clear out enclaves of undead, zealously bashing their shields into the bones of an animated skeleton or piercing a lich's phylactery with their radiant longswords. This rather simplistic moral code might make prosecutors come across a bit taciturn at times.

Motivated through Tragedy. Perhaps compounding their slightly dour complexion is the fact that many prosecutors trained for this role after having tragically lost a loved one to an undead incursion. The fire for retribution burns brightly in these warriors' hearts, fueling their desire to purge the world of undeath. It is not uncommon for them to carry a trinket reminding them of their lost friend or family member, which sustains their zeal for their job.

Stalwart Allies. While a prosecutor may not seem like the ideal person to share a pint of ale with, they often form enduring bonds with long-time adventuring companions. They are happy to share up-lifting anecdotes of their departed loved ones with new friends. On rare occasions, prosecutors might even loosen up with their emotions while reciting these tales.

Doomguide Judicator

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

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

Saving Throws Wis +9, Cha +6
Skills Insight +9, Perception +9, Persuasion +6, Religion +5
Senses passive Perception 19
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Blessed Healer. Whenever the doomguide casts a spell that restores hit points to another creature, the doomguide regains lost hit points equal to half the hit points restored to the other creature.

Doomguide Prayers (5/Day). Using a bonus action, the doomguide can issue one of the following prayers to Kelemvor:

Merciful Verdict: The doomguide casts the true resurrection spell without expending a spell slot or material components.
Rite of Passing: The doomguide touches the body of a dead creature, invoking the power of Kelemvor. While dead, this body can't be raised as an undead creature by anyone other than a deity.

Spellcasting. The doomguide is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying, sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, detect evil and good, sanctuary, protection from evil and good*
2nd level (3 slots): calm emotions, gentle repose, *lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, create food and water, daylight, mass healing word, remove curse, speak with dead, tongues, water walk*
4th level (3 slot): death ward, *locate creature*
5th level (2 slot): greater restoration, *hallow, mass cure wounds*
6th level (1 slot): *heroes' feast*
7th level (1 slot): regenerate

Actions

Multiattack. The doomguide makes two melee attacks.

Doom Gavel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) radiant damage.

Channel Divinity: Kelemvor's Circle (Recharges 5-6). The doomguide lifts its maul and speaks a prayer censuring the undead. Each undead that can see or hear the doomguide within 30 feet of it must make a DC 18 Wisdom saving throw with disadvantage. If a creature fails its saving throw, it takes 22 (4d10) radiant damage and ignites in holy flame. A creature with a CR of 3 or less that fails its saving throw is destroyed. At the start of each of an ignited creature's turns, the creature must make a DC 18 Constitution saving throw. On a failed save, it takes 5 (1d10) radiant damage. On a successful save, the flames are doused.

Doomguide Prosecutor

Medium humanoid (any race), lawful neutral

Armor Class 20 (plate + shield)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	17 (+3)

Saving Throws Wis +6, Cha +7
Skills Athletics +9, Insight +7, Perception +6, Religion +4
Condition Immunities frightened
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Aura of Protection. While the doomguide is conscious, the doomguide and its allies within 10 feet of it add the doomguide's Charisma modifier to all saving throws.

Detect Undead. The doomguide knows the location of any undead within 60 feet of it that is not behind total cover

Divine Health. The doomguide is immune to disease.

Divine Smite. When the doomguide hits a creature with a melee weapon attack, it can expend a spell slot to cause the attack to magically deal an extra 9 (2d8) radiant damage. If the doomguide expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st.

Doomguide Prayers (3/Day). Using a bonus action, the doomguide can issue one of the following prayers to Kelemvor:

Bond of Fatal Touch: The next time the doomguide hits an undead with a melee weapon attack on this turn, the target must succeed on a DC 15 Wisdom saving throw or be destroyed.

Ethereal Purge: Each creature on the Ethereal Plane within 30 feet of the doomguide must succeed on a DC 15 Charisma saving throw or be forced into the Material Plane.

Spellcasting. The doomguide is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, searing smite*
2nd level (3 slots): *find steed, lesser restoration, zone of truth*
3rd level (3 slots): *crusader's mantle, daylight, remove curse*
4th level (1 slot): *aura of purity*

Actions

Multiattack. The doomguide makes two melee attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands, plus 4 (1d8) radiant damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Channel Divinity: Kelemvor's Circle (Recharges after a Short or Long Rest). The doomguide lifts its shield and speaks a prayer censuring the undead. Each undead that can see or hear the doomguide within 30 feet of it must make a DC 15 Wisdom saving throw with disadvantage. If the creature fails its saving throw, it takes 22 (4d10) radiant damage and ignites in holy flame. At the start of each of an ignited creature's turns, the creature must make a DC 15 Constitution saving throw. On a failed save, it takes 5 (1d10) radiant damage. On a successful save, the flames are doused.

Cleansing Touch (3/Day). The doomguide touches a willing creature, ending a spell affecting it.

Reactions

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

Dracowraith

If you thought a dracolich was the most unholy and disturbing form a dragon could assume, then you have clearly not heard of dracowraiths.

Vile Oblivion. A dracowraith is a dracolich that has perished and was once again brought back to life. While the path to draco-lichdom is often sought out by dragons seeking extended life, some fear oblivion so much that they also prepare an additional contingency plan. This can involve a deal with a powerful necromancer, or a malevolent deity, who agrees to reform the dracolich's spirit into a wraith if slain. Other times, it may not be voluntary, as was the case with the Darklord of Monadhan, Arantor, who now miserably re-enacts the tragic events of his life every day, loathing his own existence.

Bereft of Mind. A dracowraith retains only faint traces of its memories from its time as a dragon and dracolich, but a select few tend to magnify to such a degree that it traps their minds in a prison of non-stop, maddening whispers that remind them of what they once cherished. It is not uncommon for a dracowraith to stare at a piece of treasure that fascinated it in life, or to compulsively recall a past friendship. However, such moments are not likely to curb its rage for long, as the dragon has now grown to disdain what it used to be, and their past memories only remind them of what they have now become. When the pain of ruminating becomes too overwhelming, they fly into a fit of blind rage and brutally kill all living creatures they can find, releasing all pent-up anguish before swiftly returning to their lonely melancholy. This horrible cycle can continue for centuries.

Undead Commanders. Like traditional wraiths, a dracowraith can form undead servants from the spirits of humanoids that have recently suffered a violent death. These woeful fragments rise as malicious wraiths themselves, filled with the same spite for the living as their master. These wraiths can then summon their own contingents of specters from their humanoid victims, eventually resulting in a small but potent army. Dracowraiths might also accept the services of fiends, death giants, and other monstrosities capable of spreading pain and suffering to mortal beings. This army feeds on the negative energies of the Shadowfell and tries to press into the Material Plane, hoping to wither away all its life.

Undead Nature. A dracowraith doesn't require air, food, drink, or sleep.

Optional: Epic Die Traits and Legendary Actions

If your group plays with the Epic Die, a dracowraith also has the additional traits noted below:

Epic Trait: Legendary Mastery. The dracowraith can take an additional number of legendary actions equal to half the Epic Die.

Epic Legendary Action: Recharge Breath (Costs 4 Actions). The dracowraith recharges its Necrotic Breath.

Epic Legendary Action: Recharge Legendary Resistance (Costs 5 Actions). The dracowraith regains a use of its Legendary Resistance trait up to a maximum of 3.

Dracowraith

Gargantuan undead, chaotic evil

Armor Class 21
Hit Points 740 (40d20 + 320)
Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	26 (+8)	18 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +13, Con +18, Wis +12, Cha +16
Skills Perception +13, Stealth +13
Damage Resistances acid, cold, fire, lightning, and thunder damage
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages the languages it knew in life
Challenge 33 (120,000 XP)

Death Gaze. When a creature that can see the dracowraith's eyes starts its turn within 30 feet of the dracowraith, the dracowraith can force it to make a DC 23 Constitution saving throw if the dracowraith isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 33 (6d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the dracowraith until the start of its next turn. If the creature looks at the dracowraith in the meantime, it must immediately make the saving throw.

Freedom of Movement. The dracowraith ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained.

Incorporeal Movement. The dracowraith 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.

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

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

Spectral Defense. The dracowraith's AC includes its Constitution modifier.

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

Wisps of Annihilation. A creature that touches the dracowraith or hits it with a melee attack while within 5 feet of it takes 5 necrotic damage and has its hit point maximum reduced by an amount equal to the damage taken. If the dracowraith takes radiant damage, the wisps burst outwards and each creature within 10 feet of it takes 20 necrotic damage and has its hit point maximum 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.

Actions

Multiattack. The dracowraith can use its Cry of the Open Grave. It then makes three attacks: one with its bite and two with its claws.

Spectral Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 61 (10d10 + 6) necrotic damage. If the target is a living creature, the dracowraith regains hit points equal to the damage done.

Spectral Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 41 (10d6 + 6) necrotic damage. If the target is a creature, it must succeed on a DC 21 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.

Spectral Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 33 (6d8 + 6) necrotic damage. If the target is a creature, it must succeed on a DC 21 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.

Cry of the Open Grave. The dracowraith lets forth a horrible, mind-shattering screech. Each living creature within 120 feet of the dracowraith that can hear it must make a DC 21 Wisdom saving throw. On a failed save, a creature takes 45 (10d8) psychic damage and becomes frightened for 1 minute. On a successful save, a creature takes half the psychic damage and doesn't become frightened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the frightening effect of the dracowraith's Cry of the Open Grave for the next 24 hours.

In addition, all humanoids within range of the screech that have been dead for no longer than 1 minute and died violently are corrupted by undeath. The spirit's of any such humanoids rise as **wraiths** in the space of their corpses or in the nearest unoccupied space. The wraiths are under the dracowraith's control. The dracowraith can have no more than seven wraiths under its control at one time.

Necrotic Breath (Recharge 5-6). The dracowraith exhales negative energy in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 112 (32d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies.

Legendary Actions

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

Detect. The dracowraith makes a Wisdom (Perception) check.

Move (Costs 2 Actions). The dracowraith moves up to its speed.

Tail Attack. The dracowraith makes a tail attack.

Wing Attack (Costs 2 Actions). The dracowraith beats its spectral wings. Each creature within 15 feet of the dracowraith must succeed on a DC 21 Dexterity saving throw or take 20 (4d6 + 6) necrotic damage and have its movement speed halved until the end of its next turn.

A Dracowraith's Lair

A dracowraith makes its lair underground, usually beneath ruined castles or in large caves. Sometimes, this could even be the lair it occupied during life. There, it can spend years ruminating on its sad existence, before re-emerging in a violent rage to hunt down the nearest living beings.

A dracowraith challenge rating of 34 (240,000 XP) if it is encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dracowraith can take a lair action to cause one of the following effects; the dracowraith can't use the same effect two rounds in a row:

- The lair is filled with magical darkness until initiative count 20 on the next round.
- Necrotic energies sweep through the lair near the dracowraith. Each creature of the dracowraith's choice within 120 of it must succeed on a DC 20 Constitution saving throw or take 33 (6d10) necrotic damage on a failed save, or half as much damage on a success. If a non-undead creature with less than 10 hit points is reduced to 0 hit points by this damage, it dies.
- All creatures within the lair become spectral until initiative count 20 on the next round. While affected, a creature gains the Incorporeal Movement and Sunlight Sensitivity traits (as described in the dracowraith's stat block) and it can't be grappled or restrained. In addition, it gains resistance to all damage except bludgeoning, piercing, and slashing from magical attacks. The dracowraith knows the exact location of any spectral creatures.

What an abomination. I can hardly believe these things exist. Such complete cruelty, existing only to spread malice and death.

I want one.

-C

Dread Hound

My good friend, Volothamp Geddarm, has written extensively on shadow mastiffs and their alphas. Some of you who have read his work might be rolling your eyes at yet another shadowy dog? But if you have been paying attention to my notes, you should know by now that behind every monstrosity in the Shadowfell, there is always a far more sinister variant out there.

Dread hounds are supposedly the common ancestor of all shadow mastiffs, characterized by their barbed, toxic tails, and razor-sharp teeth. Perhaps fortunately for us all, their numbers have been thinned by shadar-kai poachers, who raid their caves for stored up reserves of concentrated life energy; a unique essence that dread hounds extract from living victims.

Alpha Dogs. Dread hounds are freakish monstrosities, about the size of a human. who lead packs of shadow mastiffs in the Shadowfell. They establish lairs in remote caves on the Plane of Shadow, usually ruling over a pack of shadow mastiffs, who they send to do most of the hunting for them. The dread hounds themselves usually only come out to hunt larger, more dangerous prey.

Consumers of Fear. Most wild predators of the Shadowfell feed on the concentrated life energy of their mortal prey. However, a dread hound is satiated primarily by the fear emanating from its foes. The taint of their native plane has granted them a terrorizing gaze, capable of paralyzing their victim in fear, leaving them vulnerable for the hound to pounce and sink its teeth into their flesh.

Shadow Watchdogs. Just like shadow mastiffs, dread hounds are frequently sought-after by dark clergies and nefarious guild leaders of the Shadowfell. However, their thin numbers make them more difficult to track down, let alone their stubborn denial of servitude and higher demands for compensation (usually in the form of living victims to frighten and devour).

Dread Hound

Dread Hound

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	6 (-2)	13 (+1)	6 (-3)

Skills Athletics +7, Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 14
Languages -
Challenge 7 (2,900 XP)

Dread Fury. As a bonus action, the hound can make one bite attack against a frightened creature, which deals an extra 9 (2d8) psychic damage on a hit.

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

Pack Leader. The hound and any shadow mastiffs within 30 feet of it have advantage on an attack roll against a creature if at least one of the hound's or mastiff's allies is within 5 feet of the creature and the ally isn't incapacitated.

Terrifying Gaze. When a creature starts its turn within 60 feet of the hound and is able to see the hound's eyes, the hound can magically force it to make a DC 14 Wisdom saving throw, unless the hound is incapacitated. On a failed saving throw, the creature is magically frightened until the end of the hound's next turn. The frightened target is paralyzed. On a successful saving throw, the creature is immune to the hound's Terrifying Gaze for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the hound until the start of its next turn, when it can avert its eyes again. If the creature looks at the hound in the meantime, it must immediately make the save.

Actions

Multiattack. The dread hound makes one bite attack and two claw attacks. If the dread hound is grappling a creature, it can also make a stinger attack against that creature as a bonus action.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 15) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained and the hound can't bite another creature.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Call the Pack (1/Day). To use this action, the hound must be able to see a frightened creature within 60 feet of it and it must be in dim light or darkness. If the hound can use this action, 1d4 + 1 shadow mastiffs appear in unoccupied spaces within 30 feet of it that are in dim light or darkness. The mastiffs last until they drop to 0 hit points, and they take their turns immediately after the dread hound's turn on the same initiative count.

Dread Hound with a Black Iron Harness

While dread hounds are feral by nature, Shar can easily bind them to her will and use them to lead packs of shadow mastiffs. In order to properly protect her dread hounds, she enjoys outfitting them with black iron harnesses, granting them ample protection against magical assault.

A dread hound wearing a black iron harness has a challenge rating of 9 (5,000 XP) and gains the following additional trait:

Black Iron Harness. Any time the hound is targeted by a magic missile spell, a cantrip that requires a saving throw, or a spell that requires a ranged attack roll, roll a d6. On a 4 to 6, the hound is unaffected. The hound has advantage on saving throws against all other spells and magical effects.

Dread Ram

Dread Ram

I am not sure what advice I can give to help confront a dread ram. You had best hope that there is sufficient cover to hide behind, because fighting them head-on will likely not end in your favor.

Tainted Mountain Dwellers. Dread rams have enormous, pulverizing horns, and nostrils which exhale debilitating necrotic energy that withers away at their prey's life energy. They terrorize the higher altitude regions of the Shadowfell, hunting alone or in packs of up to half a dozen individuals. They can feed on any non-incorporeal creature, including other undead and (when food is scarce, or if challenged for territory) fellow dread rams.

War Machines. While a dread ram cannot be tamed, some particularly cunning Shadowfell natives have managed to capture these creatures, typically using cages made of concentrated adamantine, the only substance resistant to a dread ram's deadly horns. These cages are opened in a battlefield or an enemy settlement, where the dread ram is free to wreak havoc, releasing all its pent-up anger from being in captivity. They are particularly useful in breaking down gates, which dread rams are happy to bash through if incentivized with living prey on the other side. Other times, they can be used to tactically trigger landslides or avalanches over enemy-controlled terrain.

Undead Nature. A dread ram doesn't require air, food, drink, or sleep.

Dread Ram

Large undead, unaligned

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	2 (-4)	10 (+0)	6 (-3)

Skills Athletics +11
Damage Resistances necrotic, poisoned
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 7 (2,900 XP)

Charge. If the dread ram moves at least 20 feet straight toward a target and then hits it with its horns on the same turn, the target takes an extra 13 (2d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Necrotic Aura. The dread ram radiates necrotic energies. A creature that starts its turn within 5 feet of the dread ram must make a DC 15 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much on a successful one.

Siege Monster. The dread ram deals double damage to objects and structures that aren't adamantine.

Unstoppable Bulk. The dread ram can move through the space of a Huge or smaller creature while the creature is prone, but it can't end its turn in another creature's space. If the dread ram moves through the space of a prone creature, it can use a bonus action to make an attack with its hooves.

Actions

Multiattack. The dread ram makes two attacks with its horns.

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

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Necrotic Breath (Recharge 5-6). The dread ram exhales necrotic energies in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a target takes 27 (6d8) necrotic damage and is poisoned for 1 minute. On a successful save, a target takes half the damage and isn't poisoned.

Dullahan

No creature is associated with certain death more than the dullahan. It rides ominously on a terrifying undead warhorse or dark coach, brandishing its head in one hand and a humanoid spine in another, which it uses as a lashing whip. Should you have struck a dark pact to sacrifice your soul, there is no hiding when the dullahan utters your name. Quite fittingly, they are also known as doom riders or headless horsemen.

Doom Steed

These unholy steeds are intelligent undead horses that serve as mounts for a dullahan. They are formed in a ritual where a dead horse's corpse is fused with the fiendish larvae of a dullahan's first victims. Sometimes a dullahan will send a couple of lone doom steeds to begin instilling dread in its victim with ominous trampling sounds and menacing hoots.

Undead Nature. A doom steed doesn't require air, food, drink, or sleep.

Dullahan

Dullahans are created by powerful dark patrons such as archdevils, liches, hags, or evil deities, using the souls of the most sinister and authoritative individuals to have bargained with them. This includes city watch captains, army generals, monarchs, and even strict professors at an academy. Dullahans are sent from the plane of their creator to terrorize the hapless fool who bargained their soul to for a dark purpose. They are known to torment their victims for several nights before delivering a swift death and harvesting their souls. Particularly sadistic patrons will send a dullahan to haunt the settlements that they lived in as mortals, usually to right a previous wrong or betrayal.

Undead Nature. A dullahan doesn't require air, food, drink, or sleep.

Doom Steed

Large undead, unaligned

Armor Class 12
Hit Points 153 (18d10 + 54)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Skills Athletics +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses blindsight 60 ft., passive Perception 19
Languages -
Challenge 4 (1,100 XP), 0 (0 XP) if attached to a coach of the damned

Confer Incorporeality. Using a bonus action, the doom steed and its rider become incorporeal until the end of its turn. While incorporeal, the doom steed can move through other creatures and objects as if they were difficult terrain. An incorporeal creature takes 5 (1d10) force damage if it ends its turn inside an object. An incorporeal creature is also resistant to nonmagical bludgeoning, piercing, and slashing damage, but deals only half as much damage with its attacks.

Dullahan Charge. If the doom steed moves at least 20 feet straight toward a target and then hits it with a hoof attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. This trait only functions while the doom steed is mounted by a dullahan.

Dullahan Understanding. The doom steed intuitively understands the will of its dullahan master if it has one. The two don't even need to be on the same plane of existence.

Eerie Aura. Hostile creatures make Wisdom saving throws with disadvantage while within 30 feet of a doom steed.

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

Undead Fortitude. If damage reduces the doom steed to 0 hit points, it must make a Constitution saving throw with a DC of 5 + half the damage taken, unless the damage is radiant or from a critical hit. On a success, the doom steed drops to 1 hit point instead.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 11 (2d10) necrotic damage..

Coach of the Damned

Dullahans with particularly powerful masters are blessed with the ability to magically construct an entire carriage pulled by multiple doom steeds. The Coach of the Damned is a powerful, intelligent construct itself, capable of trapping the souls of unfortunate creatures slain near it. A dullahan will sometimes dispatch a coach to watch over its next victim in the days preceding that creature's ordained death.

Dullahan

Medium undead, lawful evil

Armor Class 16 (+1 studded leather)
Hit Points 345 (30d8 + 210)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	24 (+7)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +11, Wis +9, Cha +10
Skills Animal Handling +15, Intimidation +10, Nature +9, Perception +9
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, stunned
Senses blindsight 120 ft., passive Perception 19
Languages knows the languages it knew in life and can only whisper
Challenge 18 (20,000 XP)

Chilled Weapons. The dullahan's longsword attacks are magical and deal an extra 18 (4d8) cold damage on a hit (included in the attacks).

Doom Rider. The dullahan cannot be dismounted or hurled off from a doom steed or coach of the damned. While the dullahan is mounted on a doom steed or a coach of the damned, it has advantage on melee weapon attacks and it can force an attack or spell that targets the doom steed to target it instead. In addition, if the doom steed or coach of the damned is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Mounted Fear Aura. While the dullahan is mounted on a doom steed or a coach of the damned, any creature hostile to the dullahan that starts its turn within 30 feet of the dullahan's mount must make a DC 18 Wisdom saving throw, unless the dullahan is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dullahan's Fear Aura for the next 24 hours.

Quick Mounting. The dullahan spends only 5 feet of movement when mounting or dismounting a doom steed or coach of the damned. In addition, if his mount is slain or destroyed, he does not land prone.

Regeneration. The dullahan regains 20 hit points at the start of its turn. If the dullahan takes radiant damage, this trait doesn't function at the start of the dullahan's next turn. The dullahan's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the dullahan's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points as its head is torn from its body. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The dullahan and any mount it is riding is immune to effects that turn undead.

Actions

Multiattack. The dullahan uses its Head Slam or its Death's Calling. It then makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if held in two hands, plus 18 (4d8) cold damage.

Head Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 33 (6d10) psychic damage. The target must succeed on a DC 18 Charisma saving throw or be inflicted with a random Short-Term Madness (see chapter 8 in the *Dungeon Master's Guide*). The dullahan knows which madness affects the target. The target can repeat the saving throw at the end of each of its turns, ending the madness on itself on a success.

Death's Calling (Recharge 5-6). The dullahan targets a living creature it can see within 60 feet. The target must succeed on a DC 18 Wisdom saving throw or be cursed until cured and become paralyzed with dread for 1 minute. If the dullahan knows and whispers the target's name, the target has disadvantage on the saving throw.

While cursed, the target has disadvantage on death saving throws and gains no benefits from resting. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.

Dullahan riding a Coach of the Damned

Climbing a Coach of the Damned

A character may wish to climb into or on top of a coach of the damned. While within 5 feet of the coach, a medium creature can use an action to climb into the coach, which also expends 5 feet movement. The inside of the coach contains mindless spectral passengers, which are the tormented souls of its latest victims.

Climbing onto the roof of a coach, which is 10 feet high, also requires an action and is difficult terrain for any creature without a climbing speed. If a creature is on top of the coach, and the coach has doom steeds attached to it, it can use one free hand to hold on to the coach, ensuring it doesn't fall of while the coach moves. If a creature doesn't hold on, it must succeed on a Dexterity (Acrobatics) the first time the coach moves on a turn or fall off it. The DC changes depending on how many doom steeds pull the coach: DC 15 with 1-3 steeds and DC 20 with 4-6 steeds.

Coach of the Damned

Huge construct, unaligned

Armor Class 16 (natural armor)
Hit Points 182 (28d12)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Saving Throws Cha +0
Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, poisoned, prone, stunned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 12 (8,400 XP) with 1-3 doom steeds, 14 (11,500 XP) with 4-5 doom steeds, 15 (13,000 XP) with 6 doom steeds

Conferring Etherealness. Using a bonus action, until the end of its next turn the coach can cause itself, all attached doom steeds, all passengers, and all creatures on top of it to enter the Ethereal Plane from the Material Plane, or vice versa. Creatures are visible on the Material Plane while in the Border Ethereal, and vice versa, yet can't affect or be affected by anything on the other plane.

Conferring Incorporeality. Using a bonus action, the coach can cause itself, all attached doom steeds, all passengers, and all creatures on top of it become incorporeal or return to corporeality. While incorporeal, the coach can move through other creatures and objects as if they were difficult terrain. An incorporeal creature takes 5 (1d10) force damage if it ends its turn inside an object. An incorporeal creature is also resistant to nonmagical bludgeoning, piercing, and slashing damage, but deals only half as much damage with its attacks.

Doom Coach. The coach can have up to six doom steeds pulling it in rows of two.

Movement. The coach's speed increases by 15 feet for each doom steed that pulls it, up to a maximum of 60 feet. The coach can only move by being pulled by the doom steeds. A doom steed cannot move on its own while attached to the coach, but moves along with the coach on the coach's turn.

Actions. Only the two front-most doom steeds can take an action and only on the coach's turn, and no doom steeds can take a bonus action or reaction. The coach can take actions as normal.

Traits. The Confer Incorporeality, Dullahan Charge, and Eerie Aura traits of a doom steed don't function while it is attached to the coach, but any doom steeds attached to the coach are immune to effects that turn undead.

Killing All Doom Steeds. If there are no doom steeds left to pull the coach of the damned, the coach is magically transported to Hades at the end of its next turn, along with any creatures on or inside the coach.

Dullahan Understanding. The coach intuitively understands the will of its dullahan master if it has one. The two don't even need to be on the same plane of existence.

Eerie Aura. Living creatures have disadvantage on Wisdom saving throws while within 30 feet of the coach or any of the doom steeds that pull it.

Immutable Form. The coach is immune to any spell or effect that would alter its form.

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

Invitation to Damnation. When a living creature drops to 0 hit points or dies within 30 feet of the coach, the creature's soul is torn from its body and manifests as a spectral passenger within the coach, eternally bound to it in silence. A creature whose soul is trapped in this manner can only be resurrected with a *wish* spell, or with a *true resurrection* spell after the coach has been destroyed, burned to cinders, and had its remains sprinkled with holy water. The coach can seat up to eight passengers, spectral or living.

Scythed Wheels. Unless incorporeal or on a different plane of existence, the first time on its turn that the coach moves through a space adjacent to a creature but not through the creature's space, the creature must make a DC 17 Dexterity saving throw, taking 14 (4d6) slashing damage and landing prone on a failed save, or half as much damage without landing prone on a successful one. A creature that fails its saving throw can't make opportunity attacks this turn.

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

Actions

Multiattack. The coach makes one spectral lash attack for every two doom steeds that pull it. It then uses its Murder of Crows.

Spectral Lash. *Melee Spell Attack:* +7 to hit, reach 30 ft., one creature. *Hit:* 28 (8d6) cold damage. Unless it is immune to cold damage, the target must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

Cacophony of Damnation (Recharge 5-6, Requires Dullahan). The coach creates a mind-shattering dissonance. Each living creature within 60 feet of the coach that can hear the cacophony must succeed on a DC 18 Charisma saving throw or be forced into the Ethereal Plane for 1 minute. A creature can repeat the saving throw at the end of each of its turns, returning to the closes unoccupied space on the Material Realm on a successful save. A creature is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. The coach can only use this action if it has a dullahan mounted on it

Deliverance (1/Day). At midnight the coach of the damned travels to its native plane to deliver its spectral passengers, returning to the closest unoccupied space from which it disappeared 1 minute later. By midnight of the following night, the souls are transformed into fiendish larvae and cannot be resurrected by any means.

Murder of Crows (Requires Dullahan). The coach targets a point that it can see within 60 feet of it and magically causes a swarm of spectral crows to assault the area. All creatures within 10 feet of that point must make a DC 18 Dexterity saving throw, taking 5 (2d4) piercing damage plus 5 (2d4) necrotic damage on a failed save, or half as much on a successful one. Prone creatures take no damage. The coach can only use this action if it has a dullahan mounted on it.

Ghouls

While I am sure you have heard of ghouls before, and perhaps even met or fought some, I am equally certain that you aren't familiar with all of them. You see, ghouls, as corrupted as they are through their Abyssal origins, come in multiple unholy shapes, beyond the simple ghouls and ghasts that are prevalent on the Material Plane.

In the Shadowfell, death looms closer to every being regardless of how dead it may be already. This goes double for ghouls, who aren't simply dead but rather have embraced death. Under the leadership of mighty ghast kings, these ghouls have evolved beyond their Abyssal heritage and built structured societies, several of which have stood the test of time and blossomed, giving way to vastly different, but equally appalling, undead creatures. While this ensures they pose a much larger threat than regular ghouls, it has the added upside that the established order has quenched their chaotic (and overly destructive) nature.

Shadowfell Ghouls. Regular ghouls and ghasts that comprise ghoul societies in the Shadowfell are lawful evil, rather than chaotic evil.

Ghast Knight

Shock troops or enforcers, call them what you will. These ghasts are the backbone of the ghast kings' armies, ruthless, reckless, and bred with unwavering loyalty. They refer to themselves as "knights," though I find it hard to assign that term to such vile creatures.

True Knights. These warrior ghasts consider themselves noble protectors of their kind, following orders unquestionably and with no regard for themselves. They are created for battle, with thick skin, quick reflexes, and unholy strength. Most of them work as personal enforcers for a ghast king.

Vengeful Devotion. A ghast knight is fiercely loyal to its commander, who is usually a ghast king. If a ghast knight's commander is slain, its knights vow to avenge this loss, banding together to relentlessly pursue the perpetrator. A ghast knight can't be reasoned nor bargained with, and it feels neither pity, remorse, nor fear.

Ghast King

Exactly how these "kings" came to grow so powerful, I am sure I do not know. One thing is for certain, though: they are the source of these prosperous ghoul societies. Their arcane might is also undeniable, and surely a compelling reason why they can bend other ghouls to their will.

The Darkest of Schemes. Unknown to all, including the ghast kings themselves, they were created by the Lich-God Vecna in an effort to abolish everything even slightly related to Orcus. The dark god channeled untold amounts of arcane magic into an ordinary ghast, slowly transforming it into something else entirely, before gifting it a magical staff. This unholy maneuver was the Whispered One's first step in a grand scheme to seize control of all the Shadowfell. While they are mostly localized to the city of Evernight for now, Vecna's ghouls have been gradually expanding their territory. When the time is right, the Undying King will reveal himself to his creations and use them as a tool to bend the entire plane to his will.

Ghast Knight

Medium undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The ghast makes two melee attacks.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gravetouched Ghoul

Why do creatures so willingly throw away their freedom for a taste of power? I would say that I don't understand, yet I do. Men or elves. Goblins or orcs. All intelligent races are vulnerable to the lure of easily-attained power. I simply can't relate to such gullibility.

Grave-Touched. These ghouls are thought to have gained the attention of Doresain, the King of Ghouls. These creatures are more resilient and intelligent than traditional ghouls, yet equal in savagery. Gravetouched ghouls are hence thought to be "Touched by the King." Ghast kings possess the ability to transform regular ghouls in this manner, which is one of the primary reasons their will is considered absolute law amongst ghouls.

Hunger for Flesh. Not unlike traditional ghouls, gravetouched ghouls hunger for the stench and dreadful taste of death, decay, and carrion. They can be found scavenging in areas ripe with nourishment for their sadistic taste buds, such as graveyards and battlefields.

Undead Nature. A gravetouched ghoul doesn't require air, food, drink, or sleep.

Ghast King

Medium undead, lawful evil

Armor Class 16 (breastplate)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	20 (+5)	17 (+3)	13 (+1)

Saving Throws Wis +7
Skills Arcana +13, Persuasion +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 11 (7,200 XP)

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

Spellcasting. The ghast is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips: *acid splash, fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, magic missile, sleep, witch bolt*
2nd level (3 slots): *crown of madness, enlarge/reduce, misty step*
3rd level (3 slots): *dispel magic, fireball, lightning bolt*
4th level (3 slots): *blight, Evard's black tentacles, polymorph*
5th level (2 slots): *cloudkill, geas, scrying*
6th level (1 slots): *programmed illusion, true seeing*
7th level (1 slots): *finger of death, mirage arcane*
8th level (1 slot): *power word stun*

Staff of Frost. The staff has 10 charges. While holding it, the ghast can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If the ghast expends the last charge, roll a d20. On a 1, the staff turns to water and is destroyed..

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Immunity. The ghast is immune to effects that turn undead.

Actions

Multiattack. The ghast makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Staff of Frost. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if held with two hands.

Gravetouch. The ghast touches a willing ghoul for 1 minute, transforming it into a gravetouched ghoul.

Lacedons

Some ghouls are naturally adapted to underwater environments. Such ghouls are called lacedons. They have the statistics of regular ghouls or ghasts, with a swimming speed of 30 feet and the following additional trait:

Amphibious. The ghoul or ghast can breathe air and water.

Gravetouched Ghoul

Medium undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 36 (8d8)
Speed 30 ft.

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

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Gravetouched. Using a reaction when it is reduced to 0 hit points, the ghoul can move up to its speed and make a melee attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gloomwrought Keeper

Among the more influential-looking creatures in Gloomwrought are mysterious, otherworldly beings known as Keepers. They are easily recognizable, with their pale skin and dark leather smocks. These strange enigmas can be seen patrolling the streets of Gloomwrought in small groups, supposedly inspecting buildings and passageways, and murmuring to each other in guttural, clicking voices.

Consumers of Misery. Little is known about the Keepers' purpose in Gloomwrought, as they rarely interact with the city's denizens. However, some scholars have theorized that they "manufacture" suffering and despair for themselves to feed on. They achieve this in subtle ways, such as rearranging the city's architecture to magnify feelings of unease, paranoia, and despair. This negative energy is supposedly the only thing that can nourish the Keepers, who would starve without Gloomwrought's perpetual state of anguish.

Gloomwrought Keeper

Peculiar Protectors. Newer theories contend that the Keepers' manipulation of the city's architecture might actually be to fortify it against invasions from death giant clans and vukodlaks, or the degradation caused by the Shadowfell itself. The Keepers also seem to have some sway over the golems of Gloomwrought, and have taken up arms in defense of the city when needed. Many citizens have thus come to accept these aberrations as the city's eternal guardians.

Alien Language. The Keepers' language seems to be unique to them, consisting of a series of clicks that humanoid mouths could never imitate. The language is excellent at conveying large amounts of information in very little time, so much so that most other minds couldn't process the information even if they could understand it.

A creature under the effect of a *comprehend languages* spell or similar effect must make a DC 20 Wisdom saving throw for every sentence it attempts to understand. On a failed save, the creature takes 20 psychic damage and understands nothing. On a successful save, the creature takes 10 psychic damage and understands only a single word from the sentence. If this damage would reduce a creature to 0 hit points, it drops to 1 hit point instead, and the creature is affected by the *feeblemind* spell (no save allowed).

Aberrant Nature. A Gloomwrought Keeper doesn't require air, food, drink, or sleep.

Gloomwrought Keeper

Medium aberration, unaligned

Armor Class 22
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	14 (+2)	17 (+3)	21 (+5)	8 (-1)

Skills Acrobatics +12, History +8, Insight +10, Investigation +8, Perception +10, Stealth +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages understands all languages but speaks only Keeper
Challenge 15 (13,000 XP)

Accommodating Hits. The Keeper deals an additional 2d8 weapon damage against targets it attacks with advantage.

I***nnate Spellcasting (Psionics).*** The Keeper's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *levitate (self only), mage hand (the hand is invisible)*

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

Psychic Defense. While the Keeper is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Shadow Aggression. As a bonus action, the Keeper can move up to its speed toward a hostile creature that it can see without provoking opportunity attacks.

Shadow Blend. While in dim light or darkness, the Keeper can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the Keeper uses a bonus action to end it or until the Keeper attacks, casts a spell, is in bright light, or is incapacitated.

Actions

Multiattack. The Keeper makes two weapon attacks.

Shadowformed Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) cold damage. If the target is a creature, it must make a DC 18 Wisdom saving throw, taking 26 (4d12) psychic damage on a failed save, or half as much on a successful one.

Caustic Bile. *Ranged Weapon Attack:* +12 to hit, range 30 ft., one target. *Hit:* 25 (4d8 + 7) acid damage. If the target is a creature, it is blinded until a creature uses an action to wipe away the bile.

Dissolving Blitz (Recharge 5-6). The Keeper moves up to its speed. When moving in this manner, the Keeper can enter the space of another creature as if it was difficult terrain and doesn't provoke opportunity attacks. The first time on a turn the Keeper moves into the space of another creature in this manner, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature takes 22 (5d8) acid damage, lands prone, and has its movement speed halved until the start of the Keeper's next turn. On a successful save, a creature takes half the acid damage and doesn't suffer any additional effects.

Golems

The creation of golems bores me, if I am being completely honest. Are not they all variations on the same idea? You have a craftsman piece together the body, or shell more appropriately, from whatever rare and exquisite materials that you can find. You then trace the necessary runes across the limbs and body, to regulate the flow of magic properly, and finally summon some poor spirit and bind it to the core of your creation. And there you have it; a golem is born. The appearance may change from one to the next, but are they not all spirit puppets, bound to your will? Are they effective guardians? Yes. But do they provide enough mental stimulation to make creating them enjoyable or worth my time? I think not.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

Dear Reader,

If our esteemed author finds the creation of golems boring, perhaps he should spend more time among the master craftsmen of this art, and less time needlessly deriding their eminently useful (and often beautiful) creations.

E.A.

Blackstar Knight

Something about the binding process of these "knights" creates an especially strong bond with the binder. I've heard tales of these golems going inactive as soon as their creator perishes. Indeed, it seems like a blackstar knight can't exist without a force to guide it.

Perfect Soldiers. Blackstar knights are undead spirits housed in vessels of animate black stone. Kas the Destroyer first discovered how to create these knights, and they each serves him unswervingly, though stories of similar beings under the control of other creatures have begun to surface.

Their dedication to their master is so strong that they simply refuse to die. Their massive swords, made from the same black stone as the golem itself, is seemingly an extension of the golem and allows for it to channel the dark energies that created it into the flesh it cuts.

Blackstar Knight

Medium construct, lawful neutral

Armor Class 19 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +11, Intimidation +4
Damage Resistances fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages it knew in life and the languages of its creator but can't speak
Challenge 16 (15,000 XP)

Immutable Form. The blackstar knight is immune to any spell or effect that would alter its form.

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

Magic Weapons. The blackstar knight's weapon attacks are magical.

Actions

Multiattack. The blackstar knight makes four melee attacks.

Deathsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 19 Wisdom saving throw or be deathmarked. While deathmarked, a creature takes 9 (2d8) necrotic damage at start of each of its turns. A creature can use an action to repeat the saving throw on each of its turns, ending the effect on itself on a success.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Reactions

Undying Duty (1/Day). When the blackstar knight is reduced to 0 hit points, it can target any number of creatures within 10 feet of it, dealing 11 (2d10) necrotic damage to each undead and 5 (1d10) necrotic damage to all other creatures, regaining lost hit points equal to the total damage dealt.

Blackstar Knight

Cadaver Golem

Medium construct, chaotic evil

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 6 (2,300 XP)

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

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

Lightning Absorption. Whenever the golem 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 golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Reckless. At the start of its turn, the golem can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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. The golem lands a critical hit on a roll of 19 or 20.

Assimilate Flesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature made of flesh. *Hit:* 37 (6d10 + 4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the golem 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.

Reactions

Greedy Assimilation. When a creature drops to 0 hit points within 5 feet of the golem, or if the golem lands a critical hit, the golem uses its Assimilate Flesh on the target, hitting automatically.

Medium Dragonbone Golem

Medium construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)

Detect Life. The golem can magically sense the presence of living creatures up to 1 mile away. It knows the general direction they're in but not their exact locations.

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

Magic Immunity. The golem can't be affected or detected by Spells of 8th level or lower unless it wishes to be. It has advantage on saving throws against all other Spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) necrotic damage.

Cadaver Golem

Unlike most golems, cadaver golems are free-willed, thinking beings. Upon creation, most of them either kill or flee from their creators, wandering off to find their own place in the world. Regardless of how sympathetic I might be towards such a creature, it remains an abomination that should be destroyed. We'll all be better off for it.

Sentient Damnation. Most cadaver golems are produced accidentally when the creation of a flesh golem goes awry. The result is that the creature retains the soul and intellect of one or more of its humanoid components.

Dragonbone Golem

If you want to be able to distinguish a dracolich from a dragonbone golem, you should continue reading tomes such as this one. Knowing the difference might end up saving your life.

Constructed Horror. A dragonbone golem is crafted from the skeletons of one or more dragons, wired together into a gruesome whole. The size and power of a dragonbone golem depends on the size of the dragon bones used to assemble it.

The thing about having a golem is, it will never leave you. And it will never hurt you, never shout at you or hit you or say it is too busy to spend time with you. It will always be there, and it will die to protect you. Of all the supposed friends one can have, a golem is the only thing that measures up.

In an insane world, it is the sanest choice.

-C

Large Dragonbone Golem

Large construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Detect Life. The golem can magically sense the presence of living creatures up to 1 mile away. It knows the general direction they're in but not their exact locations.

Fear Aura. A creature hostile to the golem that starts its turn within 10 feet of the golem must make a DC 16 Wisdom saving throw, unless the golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the golem's Fear Aura for the next 24 hours.

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

Magic Immunity. The golem can't be affected or detected by Spells of 8th level or lower unless it wishes to be. It has advantage on saving throws against all other Spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Dragonbone Golem

Huge Dragonbone Golem

Huge construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP)

Detect Life. The golem can magically sense the presence of living creatures up to 1 mile away. It knows the general direction they're in but not their exact locations.

Fear Aura. A creature hostile to the golem that starts its turn within 30 feet of the golem must make a DC 20 Wisdom saving throw, unless the golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the golem's Fear Aura for the next 24 hours.

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

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

Magic Immunity. The golem can't be affected or detected by Spells of 8th level or lower unless it wishes to be. It has advantage on saving throws against all other Spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 13 (2d4 + 8) bludgeoning damage.

Legendary Actions

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

Tail Attack. The golem makes a tail attack.

Paralyzing Gaze (Costs 3 Actions). All creatures of the golem's choice within 30 feet of the golem that can see its eyes must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Attack (Costs 2 Actions). The golem beats its wings. Each creature within 10 ft. of the golem must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone.

Gargantuan Dragonbone Golem

Gargantuan construct, chaotic evil

Armor Class 17 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	27 (+8)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 24 (62,000 XP)

Detect Life. The golem can magically sense the presence of living creatures up to 1 mile away. It knows the general direction they're in but not their exact locations.

Fear Aura. A creature hostile to the golem that starts its turn within 60 feet of the golem must make a DC 23 Wisdom saving throw, unless the golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the golem's Fear Aura for the next 24 hours.

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

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

Magic Immunity. The golem can't be affected or detected by Spells of 8th level or lower unless it wishes to be. It has advantage on saving throws against all other Spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 15 (2d4 + 10) bludgeoning damage.

Legendary Actions

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

Tail Attack. The golem makes a tail attack.

Paralyzing Gaze (Costs 3 Actions). All creatures of the golem's choice within 60 feet of the golem that can see its eyes must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Attack (Costs 2 Actions). The golem beats its wings. Each creature within 10 ft. of the golem must succeed on a DC 25 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone..

Grave Dirt Golem

Grave Dirt Golem

Of all the creations that have been devised over the years, it must have taken a special kind of mind to come up with this horrific (and slightly silly) idea.

Of Death and Dirt. This creature is composed of damp grave dirt, and oozes a putrid scent of carrion. Its form displays fragments of bone, scattered teeth, and frayed cloth from past victims. The golem's head is capped with a humanoid skull filled with dirt, and it advances with an uneven gait, dragging itself on small but bulky legs.

Tombstone Golem

While the idea of this might also seem silly, don't be fooled. Seeing this walking heap of tombstones coming towards you might very well mean you'll have a headstone of your own soon.

Necromantic Perversion. Stone golems that are constructed using tombstones and necrotic energy become tombstone golems. The process usually involves the fusion of multiple grave headstones, all inscribed with names, birth dates, and death dates.

Grave Dirt Golem

Large construct, neutral

Armor Class 13 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

Limited Magic Immunity. The golem can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) necrotic damage at the start of each of its turns due to grave dirt remaining in the inflicted wound. Each time the golem hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Tombstone Golem

Huge construct, the alignment of its creator (usually any evil)

Armor Class 17 (natural armor)
Hit Points 337 (27d12 + 162)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP)

Death Throes. When the golem dies, it explodes in a burst of jagged stone and necrotic energy. Each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 21 (6d6) piercing damage plus 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more also gains one level of exhaustion. The space in which the golem died becomes difficult terrain until the rubble is cleared.

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

Into the Fray. The golem adds a d10 to its initiative rolls.

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

Magic Weapons. The golem's weapon attacks are magical.

Rampage. When the golem reduces a creature to 0 hit points with a melee attack on its turn, the golem can take a bonus action to move up to half its speed and make a slam attack.

Actions

Multiattack. The golem makes two attacks, only one of which can be Touch the Grave.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed back 10 feet in a straight line from the golem and knocked prone.

Touch the Grave. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 17 (2d10 + 6) necrotic damage. The target must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion.

Hurl Tombstone. *Ranged Weapon Attack:* +14 to hit, range 60 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is knocked prone. The target and all creatures within 10 feet of it must make a DC 20 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one..

Hags

Much has been written about this dark sisterhood. We first learned of the green hag, sea hag, and night hag. Volothamp Geddarm subsequently cautioned us about the annis hag and bheur hag. I wish I could tell you that their diverse forms stopped there.

Grave Hag

I have seen cannibals before. Depraved mortals who will relish the taste of fresh humanoid flesh. But I hadn't seen a creature who exclusively prefers to eat rotting flesh until I came across what I thought was an aged, deformed woman, seemingly weeping next to a gravestone. Little did I realize that what sounded like sobs were actually gruesome sighs of satiation.

Scavengers of Decomposition. Grave hags can usually be seen loitering around graveyards and battlefields, feasting on decomposing bodies.

Grave hag Items

A grave hag carries two very powerful magical items that she must craft for herself. If either object is lost, the grave hag goes to great lengths to retrieve it, as creating a new tool takes time and effort. Both items can only be used by the hag that crafted them.

Bag of Skulls. The hag pulls out humanoid skulls from the bag to fuel some of her darkest magics. The bag can contain no more than 3 humanoid skulls, which the hag takes from her victims; preferably children. Whenever a skull is expended, it crumbles into dust and a faint scream is heard by all creatures within 20 feet of the hag. The hag can spend 1 minute harvesting the skull of a dead humanoid to put it in her bag, but crafting a new bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

Detached Hag Spine. This black spine is laced with the intestines of the hag's victims. Crafting a detached hag spine requires the hag to pull out her own spine, from a body that she has occupied for at least 30 days. It must then be laced with intestines from at least three victims: one child; one middle-aged adult; and one venerable senior.

The spine grants the hag her Cast a Spell legendary action, a +1 bonus to her AC, as well as her Fling action.

Optional: Epic Die Traits

If your group plays with the Epic Die, a Grave hag also has the additional traits noted below:

Epic Trait: Gore Casting. The hag can concentrate on a number of spells equal to the Epic Die. Additionally, when the hag loses concentration on a spell, she only loses concentration on the last spell that she has cast.

Grave Hag

Medium undead, neutral evil

Armor Class 20 (natural armor + detached hag spine)
Hit Points 221 (26d8 + 104)
Speed 30 ft.

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

Saving Throws Str +12, Con +12, Wis +14
Skills Arcana +12, Deception +14, Insight +12, Perception +12, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 22
Languages the languages she knew in life
Challenge 28 (120,000 XP)

Barrier Absorption. As a bonus action, the hag gains 20 temporary hit points for each hostile creature within 10 feet of her. To do so, the hag must have a *bag of skulls* in her possession, from which she expends a skull.

Barrier of Corruption. While the hag has temporary hit points, she has resistance to all damage except psychic damage and regains 20 hit points at the end of each of her turns. Additionally, while the hag has temporary hit points, whenever a creature deals damage to the hag, the creature must succeed on a DC 22 Wisdom saving throw or take the same amount of damage as psychic damage.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *alter self, bestow curse (5th level), dispel magic, gaseous form, mirror image, scorching ray (six rays as necrotic damage), scrying, speak with dead, whispering wind*
3/day each: *circle of death (7th level), counterspell (5th level), dream, mislead*
1/day each: *clone, magic jar, power word stun, weird*

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

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

Mental Absorption. The hag restores hit points equal to the psychic damage she inflicts. If she is at her hit point maximum, she instead gains temporary hit points equal to the psychic damage done.

Actions

Multiattack. The hag casts a spell with her Innate Spellcasting trait and makes four attacks with her claws. She can replace one claw attack with her Fling action.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 26 (4d12) psychic damage. If the target is a creature, it must succeed on a DC 22 Wisdom saving throw or have its hit point maximum reduced by an amount equal to the damage taken. If the target fails the save by 5 or more, the target's hit point maximum is instead reduced by an amount equal to twice the damage taken. If this effect reduces the target's hit point maximum to 0, the target dies, and rises up as an undead under the hag's control. The character has the statistics of a **flesh golem**. The reduction to the target's hit point maximum lasts until removed by a *greater restoration* spell or similar magic.

Fling. The hag targets one Large or smaller creature within 60 feet of her that she can see. To do so, the hag must have a *detached hag spine* in her possession. The target must succeed on a DC 22 Strength saving throw, or be magically thrown up to 30 feet in a random direction. If a thrown target strikes 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 22 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The hag can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.

Claw Attack. The hag makes a claw attack.

Cast a Spell (Costs 2 Actions). The hag casts a spell with her Innate Spellcasting feature, expending resources as normal. To do so, the hag must have a *detached hag spine* in her possession.

Move. The hag moves up to its speed.

Steal Body (Costs 2 Action). The hag's skin tears from its body, enveloping a dead humanoid within 5 feet of her that she can see, and leaving her old body behind as a rotting, skinless corpse. The hag regains all lost hit points when she acquires a new body in this manner. The soul of the new body is obliterated, and the creature can only be resurrected after the hag has been killed.

Vanish. The hag becomes invisible until the beginning of her next turn and makes a Dexterity (Stealth) check. To do so, the hag must have a *bag of skulls* in her possession, from which she expends a skull.

Spectral Hag

After digging up and consuming all it can, the hag preys upon lonely humanoids lost in their grief. After a swift death, the mortal's body is brought to a graveyard, buried, and allowed to decompose before the hag feeds on it. They often preserve their victims' intestines and skulls to fuel their dark magic.

Unabashed Evil. Unlike other hags, who disguise themselves to corrupt the hearts of mortals, grave hags tend to prefer a more direct approach. Their hunger makes them impatient, and consistent nourishment allows them to replenish their power. As such, they also have no need for covens, allying only with hagspawn and lesser undead creatures.

Undead Nature. A grave hag doesn't require air, food, drink, or sleep.

Spectral Hag

Ever wonder what it must be like to live a life of eternal hunger, yet not be able to taste nor consume the food in front of you? This is the life of a spectral hag.

As despicable as most undead creatures are, I can't help but feel a slight amount of pity for the spectral variety. Ghosts, specters, wraiths, spectral hags...all trapped in a vile oblivion of their own darkest emotions.

Dark Origins. Spectral hags resemble the unfettered and enraged spirits of a hag that perished in some sort of evil ceremony. Perhaps a failed attempt at summoning Orcus to the Material Plane, or a malfunction during the creation of a Lich's phylactery. They are incorporeal reflections of their living forms, with unkempt hair, droopy faces, and diseased-looking flesh.

Miserable and Cunning. A spectral hag's mind is suffused with the hatred and sorrow innate to a specter, inhabiting desolate places and seeking only to slaughter the living. However, they are still sufficiently aware of who their allies were before death. As such, they tend to seek out any remaining members of their covens, maintaining contact with their foul sisters even in undeath. Other times, a spectral hag will simply kill any surviving members of her coven, who then animate as spectral hags themselves, under their sister's command.

Sinister Rituals. Spectral hags have the power to conduct dark ceremonies to augment their new covens. These are performed in the light of the full moon, and usually involve the sacrifice of young, innocent females (with sun elves being the favored race). At the conclusion of this vile ceremony, the captive has her life withered from her, and her spirit rises into a horrific spectral hag, condemned to everlasting horror and misery.

Undead nature. The spectral hag doesn't require air, food, drink, or sleep.

Spectral Hag

Medium undead, neutral evil

Armor Class 13
Hit Points 112 (15d8 + 45)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 16
Languages the languages she knew in life
Challenge 7 (2,900 XP)

Detect Life. The hag can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The hag 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.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic, magic missile*
2/day each: *plane shift* (self only), *ray of enfeeblement, sleep*
1/day each: *dream*

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

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

Turn Resistance. The hag has advantage on saving throws against any effect that turns undead.

Actions

Etherealness. The hag makes two Life Drain attacks.

Life Drain. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage. The target 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 creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wreck Psyche. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage. The target must succeed on a DC 14 Intelligence saving throw or be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horrifying Visage. Each non-undead creature within 60 feet of the hag that can see her must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hag's Horrifying Visage for the next 24 hours.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa.

Hagspawn

Medium humanoid (hagspawn), chaotic evil

Armor Class 10
Hit Points 142 (19d8 + 57)
Speed 30 ft.

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

Skills Athletics +6, Perception +2
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Infernal, Primordial
Challenge 4 (1,100 XP)

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

Innate Spellcasting (3/Day). The hagspawn can innately cast *magic missile*. It's spellcasting ability is Charisma.

Actions

Multiattack. The hagspawn makes two melee attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if held with two hands.

Hagspawn

There has always been a prevailing myth that hags have no use for males, and as such their male captives are nothing but meals to them. However, there are simultaneously stories told of hags consorting with male humanoids, willing or unwilling. While the first theory may be true of most interactions between a hag and their male prey, hagspawn do exist. This is a fact and therefore not open to debate, and as such the second theory clearly has equal merit to the first.

Brutish Offspring. The male humanoid offspring of hags are usually doomed to develop into capricious brutes with elongated arms, hunched posture, fiendish red eyes, and skin tone of their mothers. Many tend to be equally as malicious and selfish as their mothers, hence perpetuating distrust of their kind among civilized communities.

Slaves to an Unholy Matriarchy. Most hagspawn are enslaved by the hags that birthed them; allowed to live if only to defend their mothers' and sisters' lairs, providing the infantry power to a coven. Apart from their natural role as body-guards, hagspawn also work as gatherers, scavenging graveyards and ruins for the hag's vile ritual components, or hunting down other humanoids to be sacrificed in such rituals.

Shunned Outcasts. Some hagspawn are cast away by their mothers, left to fend for themselves or be reared by their humanoid parent. In humanoid societies, they are often capable of out-growing their naturally evil dispositions and working hard to temper the suspicions of their neighbors. They often garner sympathy from tieflings and half-orcs, who tend to go through the same sort of prejudice. Evil or not, none can deny their rigorous work ethic and willingness to put themselves through unspeakable physical strain if the end-goal is worth it. As such, they are often recruited to work on farms or embedded into the armies of a mighty kingdom.

Hunefer

Death is the most powerful seed of paranoia among mortals. Even brave, tyrannical monarchs, high priests, and powerful mages dread the fate of non-existence. Particularly powerful mortals even ascend to demigod status through various deeds. This is a very peculiar transitory phase, also known as the first rung of the ladder in the climb to true godhood. Many who achieved the rank tend to imprudently issue direct challenges to greater deities for power, instead of subtly navigating the politics of the divine realms. Such short-sightedness often results in their swift demise, their souls forever lost to the Astral Sea.

However, not all souls of slain demigods are cast away forever, for some still have dedicated clergies to revive them.

Corrupted Immortality. Hunefers are mummies of demigods whose spirits have not completely departed to the astral realms. They appear as withered and desiccated as any mummy lord, wrapped in ages-old linen bandages. Their bindings are inscribed with symbols and idols that their demi-god forms held sacred.

Saved by the Clergy. Most clerics understand the limited power of demigods, and hence do not devote themselves to one. Therefore, the primary way for a demigod to maintain a strong following is to be excessively lenient with their blessings, seducing more people into their worship. Those who manage to swoon a sufficient number of faithful devotees are difficult to permanently kill. They bless their most ardent followers with rare knowledge of how to restore their slain master, which involves a burial ritual similar to that of a mummy, as well as the dark incantations needed to imbue their corpse with powerful necromantic magic. Their god is thus restored as a hunefer; a mummy of a demigod whose power has not utterly departed to astral realms.

Longing for Divinity. A hunefer, while powerful, loses some of the divine essence that made it a demigod in life. That godly spark has been cast away on the isles of the Astral Plane, just out of reach of the newly arisen hunefer, who is likely to spend eternities plotting and scheming to try and retrieve the lost divinity, striking deals with all manner of creatures if they must, such as devils or plane-travelling adventurers. They otherwise remain in ancient temples where they were entombed, longing for their past lives.

Undead Nature. A hunefer doesn't require air, food, drink, or sleep.

Hunefer

Medium undead, lawful evil

Armor Class 20 (natural armor, 22 with blinding dust)
Hit Points 448 (39d8 + 273)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	14 (+2)	22 (+6)	20 (+5)

Saving Throws Con +16, Int +11, Wis +15, Cha +14
Skills History +11, Religion +11
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 300 ft.,passive Perception 25
Languages all, telepathy 120 ft.
Challenge 31 (175,000 XP)

Armor of Rot. Any critical hit against the hunefer becomes a normal hit.

Blinding Dust. Using a bonus action, the hunefer can cause blinding dust and sand to magically swirl around it. While active, the hunefer's AC increases by 2, and each creature that starts its turn within 10 feet of the hunefer must succeed on a DC 23 Constitution saving throw or be blinded until the end of the creature's next turn. The hunefer can end the effect using a bonus action.

Despair. The first time a non-undead creature sees the hunefer, it must succeed on a DC 23 Wisdom saving throw, or become paralyzed with fear for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Rejuvenation. A destroyed hunefer gains a new body in 24 hours if its heart isn't completely destroyed, regaining all its hit points and becoming active again. The new body appears within 5 feet of whatever remains of the hunefer's heart.

Spellcasting. The hunefer is a 20th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 23). The hunefer has the following cleric spells prepared:

Cantrips: *guidance, light, mending, sacred flame, thaumaturgy*
1st level (at will): *bane, command, guiding bolt, sanctuary, shield of faith*
2nd level (at will): *enhance ability, hold person, silence, spiritual weapon*
3rd level (3 slots): *animate dead, dispel magic, glyph of warding, speak with dead*
4th level (3 slots): *death ward, divination, guardian of faith*
5th level (3 slots): *contagion, geas, hallow, insect plague*
6th level (2 slots): *forbiddance, harm*
7th level (2 slots): *divine word, symbol*
8th level (1 slot): *earthquake*
9th level (1 slot): *true resurrection*

Actions

Multiattack. The hunefer makes three attacks.

Death's Grasp. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and the hunefer can't use its Death's Grasp on another target.

Rotting Fist. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 35 (10d6) necrotic damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be cursed with hunefer rot. The cursed target can't regain hit points, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. Additionally, its hit point maximum decreases by 35 (10d6) for every hour that elapses. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse can only be removed with a *wish* spell.

Steal Essence. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target grappled by the hunefer. *Hit:* 44 (8d10) necrotic damage. The hunefer regains hit points equal to half the damage dealt and the target must succeed on a DC 23 Constitution saving throw or be paralyzed until the end of its next turn.

Change Shape. The hunefer magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the hunefer's choice).

In a new form, the hunefer retains its alignment, hit points, Hit Dice, senses, ability to speak, proficiencies, Legendary Resistance, legendary actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form , except any class features or legendary actions of that form.

Call Necrosphinx (1/Day). The hunefer conjures forth a **necrosphinx** which appears in an unoccupied space within 60 feet of the hunefer. The nexrosphinx acts on its own initiative and obeys the hunefer's spoken commands.

Legendary Actions

The hunefer can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hunefer regains spent legendary actions at the start of its turn.

Attack. The hunefer attacks with its rotting fist.

Blasphemous Word (Costs 2 Actions). The hunefer utters a blasphemous word. Each non-undead creature within 20 feet of the hunefer that can hear the magical utterance must succeed on a DC 23 Constitution saving throw or be stunned until the end of the hunefer's next turn.

Cast a Spell (Costs 3 Actions). The hunefer casts a spell it has prepared, expending a spell slot as normal.

Channel Negative Energy (Costs 2 Actions). The hunefer magically unleashes negative energy. Creatures within 120 feet of the hunefer, including ones behind barriers and around corners, can't regain hit points until the end of the hunefer's next turn.

Eclipse. While outside during daytime, the hunefer magically causes an eclipse. The land is instantly enveloped in darkness until the next dawn. Each non-undead creature within 120 feet of the hunefer must succeed on a DC 23 Wisdom saving throw or become frightened of the hunefer for 1 minute. An affected creature can repeat the saving throw when it ends its turn within 60 feet of a light source. Creatures with darkvision or that can otherwise see in the dark have advantage on the saving throw.

Scarab Curse (Costs 2 Actions). The hunefer targets a creature it can see within 60 feet of it. Until the curse ends, at the end of each of the target creature's turns, a ***swarm of hunefer scarabs*** bursts up from the ground in the target's space. The swarm acts immediately, directing all of its attacks against the cursed target. At the end of the swarm's turn, the swarm dies. The curse ends if the hunefer is reduced to 0 hit points or by a *remove curse* spell.

Whirlwind of Sand (Costs 2 Actions). The hunefer magically transforms into a 30-foot-radius whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the hunefer can move through the space of another creature and move through any opening large enough for a grain of sand without squeezing. It is also immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the hunefer remain in its possession. Each creature the whirlwind passes through takes 21 (6d6) bludgeoning damage.

A Hunefer's Lair

A hunefer typically resides in an ancient temple or tomb that was dedicated to it when it was still a demigod. Such a blasphemous place usually attracts many lesser undead that worship the hunefer as a godlike being.

A hunefer encountered in its lair has a challenge rating of 32 (195,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the hunefer can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- Each undead in the lair is immune to effects that turn undead until initiative count 20 on the next round.
- Until initiative count 20 on the next round, any non-undead creature that tries to cast a spell of 7th level or lower in the hunefer's lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 23 Constitution saving throw. On a failed save, it takes 2d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.
- Until initiative count 20 on the next round, whenever any non-undead creature takes necrotic damage, the hunefer regains lost hit points equal to half the necrotic damage taken.

Regional Effects

A hunefer's temple or tomb is warped in any of the following ways by the creature's dark presence:

- Spells and abilities that attempt to contact or conjure extraplanar creatures always fail within the lair.
- Food instantly molders and water instantly evaporates when brought into the lair. Other nonmagical drinks are spoiled-wine turning to vinegar, for instance.
- A creature that takes treasure from the lair is cursed until the treasure is returned. The cursed target has disadvantage on all saving throws. The curse lasts until removed by a remove curse spell or other magic.

Swarm of Hunefer Scarabs

Medium swarm of Tiny undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., burrow 10 ft., climb 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 2 (450 XP)

Death Throes. When the swarm dies, it explodes in a cloud of death and swirling sand. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. If a creature is below half its hit point maximum when it takes this damage, roll on the Short-Term Madness (see chapter 8 in the *Dungeon Master's Guide*), as it is overwhelmed by images from beyond the grave.

Hunefer Creation. The swarm is animated by the will of a hunefer and follows the hunefer's will while within 5 miles of it. If the swarm moves further than 5 miles away from the hunefer, the swarm dies. While within 60 feet of the hunefer, the save DC of the swarm's Death Throes trait increases to 16 and the swarm's to-hit bonus for its Bites increases to +9.

Magical Attacks. The swarm's attacks are magical. They gain a +3 bonus to attack and damage rolls (included in the attack).

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 10 (2d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage if the swarm has half its hit points or fewer.

Hunefer

Optional: Epic Die Traits

If your group plays with the Epic Die, a hunefer also has the additional traits noted below:

Epic Trait: Unholy Barrier. A protective magical force of unholy power surrounds the hunefer, manifesting as mold and rot. The hunefer gains temporary hit points at the start of each of its turns equal to 5 x the Epic Die.

A creature that touches the hunefer or hits it with a melee attack while it has temporary hit points remaining takes necrotic damage equal 2 x the Epic Die.

Karsites

Karsites are a specific breed of humans, whose lineage can be traced back to the mighty Netherese archmage Karsus. During his time, Karsus was a dominating force in the Netheril empire. Not one to squander his power and influence, he consorted with many of his slaves and devotees and sired a multitude of children. One day however, in an act of foolish greed, he attempted to steal power from the deity of magic, a miscalculation which temporarily destroyed the magical weave and lead to the destruction of his empire. Since that day, the descendants of his bloodline have spread far and wide across the world.

A New Kind of Human. Over multiple generations, new karsites would be birthed in various human populations. While they look no different from most other humans of their culture, karsites usually have one pale blue eye (typically the left eye), as well as a shock of white hair on their heads.

Perhaps the most potent birthright inherent to karsites is their supernatural resistance to mundane physical pain, as well as their ability to convert hostile magic into curative energy. However, some karsites (usually those in remote settlements) have lived entire lifetimes in human societies without ever realizing their innate gifts. In addition, as a penalty for Karsus' transgressions, Karsites are unable to cast spells.

Camaraderie Through Disgrace. Tales are told of a now-forgotten human community that discovered the power of karsites within their society, resulting in a genocide of their kind. The survivors who managed to escape formed small tribes in isolated lands, finding solidarity in their shared past. Over time, other karsites left their native settlements, often in disgrace for not being able to train as spellcasters, and were discovered by others of their kind.

Anti-Magic Agenda. The karsites' burning curiosity to unearth more information about their kind led them to unravel the story of their ancestor, Karsus. Through painstaking research and rituals involving binding vestiges, they managed to summon their lost god, whose post-life propaganda laid the bedrock of the modern karsites' doctrine: to exterminate all forms of arcane magic and enshrine Karsus as the only God worth worshipping.

Karsites attempt to fulfill this prophecy using subtlety over violence, since killing humans would deprive them of future servants and Karsus devotees. Instead, they infiltrate the political ranks of human societies, scheme to prevent the formation or functioning of magic academies, discredit the heroic deeds of spellcasters, and orchestrate heists of priceless magical artifacts.

Karsite Mage Slayer

Karsite Mage Slayer

Medium humanoid (human), any alignment

Armor Class 18 (plate)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con +7, Wis +6
Skills Athletics +9, Perception +6
Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses passive Perception 16
Languages Common
Challenge 9 (5,000 XP)

Mage Slayer. The karsite has mastered powerful techniques useful in melee combat against spellcasters, gaining the following benefits:

Mindfulness. The karsite has advantage on saving throws against spells cast by creatures within 5 feet of it.

Slayer's Reprisal. When a creature within 5 feet of the karsite casts a spell, the karsite can use its reaction to make a melee weapon attack against that creature.

Spell Breaker. When the karsite damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Magic Draining Attacks. When the karsite hits a creature with a melee weapon attack, any magic items wielded or worn by the target lose any bonuses they provide, though they still count as magical. This effect lasts for 1 hour.

Spell Absorption. When the karsite succeeds on a saving throw against a hostile spell of 1st level or higher, the karsite regains 8 lost hit points per level of the spell.

Actions

Multiattack. The karsite makes three greatsword attacks.

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

Karsite Warrior

Medium humanoid (human), any alignment

Armor Class 20 (plate, shield)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Saving Throws Dex +5, Con +6, Wis +3
Skills Athletics +5, Perception +3
Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

Magic Draining Attacks. When the karsite hits a creature with a melee weapon attack, any magic items wielded or worn by the target lose any bonuses they provide, though they still count as magical. This effect lasts for 1 hour.

Spell Absorption. When the karsite succeeds on a saving throw against a hostile spell of 1st level or higher, the karsite regains 8 lost hit points per level of the spell.

Actions

Multiattack. The karsite makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Khayal

What may seem as a muscular and dapper human on the outside is actually a conniving schemer on the inside. However, should you share the same pathologically cunning deceitfulness, or at least pay lip-service to their megalomania, you may have found yourself a patron.

Shadow Genies. While more commonly known genies such as the dao, djinnis, efreetis, and marids descended from one of the four elements, khayals are the first genies to have materialized outside of the four elements. Their formless essence drifted across the planes until discovering its natural sustenance in the emptiness of shadow. These dark origins are apparent in their dusky gray skin, and dark, void-like eyes.

Cultured Manipulators. Khayals view other geniekind with different degrees of hostility but share the same haughty disposition. Their primary method of exercising their prejudice toward non-khayals is deception; something that khayals view as a fine art to perfect. In fact, khayal tradition holds the act of elaborate deception in such reverence that it is considered a grave dishonor if a khayal is ever exposed for a lie. The incompetent one who was caught in the lie is obligated to perform some service for the individual that has brought forward undeniable evidence of deception against them.

Narcissistic Allies. It is sometimes possible for a mortal to impress a khayal with comparable skills in deception, or the revelation of a mutual objective. On these rare occasions, a khayal may offer their assistance to such mortals, usually in the form of their own deceptive prowess. Such a relationship is often tenuous, and a khayal is quick to don themselves as leaders of this new alliance. They are perplexed by any who question their superior status in the team.

The City of Onyx. Most khayals reside in a city within the Shadowfell known as the City of Onyx. Very little has been recorded about this place, for shadow genies go to great lengths to prevent non-khayals from entering its urban core. From a distance, one can see the many architectural wonders of its downtown core - twisted spires and high minarets protruding in all directions. The emperor of Khayals, The Malik Al-Khayal, or King of Shadows in the Common tongue, rules from a majestic palace in the heart of the city, known as the Palace of Endings.

The only part of the city open to non-khayals is its bustling marketplace, located on the outskirts. It is a one-stop-shop for travelers using the Shadowfell to enter the Outer Planes. The quality of goods sold here is on-par with that of the City of Brass on the Elemental Plane of Fire, which is run by the khayals' rivals, the efreeti. The pompous Malik Al-Khayal seeks to disrupt their business and mark his own metropolis as the most popular inter-planar marketplace. As such, it is not uncommon to see a khayal infiltrating the City of Brass from time to time, underhandedly spoiling the quality of goods there (if not stealing them outright), defaming the merchants, and spreading discordant propaganda about the efreeti emperor.

Khayal

Large elemental, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	22 (+6)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Int +8, Wis +7, Cha +8
Skills Deception +12, Stealth +8
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 13
Languages Shadar-Kai, telepathy 120 ft.
Challenge 11 (7,200 XP)

Elemental Demise. If the khayal dies, its body disintegrates into shadowy tendrils that quickly fade away into nothing, leaving behind only equipment the khayal was wearing or carrying.

Innate Spellcasting. The khayal's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *black candle, darkness, detect magic*
3/day each: *shadow fade, spark of moil, tongues, wall of gloom*
1/day each: *conjure darkfiend, gaseous form, invisibility, major image, plane shift*

Shadow Bound. The Khayal's hit point maximum is reduced by 10 for every 24 hours it spends outside of the Shadowfell. This reduction lasts until the khayal finishes a long rest on the Shadowfell.

Shadow Stealth. While in dim light or darkness, the khayal can take the Hide action as a bonus action.

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

Twilight Vision. Magical darkness doesn't impede the Khayal's darkvision.

Actions

Multiattack. The khayal makes three scimitar attacks or two darkbolt attacks.

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

Darkbolt. *Ranged Spell Attack:* +8 to hit, reach 600 ft., one target. *Hit:* 7 (2d6) cold damage plus 7 (2d6) necrotic damage. The bolt deals half damage if the target is standing fully or partially in bright light.

Krinth

The Netherese arcanists of the City of Shade frequently fraternized with shadow demons, trafficking humanoid slaves of various races (most frequently dwarves, orcs, and humans). The debased fiends would occasionally force themselves upon the slaves from time to time. This foul crossbreeding spawned the very first krinth; tall humanoids with ebon hair, black eyes, and twilight-gray skin. Generations of breeding and magical manipulation has molded these creatures into obedient humanoids, in servitude of the Shadovar. Krinth servants are often treated better than slaves of other races, as the Shadovar fear the wrath of their demonic ancestors. In truth, the krinth have been long-forsaken by their progenitors.

Pawns of Shar. It is said that the original demonspawn used to be infertile, but their aptitude for spreading evil caught the attention of the Goddess Shar, who subsequently imbued them with the ability to mate among themselves. Then, in an attempt to spread her followers across the Realms, she would send whispers to their minds, reminding them of the agony of their servitude, tempting them to escape the confines of Thultanthar. While most krinth do not resent their Shadovar slave masters, some have been enticed to escape the City of Shade over the years, forming small colonies in the Underdark and the surface of Toril. Most of these escaped krinth can be found protecting caravans of the Zhentarim, carrying out assassinations for the Xanathar's Guild, or as part of a mercenary company. However, they are still alien to every culture in Faerûn, and even in the underdark settlements where they have proven their worth, they still arouse curiosity and suspicion.

Tireless Endurance. One can always count on a krinth to give their full effort in all tasks they perform, be it as slaves or soldiers. Young krinth are also very skilled at sport, frequently devising new games of physical exertion. With what little free time adult krinth are afforded, they can be found diligently working to improve their sports performance or training for war.

Eternal Fury. The krinth's demonic heritage usurps their minds, giving them dour and humorless dispositions, and added potency in combat. Quick to anger and brutal warriors, they wield weapons with double the ferocity of any other warrior of similar size. A krinth warrior that is not given explicit tactical orders will usually engage the nearest opponent in melee combat, never showing any hint of fear nor attempts to retreat.

Krinth Warrior

Krinth Servant

Medium humanoid (krinth), lawful evil

Armor Class 11
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	10 (+0)	6 (-2)

Skills Stealth +3
Damage Resistances cold, lightning, poison
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, telepathy 10 ft.
Challenge 1 (200 XP)

Dark Ancestry. The krinth has advantage on saving throws against being paralyzed, petrified, and poisoned.

Demonic Fury. The krinth deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Shadow Stealth. While in dim light or darkness, the krinth can take the Hide action as a bonus action.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d4 + 2 plus 1d8) piercing damage

Krinth Warrior

Medium humanoid (krinth), lawful evil

Armor Class 17 (half plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +4
Damage Resistances cold, lightning, poison
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, telepathy 10 ft.
Challenge 4 (1,100 XP)

Dark Ancestry. The krinth has advantage on saving throws against being paralyzed, petrified, and poisoned.

Demonic Fury. The krinth deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Shadow Stealth. While in dim light or darkness, the krinth can take the Hide action as a bonus action.

Actions

Multiattack. The krinth makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 3 plus 1d8) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 12 (1d10 + 2 plus 1d8) piercing damage.

Malaugrym

Master shapeshifters, bolstered by imperious spellcasting powers and physical resilience, malaugrym are the tainted progeny of the wizard Malaug; allegedly the first Faerûnian to have ever walked the Shadowfell. Research into their ancestry is marred by the fact that they are incapable of breeding with each other. Only five malaugrym are known to exist on the Material Plane. However, the Shadowfell houses over 100 of these foul aberrations, with one de-facto ruler known as the "Shadowmaster," who dwells in a large, fortified stronghold there.

Stifled Plans. Malaugrym are alien entities that exploit the Shadowfell to gain access to Toril, with plans to conquer it by force. It is postulated that they intend to merge the Material Plane with the Shadowfell, transforming it into a playground for all malaugrym to delight in. However, only a handful of malaugrym have succeeded in infiltrating Faerûnian civilization, as they have limited access to inter-planar magic. In addition, those who have crossed the veil tend to spend most of their time basking in their own debauched, thrill-seeking activities, instead of coordinating plans with other malaugrym to advance the Shadowmaster's agenda. As such, they are hindered by their own pathological need for sadistic satiation.

Self-Indulgent Manipulators. Their shapeshifting capabilities allow malaugrym to almost perfectly duplicate the appearance of creature they have seen. They normally assume humanoid form, blending into civilization in Faerûnian settlements, and use their intellect, Machiavellian instincts, and unerring charisma to win over the populace. A powerful monarch might be unknowingly housing a malaugrym within their halls, who might have come to them in the guise of a personal servant. The creature uses such opportunities to read the surface thoughts of the monarch, often for many months, so that it can one day discretely slay them, assume their form, and usurp their life without rousing suspicion.

Sometimes, their objective for the façade is simply to seduce humans into mating, as malaugrym cannot mate with their own kind. Mages are their preferred targets for this, owing to their ancestry from the wizard Malaug. However, when hunger strikes, a malaugrym peels back this faux visage to reveal their abhorrent, carnivorous true forms, feasting on humanoid prey that they have lured into their lairs.

Malaugrym

Medium aberration (shapechanger), chaotic evil

Armor Class 14, 18 in dim light or darkness
Hit Points 237 (25d8 + 125)
Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	21 (+5)	15 (+2)	13 (+1)	19 (+4)

Skills Deception +10, Intimidation +10, Perception +7, Persuasion +10, Stealth +10
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered; cold, poison
Damage Vulnerabilities piercing and slashing from magical attacks that are silvered
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, Celestial, Common, Giant, Infernal, Malaugrym
Challenge 19 (22,000 XP)

Armor of Darkness. When the malaugrym is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Innate Spellcasting. The malaugrym's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 18, +10 to hit with spell attacks), requiring no components:

At will: *bestow curse, hunger of Hadar, magic mouth*
3/day each: *creation, Dariastren's horrific stitching, dream, seeming*
1/day each: *dream, duskfall, etherealness, mirage arcane*

Inscrutable. The malaugrym is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the malaugrym's intentions or sincerity have disadvantage.

Limited Magic Immunity. The malaugrym can't be affected or detected by spells of 6th level or lower unless it wishes to be, or by spells of 7th level or lower if it is in dim light or darkness. It has advantage on saving throws against all other spells and magical effects.

Regeneration. The malaugrym regains 20 hit points at the start of its turn. If the malaugrym takes radiant damage or ends its turn in sunlight, this trait doesn't function at the start of the malaugrym's next turn. The malaugrym dies only if it starts its turn with 0 hit points and doesn't regenerate.

Shapechanger. The malaugrym can use its action to polymorph into a Small, Medium, or Large celestial, fiend, giant, or humanoid, or back into its true form. Its statistics, other than its size and movement speed, are the same in each form. It gains none of the features of the new form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Twilight Vision. Magical darkness doesn't impede the malaugrym's darkvision.

Actions

Multiattack. The malaugrym makes three claw attacks and one beak attack.

Claw (Malaugrym Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Beak (Malaugrym Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage plus 14 (4d6) cold damage.

Darkbolt. *Ranged Spell Attack:* +10 to hit, reach 600 ft., one target. *Hit:* 17 (5d6) cold damage plus 17 (5d6) necrotic damage. The bolt deals half damage if the target is standing fully or partially in bright light.

Read Thoughts. The malaugrym magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the malaugrym can continue reading its thoughts, as long as the malaugrym's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the malaugrym has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Legendary Actions

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

Darkbolt. The malaugrym makes a darkbolt attack.

Cast Innate At-Will Spell (Costs 2 Actions). The malaugrym casts an innate spell it can cast at will.

Claw Attack. The malaugrym makes a claw attack.

Shadow Step (Costs 2 Actions). The malaugrym magically teleports up to 60 feet to an unoccupied space of dim light or darkness that it can see.

Maskarran

Elite priests of Mask, sultans of subterfuge, with such an innate talent for thievery and manipulation that would make even Jarlaxle and Xanathar burn with envy. The term "Maskarran" encompasses devotees of Mask, the Lord of Shadows and Master of Thieves. Their primary belief is that fortune favors the fastest, stealthiest, silver-tongued, and larcenous. They define "ownership" as possession, and are the ultimate opportunists, twisting every situation to their advantage with masterful deception.

Covert Millionaires. The cchurch of Mask is one of the wealthiest clergies in the Faerûn, second only to the Church of Waukeen. The halls of the clergy's temples are littered with exorbitant amounts of stolen coin. A core dogma of the Maskarran is to end each day wealthier than they were at the beginning, which they accomplish through their powers of subterfuge and trickery. However, instead of bragging about this wealth, they prefer to store it away in secret places, using it only for corrupt expenses such as to pay agents and political bribes.

Back-Yard Operations. The Maskarran conspire with local thieves' guilds, collecting tithes from them and assuring the clergy's support in return. A typical arrangement usually involves the construction of their temples underneath a thieves' guild hall. Members of the guild benefit from the divine spellcasting services offered by the clergy. All of this work is conducted behind the scenes, since preserving their true identity is more important to the Maskarran than anything else. They would rather go through several failed attempts to achieve a goal than risk being found out. Indeed, it is to their advantage that their god, Mask, is believed to be dead among most people in the Faerûn. As such, people are less likely to deduce a Maskarran's true identity.

Night-Time Prayers. Despite their relentless efforts to conceal their identities, the Maskarran do not shy away from making their prayers as elaborate as possible. Their ceremonial attire consists of tunics with balloon sleeves and cuffs, embroidered with stolen gold and gems. This is often hidden by a large grey cloak, especially in areas where the clergy is at greater risk of being found out. The most iconic part of their attire is, indeed, the mask, made of either black gauze or dark wool with layers of thick silk that covers most the face.

The clergy of Mask holds prayers in the dark of night, with major temples performing a ceremony known as the Ritual of the Unseen Presence once per month. The purpose of this is to acknowledge Mask as the grandmaster of shadows, always lurking and scrutinizing deeds to further his own schemes. The ceremony involves low-toned hymns, a few chanted verses, and (most importantly) offerings of wealth. A truly symbolic habit among worshipers of Mask is the exchange of coin between junior clergy and high clergy. This is thought to represent Mask's satirical dogma of "making the high low and the low high." Maskarrans prepare their spells every sunset, a process which involves kneeling and worshiping before a central altar of Mask and offering coin. Their spellcasting repertoire hence also includes stereotypically arcane spells, which is a rare sight among divine spellcasters. Such is the blessing from Mask, whose primary goal is to spread his dogma of subterfuge and thievery on the Material Plane.

Demarchess/Demarch

Medium humanoid (any race), chaotic neutral

Armor Class 16 (studded leather)
Hit Points 142 (19d8 + 57)
Speed 30 ft.

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

Saving Throws Dex +8, Wis +8
Skills Acrobatics +8, Perception +8, Religion +5, Sleight of Hand +8, Stealth +8
Senses passive Perception 18
Languages any two languages plus thieves' cant
Challenge 10 (5,900 XP)

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

Evasion. If the maskarran is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the maskarran instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The maskarran deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the maskarran that isn't incapacitated and the maskarran doesn't have disadvantage on the attack roll.

Spellcasting. The maskarran is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +9 to hit with spell attacks). It has the following paladin spells prepared:

Cantrips: *guidance, light, sacred flame, thaumaturgy*
1st level (4 slots): *bless, charm person, cure wounds, detect magic, detect poison and disease, disguise self, shield of faith*
2nd level (3 slots): *find traps, lesser restoration, locate object, mirror image, pass without trace, silence*
3rd level (3 slots): *blink, clairvoyance, dispel magic, tongues*
4th level (2 slots): *dimension door, locate creature, polymorph*

Actions

Multiattack. The maskarran makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Swift Strike. In response to being hit by a melee weapon attack, the maskarran makes a shortsword attack against the attacker.

Necrosphinx

Powerful necromancers or undead that seek to acquire divine relics may find themselves facing a sphinx. If they manage the astounding feat of slaying the sphinx, the carcass of the dead creature might prove as valuable as the relics they sought - or perhaps even more so to the right buyer. While only a learned necromancer will likely be aware of the ancient ritual, a sphinx can be granted undeath and given new purpose if the need or desire to do so arises.

Unholy Guardians. Much like an androsphinx or gynosphinx, a necrosphinx's main purpose is to guard something of extreme value. It usually serves a more powerful and sinister undead creature. For example, a lich might use a necrosphinx to guard its phylactery, while a mummy lord might use it to guard its tomb. Whatever it is guarding, the necrosphinx will do so with the utmost dedication.

Zealous Dedication. A necrosphinx answers only to the creature that awoke it. If any other creature attempts to impersonate the master of a necrosphinx, it will see through the charade regardless of what magic is involved. The sphinx shares an eternal bond with its master, compelling it to serve for eternity. Should its master die, the sphinx will continue to guard its treasure until slain.

Lost Divinity. Unlike other sphinxes, there is nothing divine about a necrosphinx. It is a corrupted, unholy reflection of its former self. Having lost its divine spark and control over the flow of time, a necrosphinx doesn't have access to lair actions. It is still bound by a code, however, usually asking riddles of those that attempt to reach its treasure. A necrosphinx's innate malevolence makes it tougher to overcome, as it will frequently bend or twist the code to its own advantage. On the rare occasion that the necrosphinx finds a creature worthy, it must allow it access to the treasure. This usually comes with a dire cost to the adventurer, as the hoard guarded by the sphinx is usually cursed, and those who possess it can easily be tracked by the necrosphinx's master; a fact that it is happy to ignore warning about.

Undead Nature. A necrosphinx doesn't require air, food, drink, or sleep.

Necrosphinx

Optional: Epic Die Traits

If your group plays with the Epic Die, a necrosphinx also has the additional trait noted below:

Epic Trait: Swift Magic. On each of its turns, the necrosphinx can use a bonus action to cast a spell, expending a spell slot as normal. The spell's maximum level is equal to the Epic Die.

Necrosphinx

Large undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 345 (22d10 + 210)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +6, Con +12, Int +9, Wis +10
Skills Arcana +9, Perception +10, Religion +15
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 20
Languages Common, Sphinx
Challenge 20 (25,000 XP)

Inscrutable. The necrosphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the necrosphinx's intentions or sincerity have disadvantage.

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

Magic Weapons. The necrosphinx's weapon attacks are magical.

Mind Necrosis. Whenever the necrosphinx deals damage to a creature, the creature must succeed on a DC 18 Intelligence saving throw or be cursed with mind necrosis. While cursed, a creature is vulnerable to psychic damage and has disadvantage on saving throws against the necrosphinx's Necrotic Roar. The curse lasts until removed.

Spellcasting. The necrosphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The necrosphinx has the following cleric spells prepared:

Cantrips: *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, shield of faith*
2nd level (3 slots): *hold person, zone of truth*
3rd level (3 slots): *dispel magic, speak with dead*
4th level (3 slots): *death ward, freedom of movement*
5th level (3 slots): *geas, hallow*
6th level (2 slots): *forbiddance*

Actions

Multiattack. The necrosphinx makes three claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Riddle. The necrosphinx mentally targets all creatures within 120 feet of it that are infected with mind necrosis. Each target must make a DC 18 Intelligence saving throw, taking 19 (3d12) psychic damage on a failed save, or half as much on a successful one.

Necrotic Roar (3/Day). The necrosphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the necrosphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 26 (4d12) psychic damage, falls asleep, and remains unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This roar has no effect on constructs and undead. On a successful save, a creature takes half as much damage and doesn't fall asleep.

Legendary Actions

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

Claw. The necrosphinx makes a claw attack.

Cast a Spell (Costs 3 Actions). The necrosphinx casts a spell it has prepared, expending a spell slot as normal.

Riddle (Costs 2 Actions). The necrosphinx uses its Riddle action.

Teleport (Costs 2 Actions). The necrosphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Nemhain

Nemhains haunt ancient sites such as forgotten cities, temples, or ruins. To become one, a mortal must perform a profane ritual involving long days of self-mutilation, and also convince their allies to voluntarily sacrifice their own souls for a higher purpose. Thankfully, these rituals are so rare and archaic that very few nemhains are known to have ever existed.

A Grave Mistake. The unfinished business left behind when death comes knocking can be very overwhelming to some. Most souls of mortals who cannot let go will spontaneously assume the form of ghosts, haunting a location, creature, or object of great significance in its life. However, sometimes a mere ghost cannot possibly resume these duties effectively and is often just a mere echo of the mortal who once lived. This motivates some paranoid individuals to take extra precautions to ensure that, if they die, their souls instead rise as something more competent and capable of continuing to serve a significant life duty.

Many who go down this path do so out of blind zealotry, thinking that giving up their soul for something righteous is enough of a penance to ensure that their hearts will stay pure, even in undeath. However, life as a nemhain does nothing except build up a well of malice. These creatures are very quick to forget their previous allegiances and begin following their own agenda. What may have started an attempt to continue protecting a holy site after death will eventually result in corruption of the same holy site by its own guardian.

Commander of Spirits. The path to this cursed existence involves not only forsaking one's own life, but also the voluntary sacrifice of several loved ones. In desperation, some have gone so far as to volunteer their own family and friends, typically through false fear-mongering about needing to stay "protected" from other dangerous threats. Their unfortunate spirits then become bound to the nemhain, swirling around it in a whirling cloud, augmenting its dark powers. They are forever doomed to a damned existence, lacking all knowledge of their previous lives, unable to rest after death, and bound to the service of the one who betrayed them to this fate.

Natives of Monadhan. Due of the inherent betrayal involved in becoming a nemhain, they are often cast into Monadhan after being slain on the Material Plane. A nemhain in Monadhan lacks the Rejuvenation trait, as their ritual object would also have had to be destroyed in the Material Plane for them to be cast here. If a nemhain is slain in Monadhan, the spirits surrounding it can finally attain peace.

Undead Nature. A nemhain doesn't require air, food, drink, or sleep.

Nemhain

Medium undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 0 ft., fly 40 (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	20 (+5)	10 (+0)	12 (+1)	19 (+4)

Saving Throws Dex +9, Int +5, Wis +6, Cha +9
Skills Insight +6, Intimidation +9, Perception +6, Religion +5
Damage Resistances psychic; bludgeoning, piercing, and slashing damage from non magical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 22
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Bound Spirits. The nemhain is surrounded by swirling spirits out to a radius of 15 feet. The nemhain can deliver spells with a range of touch from these spirits. Living creatures spend two feet of movement for every foot moved within the area. Additionally, when a living creature enters the area for the first time on a turn or starts its turn there, it must make a DC 17 Wisdom saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much on a successful one.

Ethereal Sight. The nemhain can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The nemhain's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring only somatic components:

At will: *hellish rebuke (necrotic damage), invisibility, speak with dead*
3/day each: *cone of cold, harm, telekinesis*
1/day each: *anti-life shell, finger of death, wall of force*

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

Profane Regeneration. The nemhain regains 20 hit points at the start of its turn and it ignores any damage that reduces it to 0 hit points unless it is from a critical hit or radiant damage.

Rejuvenation. If the nemhain dies and has a ritual object (usually a monolith, statue, or similar object), it gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the ritual object.

Actions

Languishing Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage plus 18 (4d8) cold damage. The target must succeed on a DC 17 Constitution saving throw or have its proficiency bonus reduced by 1. The reduction lasts until the target finishes a short or long rest, or until cured by a *greater restoration* or *wish* spell.

Etherealness. The nemhain enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Spirit Scout. The nemhain commands one of the countless spirits surrounding it to break away. The nemhain mentally receives visual information from the spirit, which has normal vision and darkvision out to 120 feet. The spirit can look in every direction.

As a bonus action on its turn, the nemhain can move the spirit up to 40 feet in any direction. There is no limit to how far away from nemhain the spirit can move, but it can't enter another plane of existence. The spirit has the statistics of a **ghost**, except that it is Tiny, has 25 hit points, and cannot take any actions. If the spirit dies, it instantly returns to the nemhain.

Nightbringer

Perhaps the most malicious and sinister of Shar's worshippers. Nightbringers turn mothers against children, daughters against parents, and wives against spouses. While only a few hundred of them remain after the great Avatar Wars, just one nightbringer is enough to sow discord in an entire village.

Daughters of Darkness. Nightbringers are shades that not only survived the ritual to become a shade, but also gained additional powers in the process. This is not an accident, but rather a result of the goddess Shar herself deciding to interfere in the ritual to grant her blessing. Only the most zealous of Shar's female followers are chosen to receive this gift, with the most sinister of them becoming a nightbringer shade.

Apple of Shar's Eye. The Nightbringers are fully committed to Shar's dark agenda of hatred, jealousy, and evil, executing their actions with unfettered determination. They wield Shar's shadow magic as expertly as any Sharran force and are gifted with the ability to possess living creatures. Their operations include poisoning societal structures and bringing a bloody demise to any who directly confront them.

Subtle Propagandists. Their zeal for a sinister and vindictive deity, combined with mastery over the shadow weave, makes them the ultimate weavers of blackmail, control, and deception. Nightbringers tend to use their dark magic to usurp the identities of various personas, posing as oracles in churches, or caregivers such as midwives. Other times, they won't even pretend to hide their religion, instead seeking to paint Shar's worship in a positive light. Such a nightbringer might boast of its "blessings of forgetfulness," which supposedly heals emotional damage from bereavement and betrayal. In reality, its only intent is to incite bitterness and jealousy by exploiting these negative emotions. For example, a nightbringer might convince a queen that her consort had been committing adultery against them, or a mother that her child is an incarnation of a devil. One lie begets a thousand others, and the ensuing mistrust and division in society marks victory for the nightbringer.

Undead Nature. A nightbringer doesn't require air, food, drink, or sleep.

Nightbringer

Nightbringer

Medium undead (any race, shade), neutral evil

Armor Class 15, 18 in dim light or darkness
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +9, Int +4, Wis +5
Skills Acrobatics +9, Deception +7, Perception +5, Stealth +9
Damage Resistances cold, necrotic, psychic
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages any one language (usually Common)
Challenge 12 (8,400 XP)

Armor of Darkness. When the nightbringer is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Dark Return. When the nightbringer dies, magical darkness spills out from it in a 20-foot radius and immediately begins to dissipate. Any creature in that area must make a DC 15 Constitution saving throw. On a failure, the creature takes 11 (2d10) cold damage plus 11 (2d10) psychic damage and is paralyzed for 1 minute. If the saving throw is successful, the creature takes half the damage and isn't paralyzed.

Death Gaze. When a creature that can see the nightbringer's eyes starts its turn within 30 feet of the nightbringer, the nightbringer can force it to make a DC 15 Constitution saving throw if the nightbringer isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the nightbringer until the start of its next turn. If the creature looks at the nightbringer in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The nightbringer's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *darkness, blindness/deafness, inflict wounds, ray of enfeeblement*
3/day each: *circle of death, contagion, eyebite, levitate, modify memory*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm*

Mimicry. The nightbringer can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

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

Telepathic Shroud. The nightbringer is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Multiattack. The nightbringer makes two weapon attacks.

Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) cold damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Chakram. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) cold damage. If the nightbringer had advantage on the attack roll, the attack deals an extra 10 (4d4) psychic damage. If the chakram is thrown, it disappears in a cloud of shadow when it hits something and instantly reappears in the nightbringer's hand.

Shadow Step. The nightbringer magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a weapon attack with advantage.

Infest (Requires Night Time). The nightbringer magically targets a creature within 30 feet of it that it can see. The target must succeed on a DC 15 Charisma saving throw or be possessed by the nightbringer's spirit; the nightbringer's body then drops to the floor as a soulless shell, and the target is incapacitated and loses control of its body. The nightbringer now controls the body but doesn't deprive the target of awareness.

The nightbringer 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. After 24 hours the host body's original soul is obliterated, and the body turns into a nightbringer.

The nightbringer dies if the body drops to 0 hit points before 24 hours have passed or if the nightbringer is turned or forced out by an effect like the dispel evil and good spell

Exit Vessel. The nightbringer abandons the body it occupies, becoming a **nightbringer shade**.

Nightshades

I never thought I would see a being with more raw hatred for the living than the Prince of Undeath, Orcus himself. However, Nightshades easily surpass even that loathing for life. They are embodiments of the malevolent night and merciless slaughter, compounded by a terrifying intellect and spellcasting prowess. Gruesome ambassadors of death and darkness, whose arrival is preceded by chilling stench of an open grave, these foul creatures seek only to bring a swift end to life, and never ally with the living.

Anti-Life Lieutenants. Nightshades amass large armies of undead and are capable of summoning shadows to weaken their opponents before their undead allies hungrily overwhelm victims. A nightshade at the helm of any undead horde brings both irresistible brawn and devious tactics to the army, and their aura of desecration bolsters undead troops, spurring them into action.

Wielders of Darkness. A nightshade's reputation for savagery is complemented by a very strategic approach to combat. Each Nightshade wields powerful magic, capable of darkening a wide swath of terrain, which they utilize to conceal themselves and attack enemies. Their wicked powers of sorcery are only magnified in darkness and add to their unrelenting brutality, transforming an already potent force into a nearly invincible avatar of desecration.

Undead Nature. Nightshades do not require air, food, drink, or sleep.

Nightcrawler

Optional: Epic Die Traits

If your group plays with the Epic Die, a nightcrawler also has the additional trait noted below:

Epic Trait: Shadow Spill. At the end of each of the nightcrawler's turns, a number of shadows equal to the Epic Die appear in the closest unoccupied spaces to the nightcrawler. The shadows act on their own initiative and obey the nightcrawler's telepathic commands.

Nightcrawler

Gargantuan undead (nightshade), chaotic evil

Armor Class 18 (natural armor), 22 in dim light or darkness
Hit Points 297 (18d20 + 108)
Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	22 (+6)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Con +14, Wis +11, Cha +12
Skills Arcana +11, Athletics +16, Perception +19, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 29
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 27 (105,000 XP)

Armor of Shadows. When the nightcrawler is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Consussive Demise (3/Day). When the nightcrawler reduces a creature to 0 hit points, it cause an explosion of necromatic energy bursts from it. Each creature within 10 feet of the dying creature must succeed on a DC 22 Dexterity saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a success.

Improved Desecrating Aura. The nightcrawler can activate or deactivate this feature as a bonus action. While active, other undead creatures within 120 feet of it make attack rolls with advantage, are resistant to all damage, and cannot drop below 1 hit point. The aura is suppressed while the nightcrawler is in an antimagic zone or in an area of bright light.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 20, +12 to hit with spell attacks), requiring no verbal or material components:

At will: *blight, contagion, darkness, dispel magic*
3/day each: *confusion, darkest night*
1/day each: *circle of death, plane shift*

Legendary Resistance (3/day). If the nightcrawler fails a saving throw, it can choose to succeed instead.
Magic Resistance. The nightcrawler has advantage on saving throws against spells and other magical effects.

Shadow Blend. While in dim light or darkness, the nightcrawler can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the nightcrawler uses a bonus action to end it or until the nightcrawler attacks, is in bright light, or is incapacitated.

Sunlight Hypersensitivity. The nightcrawler takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The nightcrawler is immune to effects that turn undead.

Actions

Multiattack. The nightcrawler makes two attacks: one with its bite and one with its pincers.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed by the nightcrawler. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 21 (6d6) cold damage at the start of each of the nightcrawler's turns.

If the nightcrawler takes 40 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Pincers. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage plus 35 (10d6) poison damage. The target is grappled (escape DC 24) if it is a Large or smaller creature and the Nightcrawler doesn't have another creature grappled.

Haste (Recharge 6). As a bonus action at the start of its turn, the nightwave can gain the benefits of a haste spell (no concentration required), which lasts until the start of its next turn. However, the extra action can only be used to take the dash, disengage, or hide action.

Cold Breath (Recharge 5-6). The nightcrawler exhales a 60-foot cone of frigid air. Each creature in that area must make a DC 22 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one.

Call Shadows (1/Day, Requires Night-Time). The nightcrawler conjures forth 2d4 + 1 **shadows** which appear in empty spaces within 60 feet of the nightcrawler. The shadows act on their own initiative and obey the nightcrawler's telepathic commands.

Legendary Actions

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

Cast Innate At-Will Spell (Costs 2 Actions). The malaugrym casts an innate spell it can cast at will.

Move (Costs 2 Actions). The nightcrawler moves up to half its movement speed.

Pincer Attack. The nightcrawler makes a pincer attack.

Nightcrawler

You may wish to think twice before you venture into the Worm-writhings in search of precious gems, thinking you can handle a dim-witted purple worm.

Giant Worm of Death. A nightcrawler is a massive black worm, covered with plates of gloomy, chitinous armor. Its maw opens to reveal a 10-foot-wide entrance to a pitch-black gullet. Despite sharing the physiological shape of a purple worm, nightcrawlers possess a keen intellect and aptitude for spellcasting. Some scholars have speculated that nightcrawlers are formed as a result of purple worms stumbling across a border to the Shadowfell while burrowing through the underdark and becoming trapped there. In time, the pervasive, malicious powers of that plane heighten their intellect and infuse their being with the blessing of shadow magic, turning them into a force of pure destruction. When summoned to the Material Plane, a nightcrawler nests in the tunnels of the underdark, taking over tunnels and caverns occupied by purple worms. From there, they slowly amass an army of undead from the strewn corpses of former purple worm victims, as well as their own prey, before emerging to terrorize the surface world.

However, unlike purple worms, nightcrawlers do not excrete precious metals and gemstones. Instead, they taint any rock they borrow through, reducing it to putrid, necrotic slime which creates an environment only fertile for spawning undead creatures.

Nighthaunt

Never will you look into the eyes of a gargoyle and see such fierce malice.

Swift, Hateful, and Sadistic. A aura of malice surrounds this dark, spiteful looking creature. Its body resembles a giant gargoyle, equipped with curling horns on its head, a lashing tail, large, bat-like wings, and devilish red orbs for eyes. Hateful and sadistic, a nighthaunt relishes in the corruption and slaughter of the forces of good and the innocent, and is drawn to areas of desecration such as abandoned temples and graveyards.

Nightshades aren't that bad. They're just... misunderstood.
-C

Nighthaunt

Medium undead (nightshade), chaotic evil

Armor Class 16, 19 in dim light or darkness
Hit Points 136 (16d8 + 64)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	18 (+4)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Con +9, Wis +9, Cha +8
Skills Acrobatics +11, Athletics +10, Perception +9, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 18
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 13 (10,000 XP)

Armor of Shadows. When the nighthaunt is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Desecrating Aura. The nighthaunt can activate or deactivate this feature as a bonus action. While active, other undead creatures within 60 feet of it make attack rolls with advantage, are resistant to all damage, and cannot drop below 1 hit point. The aura is suppressed while the nighthaunt is in an antimagic zone or in an area of bright light.

Innate Spellcasting. The nighthaunt's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16), requiring no verbal or material components:

At will: *blight, darkness, dispel magic*
3/day each: *confusion, darkest night, hold monster*
1/day each: *finger of death, plane shift*

Shadow Blend. While in dim light or darkness, the nighthaunt can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the nighthaunt uses a bonus action to end it or until the nighthaunt attacks, is in bright light, or is incapacitated.

Sunlight Hypersensitivity. The nighthaunt takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The nighthaunt is immune to effects that turn undead.

Actions

Multiattack. The nighthaunt makes two claw attacks and one tail attack.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 13 (3d8) cold damage. Instead of dealing damage, the nighthaunt can grapple the target (escape DC 18). A creature that is grappled by the nighthaunt, takes 13 (3d8) cold damage at the start of each of its turns.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

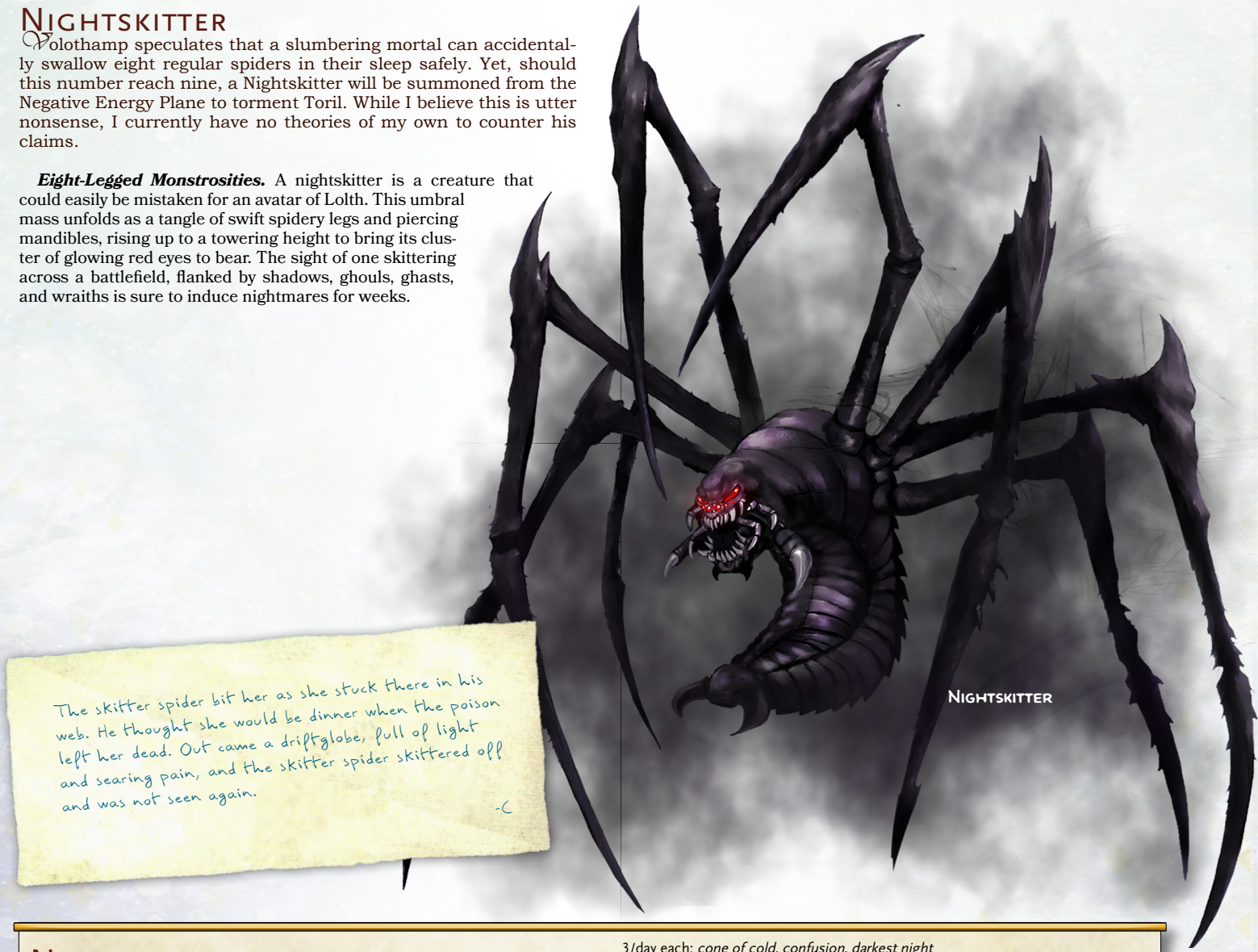
Cold Breath (Recharge 6). The nighthaunt exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Call Shadows (1/Day, Requires Night-Time). The nighthaunt conjures forth 1d4 **shadows** which appear in empty spaces within 30 feet of the nighthaunt. The shadows act on their own initiative and obey the nighthaunt's telepathic commands.

Nightskitter

Volothamp speculates that a slumbering mortal can accidentally swallow eight regular spiders in their sleep safely. Yet, should this number reach nine, a Nightskitter will be summoned from the Negative Energy Plane to torment Toril. While I believe this is utter nonsense, I currently have no theories of my own to counter his claims.

Eight-Legged Monstrosities. A nightskitter is a creature that could easily be mistaken for an avatar of Lolth. This umbral mass unfolds as a tangle of swift spidery legs and piercing mandibles, rising up to a towering height to bring its cluster of glowing red eyes to bear. The sight of one skittering across a battlefield, flanked by shadows, ghouls, ghasts, and wraiths is sure to induce nightmares for weeks.



Nightskitter

The skitter spider bit her as she stuck there in his web. He thought she would be dinner when the poison left her dead. Out came a driftglobe, full of light and searing pain, and the skitter spider skittered off and was not seen again.

-C

Nightskitter

Huge undead (nightshade), chaotic evil

Armor Class 14, 18 in dim light or darkness
Hit Points 207 (18d12 + 90)
Speed 40 ft., climb 40 ft.

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

Saving Throws Str +9, Con +10, Wis +9, Cha +9
Skills Acrobatics +9, Arcana +8, Perception +9, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 18
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 14 (11,500 XP)

Armor of Shadows. When the nightskitter is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Desecrating Aura. The nightskitter can activate or deactivate this feature as a bonus action. While active, other undead creatures within 60 feet of it make attack rolls with advantage, are resistant to all damage, and cannot drop below 1 hit point. The aura is suppressed while the nightskitter is in an antimagic zone or in an area of bright light.

Innate Spellcasting. The nightskitter's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 17, +9 to hit with spell attacks), requiring no material or verbal components:

At will: *blight, darkness, detect magic, dispel magic*
3/day each: *cone of cold, confusion, darkest night*
1/day each: *plane shift*

Shadow Blend. While in dim light or darkness, the nightskitter can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the nightskitter uses a bonus action to end it or until the nightskitter attacks, is in bright light, or is incapacitated.

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

Sunlight Hypersensitivity. The nightskitter takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The nightskitter is immune to effects that turn undead.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 20 (3d10 + 4) piercing damage, and the target must make a DC 18 Constitution saving throw or be poisoned for 1 hour. While poisoned in this manner, the target must make a DC 18 Constitution saving throw at the start of each of its turns. On a failed save, the target takes 18 (4d8) necrotic damage.

Umbral Web (Recharge 4-6). Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature. Hit: The target is blinded and restrained by dark webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 20; immunity to bludgeoning, cold, necrotic, poison, and psychic damage; vulnerability to radiant damage). While restrained in this manner, the target takes 9 (2d8) necrotic damage at the start of each of its turns.

Haste (Recharge 6). As a bonus action at the start of its turn, the nightskitter can gain the benefits of a *haste* spell (no concentration required), which lasts until the start of its next turn. However, the extra action can only be used to take the dash, disengage, or hide action.

Call Shadows (1/Day, Requires Night-Time). The nightskitter conjures forth 1d4 **shadows** which appear in empty spaces within 30 feet of the nightskitter. The shadows act on their own initiative and obey the nightskitter's telepathic commands.

Nightwave

Optional: Epic Die Traits

If your group plays with the Epic Die, a nightwave also has the additional trait noted below:

Epic Trait: Shadow Spill. At the end of each of the nightwave's turns, a number of **shadows** equal to the Epic Die appear in the closest unoccupied spaces to the nightwave. The shadows act on their own initiative and obey the nightwave's telepathic commands.

Nightwave

Gargantuan undead (nightshade), chaotic evil

Armor Class 16 (natural armor), 23 in dim light or darkness
Hit Points 910 (52d20 + 364)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	5 (-3)	25 (+7)	20 (+5)	22 (+6)	24 (+7)

Saving Throws Con +17, Wis +16, Cha +17
Skills Arcana +15, Athletics +20, Perception +16, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight, 120 ft., passive Perception 25
Languages understands all languages but cannot speak, telepathy 240 ft.
Challenge 35 (265,000 XP)

Armor of Shadows. When the nightwave is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Improved Desecrating Aura. The nightwave can activate or deactivate this feature as a bonus action. While active, other undead creatures within 120 feet of it make attack rolls with advantage, are resistant to all damage, and cannot drop below 1 hit point. The aura is suppressed while the nightwave is in an antimagic zone or in an area of bright light.

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

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

Innate Spellcasting. The nightwave's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 25, +17 to hit with spell attacks), requiring no components:

At will: *blight, contagion, darkness, dispel magic*
3/day each: *confusion, darkest night*
1/day each: *circle of death, plane shift*

Shadow Blend. While in dim light or darkness, the nightwave can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the nightwave uses a bonus action to end it or until the nightwave attacks, is in bright light, or is incapacitated.

Sunlight Hypersensitivity. The nightwave takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The nightwave is immune to effects that turn undead.

Actions

Multiattack. The nightwave can use its Night Glare. It then makes one bite attack and evokes three Shade Bolts. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 18 (4d8) cold damage. If the target is a creature, it is grappled (escape DC 28). Until this grapple ends, the target is restrained, and the nightwave can't bite another target.

Shade Bolt. *Ranged Spell Attack:* +17 to hit, range 120/600 ft., one creature. *Hit:* 18 (2d10 + 7) cold damage plus 11 (2d10) necrotic damage.

Night Glare. The nightwave targets one creature it can see within 60 feet of it. If the target can see the nightwave, it must succeed on a DC 25 Wisdom saving throw against this magic or become frightened until the end of the nightwave's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the nightwave's Night Glare for the next 24 hours.

Haste (Recharge 6). As a bonus action at the start of its turn, the nightwave can gain the benefits of a haste spell (no concentration required), which lasts until the start of its next turn. However, the extra action can only be used to take the dash, disengage, or hide action.

Swallow. The nightwave makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the nightwave, and it takes 35 (10d6) cold damage plus 35 (10d6) necrotic damage at the start of each of the nightwave's turns.

If the nightwave takes 60 damage or more on a single turn from a creature inside it, the nightwave must succeed on a DC 28 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightwave. If the nightwave dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Call Shadows (1/Day, Requires Night-Time). The nightwave conjures forth 2d6 + 2 **shadows** which appear in empty spaces within 60 feet of the nightwave. The shadows act on their own initiative and obey the nightwave's telepathic commands.

Legendary Actions

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

Cast Innate At-Will Spell (Costs 2 Actions). The nightwave casts an innate spell it can cast at will.

Channel Negative Energy. The nightwave magically unleashes negative energy. Creatures within 60 feet of the nightwave, including ones behind barriers and around corners, can't regain hit points until the end of the nightwave's next turn.

Shade Bolt. The nightwave uses its Shade Bolt action.

Nightwing

Nightwave

The mightiest and most foreboding of all the nightshades, these massive shadow sharks typify the true horror that can lurk in the darkest depths of the oceans. Nightwaves are alpha predators of the water, combining the size and cunning of a kraken, the hunger and speed of a shark, and a command over undead creatures that rivals only Orcus.

Death Given Form. As far as we are aware, no one has ever seen a nightwave and lived to tell the tale. Everything about it, from appearance to its powers are mere speculations, weaved together from what we know about the current nightshades, combined with ancient myths and ominous omens received by priests of sea gods. In fact, only one nightwave is rumored to exist at all, slumbering beyond a rift to the negative energy plane deep in the darkest depths of the oceans.

Nightwing

Appearing as a figure of purest black, shaped like an enlarged bat, a nightwing epitomizes the phrase "death from above." Their dark mass is almost invisible in the night sky, virtually eclipsing the moon and stars alike.

Warping Magic. Perhaps most frightening is the nightwing's ability to sap enchantment from powerful magical arms and armor, potentially turning a Holy Avenger into an ordinary longsword, or a Staff of Power into an elderly person's walking stick.

Nightwing

Huge undead (nightshade), chaotic evil

Armor Class 13, 18 in dim light or darkness
Hit Points 184 (16d12 + 80)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Str +10, Con +10, Wis +10, Cha +10
Skills Athletics +10, Perception +10, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 20
Languages understands all languages but cannot speak, telepathy 120 ft.
Challenge 14 (11,500 XP)

Armor of Shadows. When the nightskitter is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Desecrating Aura. The nightwing can activate or deactivate this feature as a bonus action. While active, other undead creatures within 60 feet of it make attack rolls with advantage, are resistant to all damage, and cannot drop below 1 hit point. The aura is suppressed while the nightwing is in an antimagic zone or in an area of bright light.

Innate Spellcasting. The nightcrawler's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16, +8 to hit with spell attacks), requiring no material or verbal components:

At will: *blight, darkness, detect magic, dispel magic*
3/day each: *confusion, darkest night*
1/day each: *plane shift*

Shadow Blend. While in dim light or darkness, the nightwing can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the nightwing uses a bonus action to end it or until the nightwing attacks, is in bright light, or is incapacitated.

Sunlight Hypersensitivity. The nightwing takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Immunity. The nightwing is immune to effects that turn undead.

Actions

Multiattack. The nightwing makes two claw attacks. It can then use either its bite or its Sunder Magic.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 21 (3d10 + 5) piercing damage. If the target is affected by one or more beneficial spells, the target must make a DC 18 Charisma saving throw. On a failed save, the target loses the effect of all beneficial spells and the nightwing regains a number of lost hit points equal to twice the total amount of spell levels removed.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 21 (3d10 + 5) slashing damage plus 9 (2d8) necrotic damage.

Sunder Magic (Recharge 5-6). The nightwing targets a piece of magical armor or weapon , worn or carried by a creature it can see within 30 feet. The creature must make a DC 18 Dexterity saving throw. On a failed save, the object becomes nonmagical for 1 minute.

Haste (Recharge 6). As a bonus action at the start of its turn, the nightwing can gain the benefits of a haste spell (no concentration required), which lasts until the start of its next turn. However, the extra action can only be used to take the dash, disengage, or hide action.

Call Shadows (1/Day, Requires Night-Time). The nightwing conjures forth 1d4 **shadows** which appear in empty spaces within 30 feet of the nightwing. The shadows act on their own initiative and obey the nightwing's telepathic commands.

Obeah

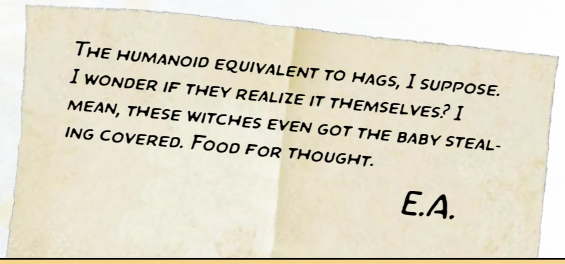
Obeah. Crones the lot of them. Arrogant, selfish, and distrustful of the world outside of their covens, yet cruel and manipulative of even their own sisters. Why would I expect any less from those who choose to devote their lives to the study of such foul black magic.

Darkcovens. The Obeah live in communities called Darkcovens. There are many Darkcovens that operate independently of each other and their views may vary greatly. Some Darkcovens might have sworn to uphold balance within a region, or dedicated their lives to combatting the undead, who they view with contempt. However, others may just focus on acquiring power, believing undead creatures are simply a tool to be used. There is sure to be some measure of rivalry amongst Darkcovens, though these internal squabbles are quickly put aside if an outside force threatens one of them.

Obeah Creature

Every Obeah witch carries a doll that has been infused with her mastery of the dark arts. These dolls act as personal protectors for the witch, as she can cause it to come to grow to an immense size and come to life, creating an eldritch bond between the two.

Being able to craft such a doll and cause its transformation is part of a coming-of-age ritual for the Obeah, where a young witch must prove the strength of her newfound magic to her Darkcoven. Only when this is achieved, is a young witch considered a true Obeah.



Obeah Knight

Apart from their own magic and their animated dolls, each Darkcoven also has a single champion who can fight for them: An Obeah knight. These knights are forbidden from practicing true Obeah magic, but instead learn to augment their might through alchemy, brewing oils and elixirs that mimic dark magic.

A Life Stolen. Once every 20 years, a Darkcoven steals a male infant from somewhere on the Material Plane, raising the child to become an Obeah knight. When an Obeah Knight reaches 30 years of age, he is effectively exiled from the Darkcoven by being given an impossible task that usually ends up costing the knight his life. There are never more than two Obeah Knights in a coven, the elder always 20 years older than the young. This ensures that a Darkcoven's matriarchy is never threatened from within.

Sadistic Breeding. Each generation of Obeah witches mates with the Darkcoven's knight once he comes of age. Newborn females are raised to become obeah witches themselves, raised by the entire Darkcoven as a whole. Newborn males suffer a much different fate: they tend to be banished by the Darkcoven and left to fend for themselves in the darkest corners of the Shadowfell.

Obeah Witch

Obeah witches are powerful female wielders of black magic. They pursue a mystical spirituality of dark union with the Shadowfell, gaining their magical powers from the plane itself.

Dark Matriarchy. The female offspring of an Obeah witch are referred to as "daughters" only until they reach adulthood, by which point they become fellow "sisters." The young witches are taught that males are simply tools to be used to fuel the growth of the Darkcoven. As such, they refer to Obeah knights simply as "breeders."

Each Obeah witch has a voice in a Darkcoven, but all final decisions are made by the elders, commonly referred to as simply "mothers." These elder witches are elected by the rest of the coven and retain their position until death. An obeah can only be elected to become an elder if she has birthed a female in her lifetime.

The most powerful wielder of dark magic amongst the elders gains the title of Dark Mother and is the true leader of a Darkcoven. She alone decides where to obtain a new knight and when fertile witches are allowed to mate.

Obeah Creature

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Skills Athletics +7
Damage Resistances cold
Damage Immunities lightning, poison, psychic, thunder
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages the languages of its creator
Challenge 4 (1,100 XP)

Immutable Form. The creature is immune to any spell or effect that would alter its form.

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

Magic Weapons. The creature's weapon attacks are magical.

Witch Bound. The creature's life force is bound to its creator. If its creator dies while the creature is within 30 feet of it, the creature can use reaction to transfer its remaining hit points to its creator, causing itself to die in its creator's place.

Actions

Multiattack. The creature makes two melee attacks.

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

Obeah Knight

Medium humanoid (any race), any evil or neutral alignment

Armor Class 18 (plate)
Hit Points 143 (22d8 + 44)
Speed 40 ft.

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

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses blindsight 30 ft., passive Perception 16
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Indomitable. The knight rerolls a failed saving throw.

Innate Spellcasting (At Will). The knight can cast the *compelled duel* and *spider climb* spells at will (save DC 15).

Shapechanger. The knight can use an action to polymorph into a swarm of insects (flies), or back into its true form. While in swarm form, it has a walking speed of 5 feet and a flying speed of 30 feet. Anything it is wearing transforms with it, but nothing it is carrying does.

Actions

Multiattack. The knight makes three greatsword attacks.

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

Obeah Witch Items

An Obeah witch carries two Obeah items that the witch must craft for itself.

Obeah Doll. This doll is humanoid in shape. The witch can infuse the doll with Obeah magic, causing the doll to grow in size and become a creature under her control. Crafting a new doll takes 4 hours.

Obeah Needle. This long, black needle is used to craft Obeah dolls and allows the witch to pierce the psyche and weaken the willpower of her enemies. The Obeah witch can perform a 1-hour ritual while holding a regular needle to transform it into an Obeah needle.

Obeah Witch and Obeah Creature

Obeah Witch

Medium humanoid (any race, shapechanger), any evil or neutral alignment

Armor Class 13 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Int +5, Wis +7, Cha +5
Skills Arcana +5, Deception +5, Insight +5, Perception +7, Stealth +4
Damage Immunities lightning
Condition Immunities charmed, frightened, paralyzed
Senses blindsight 30 ft., passive Perception 17
Languages any two languages
Challenge 5 (1,800 XP)

Obi Ward. The first time on a turn that a creature hits the witch with an attack or targets the witch with a spell, the creature must succeed on a DC 15 Wisdom saving throw or become cursed for 1 minute. While cursed, the creature is vulnerable to all damage.

Shapechanger. The witch can use an action to polymorph into a swarm of insects (flies), or back into its true form. While in swarm form, it has a walking speed of 5 feet and a flying speed of 30 feet. Anything it is wearing transforms with it, but nothing it is carrying does.

Spellcasting. The witch is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The witch has the following spells prepared:

Cantrips: *dancing lights, druidcraft, eldritch blast, minor illusion, shocking grasp*
1st level (4 slots): *charm person, disguise self, find familiar, shield, witch bolt*
2nd level (3 slots): *augury, lesser restoration, magic mouth, spider climb*
3rd level (3 slots): *bestow curse, counterspell, dispel magic*
4th level (1 slot): *Mordenkainen's private sanctum*

Actions

Discharging Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. Hit: 17 (2d12 + 4) lightning damage.

Obeah Needle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 11 (2d10) psychic damage, and the target has disadvantage on saving throws and skill checks against the witch's spells for the next 24 hours.

Create Obeah Creature (1/Day). The witch creates 1 Obeah creature. To do so, the witch must have an Obeah doll in its possession which it hurls. The creature appears in an unoccupied space within 60 feet of the witch and acts as the witch's ally. It remains until it dies or until the witch dismisses it as an action.

Order of the Dark Moon

Though you won't see them when you pray in the sanctuary, I assure you that enforcers and spies are as much a part of any religion as priests. Not all are as vicious as this Order, however.

Sharran Monks. The Order of the Dark Moon was established by Alorgoth, one of Shar's most trusted followers. The Dark Moon Academy of Thultanthar serves as the Order's primary means of recruiting and training new members. Initiates are indoctrinated with the belief that wisdom can be discovered only when one experiences profound darkness and loss, and by the end of their training, they will have been immersed completely in both of these concepts. As one of their first tests of strength, the initiates must hone their martial skills and perfect their spellcasting in near solitude and total darkness, which involves surviving in the wilds of the Shadowfell. Those of weak of spirit and body are weeded out and the survivors come out as seasoned wielders of dark magic, more attuned to the negative energies of the dark plane.

Dark Moon Ascendant

Secretive Zealots. Members of the Order live to carry out Shar's agenda in the Shadowfell and beyond on the Material Plane. However, as Shar's faith is forbidden in many parts of Faerûn, they tend to build their monasteries underground, usually in the caverns of the Underdark.

Independent of the Clergy. The Order acts in total isolation from their goddess' clergy, per Shar's designs. True to the saying that "the right hand knows not what the left hand is doing," this provides each arm of the church total deniability when it comes to the deeds of the other. While both arms might be up to no good, but one cannot be turned against the other if they are ignorant of each other's doings. Shar even goes so far as to forbid the order from recruiting anyone with affiliations to her churches, as that could potentially interfere with the Dark Moon's swift operations.

Dark Moon Ascendant

Medium humanoid (any race), neutral evil

Armor Class 18
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +7
Skills Arcana +6, Insight +7, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Innate Spellcasting. The ascendant's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 15), requiring no components:

At will: *arms of Hadar, darkness, dissonant whispers, Tasha's hideous laughter*
3/day each: *counterspell, Evard's black tentacles, gaseous form, hunger of Hadar*
1/day each: *dimension door, eyebite*

Unarmored Defense. While the ascendant is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The ascendant makes two attacks.

Tendril of Darkness. *Ranged Spell Attack:* +7 to hit, range 30/120 ft., one creature. Hit: 13 (2d8 + 4) cold damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn. The ascendant regains hit points equal to the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 18 (4d8) psychic damage. This is a magic weapon attack..

Dark Moon Initiate

Medium humanoid (any race), neutral evil

Armor Class 14
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Int +4, Wis +4
Skills Arcana +4, Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 17
Languages any one language (usually Common)
Challenge 2 (450 XP)

Innate Spellcasting. The initiatie's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 12), requiring no components:

At will: *darkness*
3/day each: *arms of hadar, dissonant whispers, Tasha's hideous laughter*
1/day each: *counterspell*

Unarmored Defense. While the initiatie is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The initiate makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 9 (2d8) psychic damage. This is a magic weapon attack..

Dark Moon Magister

Medium humanoid (any race), neutral evil

Armor Class 20
Hit Points 130 (20d8 + 40)
Speed 40 ft. (60 ft, fly 30 ft. while in dim light or darkness)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	15 (+2)	16 (+3)	20 (+5)	15 (+2)

Saving Throws Str +5, Dex +9, Int +7, Wis +9
Skills Arcana +7, Insight +9, Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages any one language (usually Common)
Challenge 12 (8,400 XP)

Dark Flight. While the magister is in dim light or darkness, its walking speed increases by 20 feet and it gains a flying speed of 30 feet.

Innate Spellcasting. The magister's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 17), requiring no components:

At will: *arms of Hadar, darkness, dissonant whispers, Tasha's hideous laughter*
3/day each: *counterspell, Evard's black tentacles, gaseous form, hunger of Hadar*
1/day each: *dimension door, eyebite, finger of death, reverse gravity*

Unarmored Defense. While the magister is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The magister makes two attacks.

Tendril of Darkness. *Ranged Spell Attack:* +9 to hit, range 30/120 ft., one creature. *Hit:* 14 (2d8 + 5) cold damage plus 18 (4d8) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or become stunned until the end of its next turn. The magister regains hit points equal to the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 27 (6d8) psychic damage. This is a magic weapon attack.

Cloak of Shadows. While in dim light or darkness, the magister magically becomes invisible until it attacks, casts a spell, is in an area of bright light, or loses concentration (as if concentrating on a spell).

Shadow Step. The magister magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a weapon attack with advantage.

Reactions

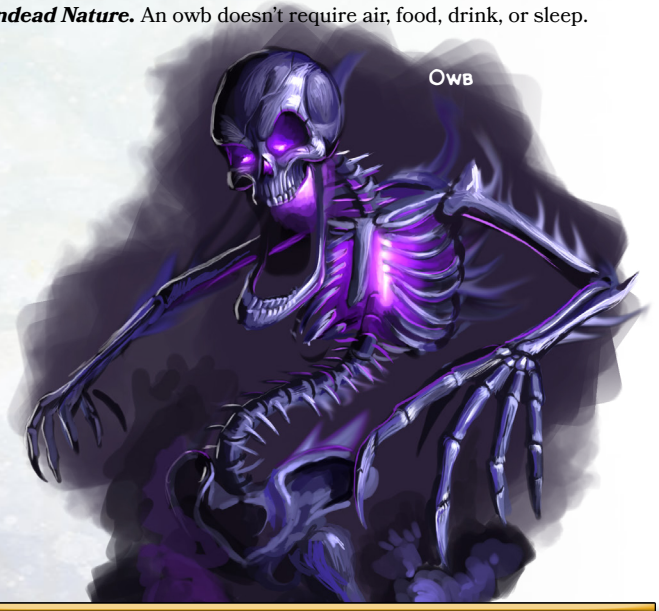
Opportunist. When a creature within 5 feet of the magister makes an attack, the magister can make a claw attack against that creature.

Owb

I have only ever seen a single owb. It was no match for my arcane might, but I had a strange headache for days after my run-in with it. Apparently, it was some strange curse that made me shun light.

Death and Shadow. These darkened skeletons can arise from animated skeletons that have walked the Shadowfell for centuries, dead humanoids that have arisen because of the realm's shadowy influence, or very powerful shadow magic. Either way, they can't be bound to follow the commands of another. While they largely ignore other undead, the living are their natural victims. Owb only follow a simple code: spreading darkness and despair.

Undead Nature. An owb doesn't require air, food, drink, or sleep.



Owb

Medium undead, neutral evil

Armor Class 13, 17 in dim light or darkness
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	10 (+0)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Armor of Darkness. When the owb is in dim light or darkness and wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Curse of Darkness. The first time on a turn a creature takes damage from the owb's shadow lash, it must make a DC 14 Constitution saving throw. On a failed save, the target is cursed. While cursed, the target has the Sunlight Sensitivity trait. The curse lasts until it is removed by a *remove curse* spell or similar magic.

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

Twilight Vision. Magical darkness doesn't impede the owb's darkvision.

Actions

Multiattack. The owb uses its Darkness action and makes two Shadow Lash attacks. If the skeleton is in magical darkness, it can also target that creature with its Malicious Whispers as a bonus action.

Shadow Lash. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 13 (2d8 + 4) cold damage.

Darkness. The owb casts the *darkness* spell using Constitution as its spellcasting ability.

Malicious Whispers. The owb targets a creature it can see in magical darkness. If the target can't see in this magical darkness, it must make a DC 14 Wisdom saving throw. On a failed save, the target drops prone and must use its reaction to crawl in a random direction.

Sagari

Here's is another reason to dislike the Obeah. I can't say with any certainty how they do it, but they create abominable creatures which I can best describe as a singular tentacle with a tiny horse head at one end. A disturbing thought, is it not?

Sinister Sentries. Only Darkcovens who lean towards evil utilize these tormented creatures. They are created through ritual murder of a horse whose spirit is captured, bound to a flask, and molded into a blasphemous shape, doomed to adhere to the Darkcoven's will for eternity.

The sagari are commonly placed around the outer edge of a Darkcoven's territory. Hanging upside down from trees, they pounce on trespassers and release their horrible screams, alarming the nearby Darkcoven of intruders.

When a sagari dies, its spirit returns to the flask it is bound to. An Obeah witch can then recreate it by performing a ritual on the spirit once more.

Undead Nature. A sagari doesn't require air, food, drink, or sleep.

Sagari

Tiny undead, unaligned

Armor Class 14
Hit Points 20 (8d4)
Speed 5 ft., fly 30 (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	10 (+0)	8 (-1)	13 (+1)	5 (-3)

Skills Perception +3, Stealth +6
Damage Resistances cold, lightning, necrotic
Condition Immunities exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1/2 (100 XP)

Obi Link. The sagari shares its hit points with other sagari within 30 feet of it.

Actions

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

Eldritch Cry (1/Day). The sagari releases a horrific cry that assaults vital organs. Each creature of the sagari's choice within 30 feet of it that can hear the cry must make a DC 10 Constitution saving throw. On a failed save, a creature is infected with a disease that causes coughing and fever. A diseased creature has disadvantage on Dexterity (Stealth) checks and can't concentrate on spells and effects. The disease lasts until an affected creature completes a long rest or is cured. On a successful save, a creature isn't affected and becomes immune to the Eldritch Cry of all sagari for 24 hours.

Secret Eater

As a god of secrets, one would naturally expect Vecna to hoard the darkest, most compromising and sordid stories imaginable. And of course, logically, he would then bless his followers with fragments of this knowledge in order to help them assail his foes, be that through simple blackmail or assistance with planning an assassination. These are not surprise revelations, I realize. However, how many of you know that Vecna's divine connection with secrets manifests itself physically? Ah, now that is an interesting thought, isn't it? I have been assured by reputable sources that it is true. Known as secret eaters, these creatures can forcefully pry the most closely guarded thoughts from your mind. Personally, I take precautions against something like that ever happening to me. I suggest you do the same.

Divine Afterlife. A secret eater is an animated skull that is driven to uncover lost or unknown secrets for Vecna. Specifically, his insatiable hunger for new secrets is so strong that Vecna can instill a sliver of this desire into a skull, which then awakens as a secret eater, a floating skull with a will of its own. While any skull will suffice for this task, most secret eaters are formed from the skulls of the most devout Vecnites. It is considered a mark of great honor among the Whispered One's clergy to have a shred of their god's power housed within them.

Secret eaters are most often found in the company of Thoughts, which is the name for the highest ranks of Vecna's clergy. Their main tasks are to function as bodyguards and spies, ensuring that every newly unearthed secret is transmitted directly to Vecna.

Undead Nature. A secret eater doesn't require air, food, drink, or sleep.

Secret Eater

Tiny undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 50 (20d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Con +5, Int +10, Wis +8, Cha +9
Skills Deception +14, Insight +8, Persuasion +9
Damage Resistances bludgeoning, piercing, and slashing from magical attacks
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses truesight 120 feet, passive Perception 13
Languages understands all languages but can't speak, telepathy 60 feet
Challenge 15 (13,000 XP)

Avoidance. If the secret eater is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

False Appearance. While the secret eater remains motionless, it is indistinguishable from a normal skull.

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

Psychic Barrier. A creature that touches the secret eater or hits it with a melee attack while within 5 feet of it takes 11 (2d10) psychic damage.

Turn Immunity. The secret eater is immune to effects that turn undead.

Vecna's Weakness. The secret eater is vulnerable to all damage dealt to it by the *Sword of Kas*.

Actions

Multiattack. The secret eater uses its Eat Secrets twice. If the secret eater is within 120 feet of Vecna it can also use its Share Knowledge.

Eat Secrets. The secret eater targets one creature it can see within 20 feet of it that has a brain. The target must succeed on a DC 18 Intelligence saving throw against this magic or take 44 (8d10) psychic damage and have one of its secrets magically revealed to the secret eater with preference for dark or evil secrets. The secret eater can use this secret to create one of the following effects.

Dark Divination. The target must immediately reveal to the secret eater what its intended course of action is on its next turn. The creature must attempt to complete the intended course of action to the best of its ability on its next turn.

Devour Secret. The secret eater regains lost hit points equal to the psychic damage done. If the secret eater is at its hit point maximum or it returns to its hit point maximum due to regaining hit points from this feature, it gains the excess restored hit points as temporary hit points.

Dismantle Insight. A creature that has its secrets eaten can't add its proficiency bonus to its saving throws against the secret eater's spells and effects until the end of the secret eater's next turn.

Share Knowledge. The secret eater magically reveals all secrets it knows to Vecna, who gains the same benefits as the secret eater.

Body Thief. The secret eater targets a dead humanoid within 5 feet of it. The target's skull crumbles and the secret eater teleports into the target's head to take the skull's place, and takes control of the target's body. While inside a creature, the secret eater has total cover against attacks and other effects originating outside its host. The secret eater retains its Intelligence, Wisdom, and Charisma scores, as well as its languages, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the secret eater must leave it. A protection from evil and good spell cast on the body drives the secret eater out. The secret eater is also forced out if the target regains its destroyed skull by means of a wish. By spending 5 feet of its movement, the secret eater can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then collapses and remains dead.

Sending. The secret eater casts the sending spell to relay a message to Vecna, requiring no components.

Reactions

Psychic Retaliation. If the secret eater is hit by an attack from a creature that has failed its saving throw against the secret eater's Dark Divination feature, or if a creature attempts to read the secret eater's mind, the secret eater forces the assailant to make a DC 18 Intelligence saving throw. On a failed save, the attacker is paralyzed until the start of its next turn.

Shades

These blighted creatures are the result of research by Netherese wizards, who discovered a means of merging a soul with the essence of shadow. They would call it "shadow splicing"; a process more painful than being eaten alive by a pack of vukodlaks.

Masters of Shadow. Those with enough fortitude to survive the gruesome shadow splicing are blessed with unique powers, including the ability to leap between shadows and conceal themselves in areas of limited light. They can also create ominous areas of darkness around themselves, bolstering their powers of concealment.

Chosen for Success. Not all Shadovar are worthy of receiving this blessing. Rather, only the sons of High Prince Telamont Tanthul can adjudicate who receives this blessing. Candidates are chosen based on their loyalty to the Tanthul family and their zeal for the goddess Shar. They are subsequently assessed on their combat prowess and resourcefulness, and the best candidate out of every four individuals is granted an opportunity to undergo the dreaded shadow splicing procedure. However, only half of those who make it this far are able to tolerate the pain of the ritual. The rest are likely to die an agonizing death which can last for days.

Shade Nature. A shade doesn't require air, food, drink, or sleep.

Shade Template

A human that has been transformed into a shade has the following statistics in addition to its normal statistics:

Type. The shade's type changes to humanoid (human shade), and it no longer requires sleep.
Senses. The shade gains darkvision with a radius of 60 feet.
New Trait: Innate Spellcasting. The shade's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:
At will: *spare the dying*
3/day each: *darkness*
1/day each: *armor of Agathys (2nd level), invisibility*
New Trait: Sunlight Sensitivity. While in sunlight, the shade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
New Trait: Telepathic Shroud. The shade is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.
New Trait: Twilight Torch. The shade sheds nonmagical darkness in a 10-foot radius. Only magical light can pierce this darkness.
New Trait: Twilight Vision. Magical darkness doesn't impede the shade's darkvision.

Shade

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +6, Int +3, Wis +4
Skills Acrobatics +6, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages any one language
Challenge 3 (700 XP)

Innate Spellcasting. The shade's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 13), requiring no material components:

At will: *spare the dying*
3/day each: *darkness*
1/day each: *armor of Agathys (2nd level), invisibility*

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

Telepathic Shroud. The shade is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Twilight Torch. The shade sheds nonmagical darkness in a 10-foot radius. Only magical light can pierce this darkness.

Twilight Vision. Magical darkness doesn't impede the shade's darkvision.

Actions

Multiattack. The shade makes two dagger attacks.

Poison Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Nightbringer Shades

On rare occasions, a zealous female undergoing the shadow splicing ritual might catch Shar's attention and be eligible for one of the Dark Lady's most potent boons. Such a devotee is relieved of her corporeal form and transformed into the purest essence of darkness. She becomes a nightbringer shade, a nefarious undead creature capable of possessing living hosts and spawning nightbringers under its command.

Nightbringer Shade

Medium undead (any race, shade), neutral evil

Armor Class 13, 16 in dim light or darkness
Hit Points 91 (14d8 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +7, Int +4, Wis +5
Skills Acrobatics +7, Deception +7, Perception +5, Stealth +7
Damage Resistances acid, cold, fire, lightning, necrotic, psychic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages the languages it knew in life
Challenge 10 (5,900 XP)

Armor of Darkness. When the shade is in dim light or darkness, its AC includes its Charisma modifier.

Death Throes. When the shade dies, it explodes in cloud of magical darkness. Any creature within 20 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature takes 11 (2d10) cold damage plus 11 (2d10) psychic damage and is paralyzed for 1 minute. If the saving throw is successful, the creature takes half the damage and isn't paralyzed.

Incorporeal Movement. The shade 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.

Innate Spellcasting. The shade's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *darkness, blindness/deafness, inflict wounds, ray of enfeeblement*
3/day each: *circle of death, contagion, eyebite, levitate*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm*

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

Telepathic Shroud. The shade is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Twilight Vision. Magical darkness doesn't impede the shade's darkvision.

Variable Darkness. The shade sheds magical darkness in a 5- to 30-foot radius. The shade can alter the radius as a bonus action. A creature takes 11 (2d10) cold damage and 11 (2d10) psychic damage if it ends its turn within the darkness. Magical light cannot pierce this darkness unless it is cast with a 5th level spell slot or higher.

Actions

Multiattack. The shade makes two attacks.

Shade Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) cold damage, and the target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute and have its hit point maximum 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. The target can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.

Shadow Step. The shade magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a weapon attack with advantage.

Infest (Requires Night Time). The shade magically targets a creature within 30 feet of it that it can see. The target must succeed on a DC 15 Charisma saving throw or be possessed by the shade's spirit; the target is incapacitated and loses control of its body. The shade now controls the body but doesn't deprive the target of awareness.

The shade 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. After 24 hours the host body's original soul is obliterated, and the body turns into a **nightbringer**.

The shade dies if the body drops to 0 hit points before 24 hours have passed or if the shade is turned or forced out by an effect like the dispel evil and good spell.

Shadevar

Ah the shadevari, as they are always known, for none in written memory have ever encountered a single shadevar on its own. Beings of pure shadow, coalesced and compacted so tightly that no light could ever hope to penetrate it. I have always found it strange that every account of them describes them as humanoid in form, and comparable in size to most of the mortal races. After all, the shadevari nearly predate the gods themselves. Why would their form be shared with lesser races far removed from them in every facet? Perhaps the question we should be asking instead then is, is that indeed their true form? It doesn't make much sense, after all, if you think about it. In fact, I've always held a suspicion deep down that our minds are unable to comprehend creatures this ancient, this terrible, this utterly beyond words. Perhaps our eyes choose to show us an image that we can understand, a defensive measure to hide our fragile minds from a reality that would otherwise shatter them to pieces. Of course, we will never know the truth of the matter, or at least we should pray that we never do.

From Before Creation. The shadevari were originally 13 in number, though only 10 remain. While their origin remains a mystery, they were the first creatures to roam the shadowy chaos of creation; the bleak, grey nothingness of the universe that the overgod Ao had created. When the primordial essence later separated into light and dark and the twin sister goddesses Shar and Selûne were formed, the shadevari retreated back to the edges of the shadow, where they watched and waited. When the sisters fought and Shar was cast out into the shadow by her sister, the shadevari came to her and lent her their aid. However, as the cosmos continued to be shaped and formed, and more and more of the primordial essence was consumed, the shadevari had nowhere left to turn. Unable to directly confront all of the new gods, the shadevari instead sealed away the last of the shadow essence in a demiplane, which became the original Plane of Shadow.

The Shadow-Star. For eons they worked in darkness, slowly expanding the reach of their new realm, little by little siphoning parts of the universe back under their control, until at last the Plane of Shadow rivaled the Prime Material Plane itself. The gods sensed the danger from these ancient foes, and indeed they had been observing them all along. They knew this was a critical moment if they were to stop the advances of the shadevari, the lords of shadow, yet even the gods doubted their ability to defeat all them together. Instead, Azuth, the God of Wizardry, formed a plan. He created an illusion of a world of pure shadow, one that he knew the shadevari could not help but investigate. His gambit worked, and as soon as the shadevari arrived, Azuth locked the world within a crystal sphere. He then sealed it shut with the Shadow-star, a key crafted by Gond himself, and hurled the key into the far reaches of the cosmos.

Optional: Epic Die Traits

If your group plays with the Epic Die, a shadevar also has the additional trait noted below:

Epic Trait: Shadevar Supremacy. The duration of the shadevar's Supreme Darkness increases by a number of rounds equal to the Epic Die.

Shadevar

Medium aberration (great old one), unaligned

Armor Class 25, 30 in dim light or darkness
Hit Points 377 (26d8 + 260)
Speed 60 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	30 (+10)	30 (+10)	23 (+6)	24 (+7)	24 (+7)

Skills Acrobatics +20, Intimidation +17, Perception +17, Stealth +20
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from magical attacks that aren't from artifacts
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 1 mile (blind beyond this radius), passive Perception 27
Languages Deep Speech, Shadevar
Challenge 36 (290,000 XP)

Aberrant Quickness (1/Day). The shadevar can take an extra action on its turn.

Amorphous. The shadevar can move through any space that isn't airtight without squeezing.

Aura of Primordial Darkness. The shadevar emanates an aura that dulls all light within 30 feet of it, whether magical or mundane. Sunlight becomes bright light, bright light becomes dim light, dim light becomes darkness, and darkness becomes magical darkness.

Convergence of Focus. The shadevar can concentrate on up to five castings of the *darkness* spell.

Innate Spellcasting (Psionics). The shadevar's spellcasting ability is Constitution (spell save DC 28). It can innately cast the following spells as 8th-level spells, requiring no components:

At will: *counterspell, darkness, dispel magic, plane shift*

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

Great Old One. The shadevar can't be surprised, has advantage on ability checks and saving throws, automatically succeeds on Intelligence, Wisdom, and Charisma saving throws, and it can't be damaged by cantrips. In addition, the shadevar is permanently under the effects of the *detect evil and good, detect magic*, and *detect thoughts* spells, is unaffected by difficult terrain, and if a creature scores a critical hit against the shadevar, it becomes a normal hit.

Invisible in the Dark. The shadevar is invisible while in dim light or darkness.

Light Hypersensitivity. Unless its Aura of Primordial Darkness is active, the shadevar takes 20 radiant damage when it starts its turn in bright light. While in bright light, it has disadvantage on attack rolls and ability checks.

Supreme Darkness (1/Day). Using a bonus action, the shadevar begins to shed magical darkness in a 30-foot radius for 3 rounds. The shadevar can't be seen with special senses such as blindsight, tremorsense, and truesight while in this darkness. A creature takes 11 (2d10) cold damage and 11 (2d10) necrotic damage if it ends its turn within the darkness. Magical light cannot pierce this darkness.

Actions

Multiattack. The shadevar uses its Darkness Within twice.

Darkness Within. The shadevar shoves its forearm into the torso of a creature within 10 feet of it in a sudden, violent spurt, dealing 55 (10d10) cold damage plus 55 (10d10) necrotic damage.

All-Consuming Darkness. The shadevar causes tendrils of otherworldly darkness to propel from it in all directions. Each creature within 120 feet of the shadevar must make a DC 28 Constitution saving throw. On a failed save, a target takes 44 (8d10) cold damage and 44 (8d10) necrotic damage, and its Strength score is reduced by 1d6. On a successful save, a target takes half as much damage and its Strength score isn't reduced. A target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

In addition, all light sources within 30 feet of each target, both magical and mundane, are snuffed out, and plant life withers and dies.

Shadow Storm. 40-foot-radius spheres of magical darkness are hurled from the shadevar, stopping at four different points the shadevar can see within 1 mile of it. The spheres spread around corners. Each creature fully within one or more spheres must make a DC 28 Constitution saving throw. A creature takes 44 (8d10) cold damage and 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. The spheres dissipate at the beginning of the shadevar's next turn.

All light sources within the spheres, both magical and mundane, are snuffed out, and plant life withers and dies.

Indoctrinate. The shadevar targets one creature it can see that is in darkness or one creature holding the Shadow-Star. The target is overcome by strange and increasingly disturbing visions and must make a DC 28 Wisdom saving throw. On a failed save, a creature's Shadevari Indoctrination score increases by 1 (see the Shadevari Indoctrination table). A creature can only be affected by the Indoctrinate action of a shadevar once every 24 hours.

A creature isn't aware that something is affecting its mind unless it succeeds a saving throw with a Shadevari Indoctrination score of 5 or higher.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the shadevar deflects the missile. The damage it takes from the attack is reduced by 2d10 + 10. If the damage is reduced to 0, the shadevar regains its reaction.

Legendary Actions

The shadevar can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shadevar regains spent legendary actions at the start of its turn.

All-Consuming Darkness (Costs 5 Actions). The shadevar uses its All-Consuming Darkness.
Antediluvian Claws. Shadowy claws manifest within the darkness created by the shadevar's Aura of Primordial Darkness, trying to grasp at its enemies. Each creature of the shadevar's choice within that darkness must make a DC 28 Strength saving throw or be restrained until the end of its next turn, or until the darkness subsides.
Cast Innate Spell (Costs 2 Actions). The shadevar casts an innate spell.
Darkness Within (Costs 2 Actions). The shadevar uses its Darkness Within.
Move. The shadevar moves up to its speed without provoking opportunity attacks.
Shadow Storm (Costs 3 Actions). The shadevar uses its Shadow Storm.

A Looming Threat. Time trudged on and the gods returned to their own affairs, yet the Plane of Shadow still existed, even without the shadevari to shape it. Eventually, new powers rose and a line of self-styled kings of shadow took control of the plane. The last of them was a corrupted harper, a human named Caledan Caldorien. He had discovered the Shadow-star and was corrupted by its dark influence. In his madness he even released three of the shadevari from their prison to do his bidding. Eventually though, he and his servants were defeated, Caldorien was cleansed of the Shadow-star's influence, and the Shadow-star was once again lost to time.

Shadevari Indoctrination. Shadevari influence manifests as a growing eldritch neurosis that slowly but surely converts other lifeforms into shadevari subjects, using its Indoctrinate action. A creature suffers from cumulative effects as its Shadevari Indoctrination score increases. These effects can't be removed by any means other than by reducing the score.

A creature also subtracts its Shadevari Indoctrination score from its Intelligence, Wisdom, and Charisma saving throws against a shadevar's spells and effects. A *greater restoration* spell, a *heal* spell, or similar magic lowers a creature's score by 1 while a *wish* spell removes a creature's Shadevari Indoctrination entirely.

Otherworldly Nature. A shadevar doesn't require air, food, drink, or sleep.

Shadevari Indoctrination Score	Effect
1-4	The creature suffers from no adverse effects.
5	The creature gains the following flaw: "*Bright light hurts my eyes. I'm more comfortable at night than I am during the day.*"
6	The creature gains a random form of indefinite madness brought on by the realization that all of existence will eventually be swallowed by eternal darkness. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.
7-10	The creature is charmed. While charmed in this manner, it is under shadevari control, obeying the verbal and telepathic commands of any shadevar. All shadevar can communicate telepathically with the creature over any distance, and the creature can understand a shadevar regardless of what language it uses to communicate.

Shadevar

The Shadow-Star

Wondrous item, artifact (requires attunement)

This star-shaped amulet is made from a material that is part black iron and part shadow. It can be held and manipulated like any solid object, but with enough force one could easily poke a finger through it or bend it out of shape, though it will reform to take its true shape as soon as such manipulations cease. When moved, shadowy tendrils trail from it.

The Shadow-Star is a key crafted by Gond, God of Craft, and the only thing preventing the shadevari from returning.

Random Properties. The Shadow-Star has the following random properties:
- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Spells. The Shadow-Star has 13 charges. While holding the Shadow-Star in one hand, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18, spellcasting ability +10) from it: *counterspell* (4 charges), *darkness* (3 charges), *dispel magic* (3 charges), *message* (1 charge), or *plane shift* (10 charges). The Shadow-Star regains 1d4 + 4 expended charges daily at midnight. Each time you cast a spell from the Shadow-Star, you must succeed on a DC 18 Charisma saving throw to avoid your Shadevari Indoctrination score increasing by 1.

Twilight Vision. While the Shadow-Star is on your person and you are attuned to it, you gain darkvision out to a range of 120 feet. Magical darkness doesn't impede this darkvision.

Crown of Darkness. If your Shadevari Indoctrination score is 10, you can perform a 24-hour ritual with the Shadow-Star, transforming into the Shadow King and falling under the Dungeon Master's control. In this form, a crown of darkness floats above your head, your personality disappears entirely, your creature type changes to aberration, and you gain the following traits from the shadevar stat block:
- Convergence of Focus
- Innate Spellcasting (Psionics)
- Invisible in the Dark
- Supreme Darkness

Turn the Key (1/Day). If you have been transformed into the Shadow King, you can channel your darkness into the Shadow-Star as an action to momentarily create an opening that releases one shadevar from its prison. The shadevar instantly appears in the nearest unoccupied space in darkness.

Destroying the Shadow-Star. The Shadow-Star is impervious to all damage. Leaving it in magical bright light for 24 hours seems to destroy it as it slowly dissipates into nothing, but it reforms in the same location 24 hours after magical bright light ceases to shine there.

Shadow Angel

Classic tale of a fallen deva, tainted by the sinister touch of the Shadowfell. Sadly, some of these angels do not even realize the true depths of their fall, going to great lengths to justify their sins as acts of service in the name of a supposed greater good.

The Shadowfell eventually corrupts even those with the purest of hearts. Even a being crafted to be a paragon for good and justice has a breaking point.

Birthed from Desperation. An angel would typically only venture into the Shadowfell alone if acting as a missionary, or on a personal quest. A classic example is the deva Feria, who came to the Shadowfell in search of her long-lost sister, Ashe. She was approached by Prince Rolan of Gloomwrought, who pledged his resources to help locate Ashe, in exchange for Feria's companionship and life force. While Rolan taps away at her divine essence to fuel his immortality, Feria's obsessive drive to find her sister has kept her in the Shadowfell for millennia. Unbeknown to her, this had corrupted her divine essence so much that it turned her powers dark. Needless to say, she was not the first naive angel to have succumbed to this fate.

Generic Shadow Angel Traits

Ideal. I travel to dark and tainted realms to purify the land with my presence. Even the most depraved natives of such planes deserve a chance at repentance.

Bond. I shall stay until my task is complete.

Flaw. My intentions are noble, and anyone who attempts to stifle my deeds is an enemy.

Shadow Angel

Medium celestial, any lawful alignment

Armor Class 17 (natural armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +10, Cha +10
Skills Insight +8, Perception +10
Damage Resistances cold, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP)

Angelic Weapons. The shadow angel's weapon attacks are magical. When the shadow angel hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The shadow angel's spellcasting ability is Charisma (spell save DC 18). The shadow angel can innately cast the following spells, requiring only verbal components:

At will: *calm emotions, detect evil and good*
1/day: *commune, darkness, raise dead*

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

Shadow Rage. When The shadow angel has 80 or fewer hit points remaining, it deals an additional 2d8 cold damage whenever it deals radiant damage.

Twilight Vision. Magical darkness doesn't impede the shadow angel's darkvision.

Actions

Multiattack. The shadow angel makes two attacks with its Astral Staff or shoots two Bolts of Light.

Astral Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if held in two hands, plus 18 (4d8) radiant damage. If the target is a creature, it must make a DC 17 Constitution saving throw. On a failed save, the target takes 26 (4d12) psychic damage and is stunned until the end of its next turn. On a successful save, the target takes half the psychic damage and isn't stunned.

Bolt of Light. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 23 (4d8 + 5) radiant damage and the target must succeed on a DC 18 Constitution saving throw. On a failed save, the target takes 26 (4d12) psychic damage and is stunned until the end of its next turn. On a successful save, the target takes half the psychic damage and isn't stunned.

Astral Hurricane (Recharge 5-6). The shadow angel unleashes an astral hurricane around itself. Each creature within 30 feet of the shadow angel must make a DC 18 Dexterity saving throw. On a failed save, a target takes 9 (2d8) radiant damage and is pushed back 10 feet in a straight line from the shadow angel, landing prone. On a successful save, a target takes half the radiant damage and isn't pushed back or knocked prone.

Healing Touch (3/Day). The shadow angel touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The shadow angel magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the shadow angel's choice).

In a new form, the shadow angel retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Legendary Actions

The shadow angel can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shadow angel regains spent legendary actions at the start of its turn.

Bolt Attack. The shadow angel makes an attack with its Bolt of Light.

Cast Innate At-Will Spell. The shadow angel casts an innate spell it can cast at will.

Move. The shadow angel moves up to its speed.

Staff Attack. The shadow angel makes an attack with its Astral Staff.

Shadow Beasts

I thought I had seen the worst of what looked like transformed beasts when I ventured through the jungles of Chult. But I was foolish to think that the diversity of wildlife on that minuscule island could rival the horrific wonders of the Shadowfell.

Shadow beasts are, at best guess, enhanced, aberrant versions of beasts native to the Shadowfell. Unlike dark creatures, they are not mere shadowy facsimiles of Material Plane counterparts. Rather, they are unique predatory monstrosities, far more intelligent than would seem at first glance. The only shadow beasts currently known to scholars of the Faerûn include the four-armed, cat-like ghirrash, the ferocious, crocodilian khumat, and the powerful, elephantine thaskor.

Monstrous Infantry. While most shadow beasts are lone predators, many of them are usually recruited to serve as mercenaries or soldiers for nightshades, dread wraiths, or other powerful warlords of the Shadowfell.

Tenuous Relationships. The three types of shadow beast tend to have strained relations with one another, which often creates dramatic tension when forced to battle alongside each other in an army. In particular, ghirrashes and thaskors can often be found squabbling over the most trivial of matters, neither one willing to concede to the other. However, they both get along fine with the more dim-witted khumats, who are easier to placate with food.

Nature vs. Nurture. Shadow beasts are not born evil. Rather, they are shaped by where and how they are raised. Most succumb to the corrupting influence of the Shadowfell, but it is not uncommon for others to stumble upon a planar portal at an early age and grow up in the Material Plane. If given the correct upbringing, they can grow up free of malevolence and serve a more righteous agenda. However, their belligerent hunger cannot be contained, and whoever nurtures them must find a way to nourish their carnivorous taste buds.

Ghirrash

The most cunning and malevolent of the shadow beasts, ghirrashes are best described as four-armed savages that look like a hybrid of an orc, lion, tiger, and panther. They are equally competent hunting alone, or in packs or two to four, stalking foes quietly on all six limbs before standing upright and tearing into them with their four arms. They also tend to be quite avaricious and enjoy stealing from their victims and amassing treasure hoards.

The most famous example of a ghirrash is Jerremor, who fought alongside Sharran cultists to defend a portal linking a temple called the Shadow Citadel to its Material Plane counterpart, the Ruined Keep. The cult would appease Jerremor by letting him feed on captives and steal any of their gold, gems, and lesser magic items. In return, he patrolled the swamps around the Shadow Citadel and fought off creatures attempting to disrupt the cult's operations on the other side of the portal.

Khumat

Khumats are the least tactful of the shadow beasts, and certainly the most gluttonous. They tend to dwell in the dark water bodies and swamps of the Shadowfell, viciously preying on creatures that stray too close. However, they can be tamed with promises greater sources of nourishment, which is often how cunning warlords recruit them into their armies.

A khumat's approach to battle is governed by its predatory instincts, and they are famous for fighting in a manner befitting the palatability of their foes. For example, it might constantly bite at humanoids, beasts, and other monstrosities, but resort to tail attacks if confronted with aberrations, fiends, or undead.

Thaskor

Thaskors are perhaps the most destructive and ferocious of the shadow beasts. They resemble tainted and savage mammoths, seemingly transformed by the Shadowfell into malevolent beasts of destruction. Even the mightiest warrior can be rendered shell-shocked by a thaskor's earth-shattering, trumpet-like battle cry, only to then be impaled by its devastating tusks. Dark masters who manage to tame a Thaskor, either through vile sorcery, a favor from a deity, or sheer dumb luck, are viewed with tremendous fear and respect.

On their own, thaskors are fiercely territorial, often claiming empty scrublands and thorny barrens as their own. They can be encountered roaming alone or in large communal family herds.

Ghirrash

Large monstrosity, any chaotic

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Str +8, Wis +4, Cha +5
Skills Acrobatics +6, Athletics +8, Perception +4, Stealth +6, Survival +4
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 7 (2,900 XP)

Displacement. The ghirrash projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the ghirrash is incapacitated or has a speed of 0.

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

Actions

Multiattack. The ghirrash makes four claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. Instead of dealing damage, the ghirrash can grapple the target (escape DC 16).

Khumat

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Str +9, Wis +4, Cha +2
Skills Athletics +9, Perception +4, Stealth +3, Survival +4
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 8 (3,900 XP)

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

Actions

Multiattack. The khumat makes two claw attacks and either a bite or tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the khumat can't bite another target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Thaskor

Huge monstrosity, lawful evil

Armor Class 17 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	21 (+5)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Str +11, Wis +5, Cha +7
Skills Athletics +11, Insight +5, Intimidation +7, Perception +5, Survival +5
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP)

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

Trampling Charge. If the thaskor moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Multiattack. The thaskor makes two slam attacks.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Trumpeting Blast (Recharge 5-6). The thaskor releases a shockwave through its trunk. Each creature in a 15-foot cone must make a DC 17 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage and is stunned until the end of its next turn. On a successful save, a creature takes half the damage and isn't stunned.

Shadow of the Void

These unfortunate souls find themselves caught between life, death, and something far worse. They slay anything and everything in their path with their cold malevolence. Fortunately for us, it seems their existence relies upon accident, rather than some abominable will that means us harm.

Touched by the Negative Plane. Just like a solar flare escaping the sun's grasp, dark energy from the Negative Plane sometimes ripples into the Shadowfell. Such a death flare might touch a hapless soul travelling through the Shadowfell to reach the Fugue Plane. In most cases, such a soul is torn asunder, never to be seen again, as it is swallowed by the Negative Plane and devoured by the nightshades within it.

On rare occasions, however, if the soul belongs to an individual of strong mind who has committed horrible acts in life and was sure to be sentenced to the Wall of the Faithless in their afterlife, the soul instead absorbs the death flare into itself, thus becoming a shadow of the void.

Avatar of Death. A shadow of the void is a 10-foot-tall incorporeal creature, its outline resembling whatever humanoid race it was in life. It seemingly consists of nothingness, the endless starry sky apparent within it. Two piercing, blue eyes are the only discernible features within it.

They are driven by a desire to bring cold and death to all of existence through whatever means possible. A particularly cunning shadow of the void might attempt to break the boundary that keeps the Negative Plane contained, hoping to release the horrors that dwell within, thus surely ending all life and ushering in an era of death and nothingness.

Optional: Epic Die Traits

If your group plays with the Epic Die, a shadow of the void also has the additional traits noted below:

Epic Trait: Empowered Cold Aura. The shadow of the void's cold aura has is radius increased by a number of feet equal to the Epic Die x 10.

Shadow of the Void

Large elemental, lawful evil

Armor Class 24 (natural armor)
Hit Points 368 (32d10 + 192)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	25 (+7)	23 (+6)	10 (+0)	19 (+4)	26 (+8)

Saving Throws Dex +16, Con +15, Wis +13
Damage Resistances thunder
Damage Immunities acid, cold, necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, stunned, unconscious
Senses truesight 120 ft., passive Perception 14
Languages the languages it knew in life, telepathy 120 ft.
Challenge 30 (155,000 XP)

Blightfire. The cold, black flames surrounding the shadow are blightfire which ignores resistance to cold damage. Whenever a creature takes cold damage from the shadow, until the end of its next turn, the creature can either take an action or a bonus action on each of its turns, not both; and it can't take reactions. Additionally, objects and nonmagical weapons shatter when they touch the shadow of the void. If a creature is reduced to 0 hit points by blightfire, it becomes petrified as a statue of black ice.

Cold Absorption. Whenever the shadow is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Cold Armor. A creature that touches the shadow or hits it with a melee attack while with in 10 feet of it takes 22 (4d10) cold damage.

Cold Aura. The shadow is surrounded by an 30-foot aura of intense cold. The first time on a turn that a creature enters the aura, or when a creature starts its turn within the aura, the creature must make a DC 25 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much on a successful one. If a creature fails its saving throw by 5 or more, it also suffers one level of exhaustion, and if the creature fails the saving throw by 10 or more, it also becomes petrified as a statue of black ice.

Ephemereal. The shadow can't wear or carry anything.

Heat Susceptibility. If the shadow fails a saving throw against a spell that deals fire damage, the shadow takes twice the fire damage it otherwise would have, but if the shadow succeeds on the save, it takes no fire damage.

Immutable Form. The shadow is immune to any spell or effect that would alter its form.

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

Void Form. The shadow can enter a creature's or object's space and stop there.

Actions

Multiattack. The shadow calls forth a blightfire storm and makes two touch attacks.

Touch. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 41 (6d10 + 8) cold damage. If the target is a creature, its movement speed is reduced by 5 until the end of its next turn.

Blightfire Storm (Recharge 4-6). The shadow targets a point within 150 feet of it that it can see. Bone-chilling cold fills a 40-foot-tall cylinder with a 60-foot radius centered on that point. Each creature caught in the area must make a DC 25 Constitution saving throw. On a failed save, the creature takes 33 (6d10) cold damage and becomes chilled to the bone. On a successful save, the creature takes half the cold damage and doesn't become chilled. While chilled, a creature must use at least 20 feet of movement on each of its turns or take 33 (6d10) cold damage. A chilled creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Etherealness. The shadow enters the Ethereal Plane from the Material Plane, or vice versa.

Plane Shift (1/Day). The shadow teleports to a specific location on a different plane of existence. The ground within 30 feet of where it teleported from becomes covered with slick ice for 1 hour, making it difficult terrain. When a creature that isn't immune to cold damage enters the area for the first time on a turn or starts its turn there, it must make a DC 20 Dexterity saving throw, falling prone on a failed save. A creature that casts the plane shift spell while standing on the ice can choose to be transported to the location the shadow teleported to. The ice melts away in any square that is targeted with magical fire.

Legendary Actions

The shadow can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shadow regains spent legendary actions at the start of its turn.

Create Winterwight (Costs 2 Actions). The shadow targets a dead humanoid that it can see within 120 feet. If the humanoid died to blightfire, its frozen remains begin to crack and swirl as black flames begin to surround them. At the end of the shadow's next turn, the corpse reanimates as a **winterwight** under the shadow's control.

Move. The shadow moves up to its speed.

Touch. The shadow makes a touch attack.

Skean

I have only ever heard tales of these strange predators during my stay in Gloomwrought. For all I know, they could just be bedtime stories intended to frighten children. Nonetheless, it is rumored that these aquatic aberrations are invisible and utterly silent, waiting for their prey to get close; they then set upon them and drag their victims beneath the waves, never to be seen again. It's a simple story, but its simplicity is the only reason I might attribute some credence to their existence.

Otherworldly Predators. The skean hail from far outside the multiverse, though it is unknown how they left their home world as they seemingly have no way to traverse planar boundaries. They are utterly alien, with numerous limbs and tentacles, and no apparent sensory organs apart from their mouths. They are swift and fiercely intelligent, only setting upon their prey when they have the upper hand, and capable of setting elaborate traps. The dark is their domain, as are underwater environments where they move as if one with the water. In the dark, their aberrant skin reflects no light, causing them to disappear from view entirely, complimenting their predatory nature.

Strange Lifecycle. Once during its lifetime, a grown skean can inject a strange fungus-like substance into a fresh corpse, causing the substance to morph into three or four tiny, translucent eggs. The corpse is placed in its hive; an underground system of tunnels that it has dug out at the bottom of whatever underwater environment it calls home. Three days later, the eggs will have grown too large to be contained within the corpse, causing them to hatch. Each egg releases a skean tadpole, which reaches adulthood after a tenday.

As a skean matures, it begins to manifest psionic powers, allowing it to deflect mental attacks and assault the minds of others.

Aberrant Nature. A skean doesn't need to breathe or sleep.

Skean

Skean

Large aberration (skean), unaligned

Armor Class 19 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	18 (+4)	20 (+5)	20 (+5)

Skills Acrobatics +8, Athletics +10, Perception +10, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities acid, cold, poison, psychic
Condition Immunities blinded, charmed, frightened, paralyzed, poisoned, unconscious
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 20
Languages understands Deep Speech but can't speak
Challenge 14 (11,500 XP)

Abberant Defense. The skean automatically succeeds on Wisdom and Charisma saving throws.

Invisible in the Dark. The skean is invisible while in dim light or darkness.

Actions

Multiattack. The skean makes a bite attack, two claw attacks, and a tails attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 7 (2d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the skean can bite only the grappled creature and has advantage on attack rolls to do so.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Tails. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Psionic Scream (Recharge 6). The skean releases a psionic scream that tears at the minds of creatures near it. Each creature within 30 feet of the skean with an Intelligence score of 8 or higher must make a DC 18 Intelligence saving throw. On a failed save, a creature takes 33 (6d10) psychic damage, and for 1 minute it becomes unable to see further than 30 feet and is deafened. A creature that is resistant or immune to psychic damage automatically succeeds on the saving throw.

Skean Eggs
If a creature is resurrected while it has skean eggs implanted within it, the eggs wither and die, but the creature is infected with a disease until cured. While affected by this disease, the creature can't regain hit points through nonmagical means.

Skean Tadpole

Small aberration (skean), unaligned

Armor Class 14
Hit Points 31 (7d6 + 7)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities acid, cold, poison, psychic
Condition Immunities blinded, charmed, frightened, paralyzed, poisoned, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Deep Speech but can't speak
Challenge 1 (200 XP)

Invisible in the Dark. The skean is invisible while in dim light or darkness.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (2d4) acid damage.

A sack of bones that can do a little trick with fire.

Boring.

-C

Skeletal Mage

The school of necromancy has had many centuries to grow and evolve. It would be a blemish on Myrkul and those of his ilk if, after all this time, an animated skeleton were just an animated skeleton. Regardless of what you might think of this school of magic, its apprentices are certainly ambitious. Acquiring their true potential is a long, arduous process. When novice or intermediate-level necromancers grow tired of only being able to animate a handful of corpses, they tap into the powers of the Shadowfell in an attempt to evolve their creations into something more intelligent than mere walking bones. Let this be further proof that necromancy is not a noble art.

Death and Magic. Though similar in appearance to traditional animated skeletons, these variants have been infused with much more necromantic energy, granting them more acute mental faculties and allowing them to harness this energy to create magical effects of their own.

They are found aplenty within the Shadowfell, not only as a result of necromancy but also due to the dark influence of the plane itself. As an evil mage dies and their soul travels through the Shadowfell, the soul might instead decide to stay there - or somehow be forced to do so.

Undead Nature. A skeletal mage doesn't require air, food, drink, or sleep.

Skeletal Mage

Medium undead, lawful evil

Armor Class 12
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages the languages it knew in life
Challenge 1/4 (50 XP)

Innate Spellcasting. The mage's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 10, +2 to hit with spell attacks), requiring no material components:

At will: *mage hand, prestidigitation*
3/day each: *color spray, ray of sickness, Tasha's hideous laughter*
1/day each: *burning hands, cloud of daggers, magic missile*

Actions

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

Chill Touch. *Ranged Spell Attack:* +2 to hit, range 120 ft., one creature. *Hit:* 4 (1d8) necrotic damage and the target can't regain hit points until the start of the skeletal mage's next turn.

Fire Bolt. *Ranged Spell Attack:* +2 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage and the target ignites if it is flammable.

Ray of Frost. *Ranged Spell Attack:* +2 to hit, range 60 ft., one creature. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of the skeletal mage's next turn.

Skeletal Mage

Skiurid

Laugh at me at your own peril. The day you find yourself in a darkened forest and a deathly hissing and chittering fills the air, just pray that it is only a nilbog playing tricks on you.

Shadow Squirrels. At first glance, skiurids appear as dark versions of squirrels. This striking resemblance is only superficial, however, as skiurids are birthed from the tainted negative energies of the Shadowfell itself. As such, they are far more malicious and predatory than any dark beast. They prey on living creatures that pass by their habitats, weathering their victims down with an aura of cold darkness before digging into their flesh with razor-sharp teeth. As cunning as that might sound, the skiurids' psychology has less to do with superior intellect as it does honed instinct from evolving in the Shadowfell.

Prized Colonies. Skiurids tend to live in colonies comprising several dozen individuals. They harvest concentrated life energy from creatures they feed on and store it in their dens as reserves for later consumption. Creatures native to the Shadowfell, such as the shadar-kai, value this energy, as it can be used as a rare spell component for necromancy spells. As such, they often lure unsuspecting prey to the dark groves inhabited by skiurids, allowing these predators to build up a healthy reservoir of concentrated life energy before the shadar-kai go and steal it from them.

Umbral Banyan-Dwellers. Skiurids frequently dwell in umbral banyans - dark, sentient trees with shadowy loops that slither around unsuspecting victims, constricting them to death. They establish a mutually beneficial relationship with these trees, coordinating their efforts to swiftly dispatch of unsuspecting victims.

Skiurid

Tiny monstrosity, neutral evil

Armor Class 13
Hit Points 10 (4d4)
Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +7, Perception +3, Stealth +7
Damage Resistances cold
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1/2 (100 XP)

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

Shadow Camouflage. The skiurid has advantage on Dexterity (Stealth) checks made while in dim light or darkness.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 3) piercing damage.

Chill Darkness. The skiurid causes temperatures to drop in dark areas near it. Each creature in an area of darkness within 30 feet of the skiurid must make a DC 10 Constitution saving throw. On a failed save, a target takes 4 (1d8) cold damage.

Shadow Step. The skiurid magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see.

Swarm of Skiurids

Medium swarm of tiny monstrosities, neutral evil

Armor Class 13
Hit Points 72 (16d8)
Speed 30 ft., climb 30 ft.

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

Skills Acrobatics +7, Perception +3, Stealth +7
Damage Resistances cold
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 4 (1,100 XP)

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

Shadow Camouflage. The swarm has advantage on Dexterity (Stealth) checks made while in dim light or darkness.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny skiurid. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 23 (8d4 + 3) piercing damage, or 13 (4d4 + 3) piercing damage if the swarm has half of its hit points or fewer.

Chill Darkness. The swarm causes temperatures to drop in dark areas near it. Each creature in an area of darkness within 30 feet of the swarm must make a DC 10 Constitution saving throw with disadvantage. On a failed save, a target takes 18 (4d8) cold damage.

Shadow Step. The swarm magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see.

Sorrowsworn

Some believe the Sorrowsworn coalesce from the negative energy of the Shadowfell. Others say that they were among the first beings to venture into the plane from our world, eventually becoming materializations of their own dark emotions. I am afraid that we truly do not know the answer though.

The Dolorous

A living, violent manifestation of deep grief, the Dolorous is the size of a large human but has cleavers in place of hands. It grows stronger as its victim's life force begins to wither away, feasting on the essence of death itself. Its body appears split by a symmetric line, with one side a much darker gray than another. The act of killing another creature empowers it so much that its body splits along that line, duplicating itself.

The Envious

A once blazing pyre of pride now quenched by the gloom of the Shadowfell. The Envious is an avatar of jealousy, so devoid of self-esteem that it has no visual identity of its own. Rather, it appears as a vile reflection of the creature looking at it.

The Fearful

Feelings of deep terror and paranoia have made this sorrowsworn grow eyes all over its body, glaring restlessly in all directions. The Fearful also has a large mouth on its body which emits a blood-curdling screech, capable of wracking the minds of the most iron-willed heroes. Its own fear sustains it, allowing it to avoid attacks with fitful dodging.

The Heartbroken

This sorrowsworn has red, veiny flesh vaguely resembling a human heart, and bleeding wounds to mark the stinging pain of betrayal. The Heartbroken seeks to end its suffering by forcefully possessing another body, hoping this will spawn the beginning of a new life and erase its bitter memories. However, this poor creature can never truly escape its damaged psyche, and this realization causes it to shed its vessel and try for another.

The Dolorous

Medium monstrosity, neutral evil

Armor Class 20 (natural armor)
Hit Points 382 (45d8 + 180)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	8 (-1)	11 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 17 (18,000 XP)

Split (1/Day). If a creature is reduced to 0 hit points while within 60 feet of the Dolorous, the Dolorous splits into two if it has at least 10 hit points. Each Dolorous has hit points equal to half the original Dolorous's, rounded down.

Vicious Cycle. The Dolorous makes attacks with advantage and deals an additional 2d10 psychic damage if it is within 30 feet of another Dolorous that it can see.

Actions

Multiattack. The Dolorous makes two cleaver attacks.

Cleaver. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) slashing damage.

Reactions

Dolorous Counter. The Dolorous targets a creature that hits it with an attack. To do so, the Dolorous must be able to see the attacker. The attacker must succeed on a DC 19 Constitution saving throw. On a failed save, the attacker takes necrotic damage equal to the difference between its current hit points and its hit point maximum. This damage can't reduce a creature's hit points below 1.

Repentance (Recharge 6). If a creature within 60 feet of the Dolorous forces it to make a saving throw and the Dolorous fails the save, it instead succeeds and rolls a d6. On a roll of 4 or higher, the Dolorous teleports to an unoccupied space within 5 feet of the hostile creature and makes two attacks with its cleaver against that creature.

The Envious

Medium monstrosity, neutral evil

Armor Class 22 (natural armor)
Hit Points 427 (45d8 + 225)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	20 (+5)	6 (-2)	11 (+0)	19 (+4)

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 21 (33,000 XP)

Dark Reflection. A creature sees the Envious as a Medium sized duplicate of itself, wearing the same equipment and wielding the same weaponry. In addition, if a creature is invisible to the Envious, the Envious is also invisible to the creature.

Envious Replication. If a creature within 30 feet of the Envious casts a spell or uses an ability that recharges on a short or long rest, the Envious learns to emulate that spell or ability until it finishes a long rest. When the Envious casts a spell or uses a feature that it learned in this manner, it can't cast that spell or use that ability again until it learns to emulate it once more. When casting a spell the Envious has learned in this manner, it can cast it innately without expending material or somatic components. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Extreme Envy. While a creature within 30 feet of the Envious is under the effect of a beneficial spell, the Envious is also be affected by the spell. The Envious does not need to maintain concentration on effects gained in this manner.

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

Magic Weapons. The Envious's weapon attacks are magical.

Actions

Multiattack. The Envious makes two weapon attacks.

Dexterity Weapon. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5-10 ft. or range 30-150/120-600 ft., one target. *Hit:* weapon dependent damage + 4.

Strength Weapon. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5-10 ft. or range 20-30/60-120 ft., one target. *Hit:* weapon dependent damage + 4.

Reactions

Instant Replication. The Envious immediately casts a spell or uses an ability when it learns to duplicate it with its Envious Replication feature.

The Fearful

Medium monstrosity, neutral evil

Armor Class 19 (natural armor)
Hit Points 337 (45d8 + 135)
Speed 30 ft.

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

Skills Intimidation +8, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 15 (13,000 XP)

Eyes of Panic. The Fearful can see in all directions, and has advantage on Wisdom (Perception) checks that rely on sight. In addition, it can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.

Fear Aura. Any creature hostile to the Fearful that starts its turn within 30 feet of the Fearful must make a DC 18 Wisdom saving throw, unless the Fearful is incapacitated. On a failed save, the creature is frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Fearful. The Fearful is frightened of creatures that it can see within 30 feet of it that aren't sorrowsworn or frightened of it. If the Fearful is frightened of at least one creature that it can see at the start of its turn, it gains 20 temporary hit points and can take the Dodge action as a bonus action.

Tyrant. The Fearful has advantage on attack rolls against creatures frightened of it.

Actions

Multiattack. The Fearful uses its Lamenting Scream if it can. It then makes two attacks.

Panicked Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Vicious Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one frightened creature. *Hit:* 17 (4d6 + 3) slashing damage plus 22 (4d10) psychic damage.

Frightful Gaze. The Fearful targets any number of creatures within 120 feet that it can see and that it is frightened of. If the target can also see the Fearful, it must make a DC 18 Wisdom saving throw. On a failed save, the target takes 33 (6d10) psychic damage and becomes frightened of the Fearful. On a successful save, it takes half the damage and doesn't become frightened.

Lamenting Scream (Recharge 4-6). The Fearful releases a horrible scream. Each creature within 60 feet of the Fearful that is frightened of it must succeed on a DC 18 Wisdom saving throw. On a failed save, a creature is cursed until cured or until it is no longer frightened. While cursed in this manner, a creature makes Wisdom saving throws with disadvantage, has its movement speed halved, and takes 5 (1d10) psychic damage at the start of each of its turns.

The Heartbroken

Large monstrosity, neutral evil

Armor Class 21 (natural armor)
Hit Points 472 (45d10 + 225)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	2 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Condition Immunities charmed, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages understands Common but speaks only gibberish
Challenge 19 (22,000 XP)

Bitterness. If the Heartbroken fails a saving throw against a spell, the spell's caster also becomes affected by the spell and must make the same saving throw with the same DC, but the spell otherwise functions as if the Heartbroken cast it.

Heartache. The Heartbroken makes attacks with disadvantage against creatures that have touched it or hit it with a melee weapon since the end of its last turn, but makes attacks with advantage against all other creatures.

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

Actions

Multiattack. The Heartbroken makes two vein attacks. It can replace one vein attack with its Tortured Embrace.

Vein. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 26 (6d6 + 5) necrotic damage.

Tortured Embrace. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 47 (12d6 + 5) necrotic damage, and the target is grappled (escape DC 19) if it is a Large or smaller creature. Until the grapple ends, the target is charmed and takes 47 (12d6 + 5) necrotic damage at the end of each of its turns. The Heartbroken can embrace only one creature at a time.

Deathly Kiss. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature grappled by the Heartbroken. *Hit:* 47 (12d6 + 5) necrotic damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 19 Constitution saving throw or die.

Reactions

New Life. If a creature is reduced to 0 hit points or dies while grappled by the Heartbroken, the Heartbroken disappears in a flash, possessing the dead body. The Heartbroken now controls the body which regains half its hit point maximum. The Heartbroken can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, and Charisma scores, and condition immunities. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the Heartbroken ends it as a bonus action, or the Heartbroken is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the Heartbroken reappears in an unoccupied space within 5 feet of the body.

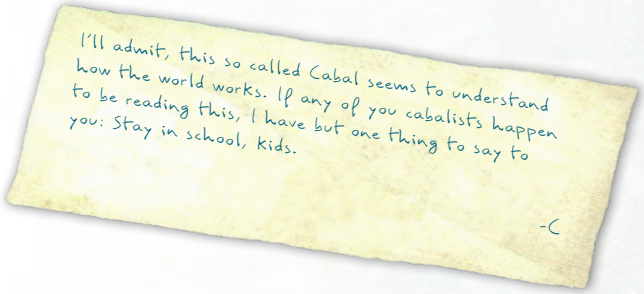
The creature whose body is possessed can't be resurrected by any means while the Heartbroken still inhabits the body.

Tenebrous Cabalists

The Tenebrous Cabal is the most influential society controlling the practice of shadow magic, focusing specifically on illusion, enchantment, and necromancy schools of magic. The Cabal has a rigid organization of rules and regulations, with a strict hierarchy. Apprentices are trained in the oppressive Bleak Academy, which is ruled by the most influential members of the Cabal, known as the Parliament of Shadows. An apprentice is expected to be as committed to the order as much as their own arcane learning. The teaching can be harsh and unforgiving, and a students' days are largely spent figuring out new ways to impress their superiors. The first year involves training under various mentors, learning the basics of a variety of skills, from thievery and assassinations to pure spellcasting. After this year, apprentices are assigned mentors to train in smaller groups, specializing in what the academy has deemed most appropriate for them.

Cabalist Duties. Graduates of the academy retain some link with the academy for the rest of their lives. Some earn positions as professors, while others handle other duties such as talent scouting and adventuring, reporting any discoveries to the Parliament of Shadows.

Cabalists are always on the lookout for promising young spellcasters to recruit. Any major city with a wizarding school is bound to have an undercover cabalist there on a scouting mission.



Tenebrous Arcanist

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Dex +10, Int +8
Skills Arcana +15, Deception +13, History +15, Insight +12
Damage Resistances damage from spells
Senses darkvision 60 ft., passive Perception 12
Languages any six languages
Challenge 14 (11,500 XP)

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

Spellcasting. The arcanist is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. The arcanist has the following wizard spells prepared:

Cantrips: *chill touch, death grimace, duskveil, mage hand, message*
1st level (4 slots): color spray, *detect magic, find familiar, fog cloud, silent image, illusory script, mage armor, magic missile, shield, unseen servant*
2nd level (3 slots): *alter self, , blindness/deafness, darkness, hold person, mirror image, misty step, Nystul's magic aura*
3rd level (3 slots): *blink, dispel magic, hypnotic pattern, sending, shadow conjurati-on, shadow evocation*
4th level (3 slots): *dimension door, locate creature, Kreshenk's eerie mask, wall of gloom*
5th level (3 slots): *dominate person, dream, mislead, modify memory, Nulathoe's concussive demise, scrying, shadow binding*
6th level (2 slots): *create undead, true seeing*
7th level (2 slots): finger of death, mirage arcane
8th level (1 slot): *clone, mindblank, withering bolt*
9th level (1 slot): Dariastren's shadow blight, *power word kill*

Tenebrous Aura. At the start of each of the arcanist's turns, each creature of its choice within 30 feet of it that is in dim light or darkness must succeed on a DC 18 Wisdom saving throw or take 13 (2d12) psychic damage, provided that the arcanist isn't incapacitated.

Actions

Multiattack. The arcanist makes two melee attacks.

Tomb Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 11 (2d10) necrotic damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or gain vulnerability to all damage.

Night Tendrils (Recharge 5-6). The arcanist creates a 15-foot radius zone of shadow on the ground around it. Each creature hostile to the arcanist that starts its turn in the area, must make a DC 18 Constitution saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one. Attacks against the arcanist are made with disadvantage while it stands in the area. The effect lasts for 1 minute.

Tenebrous Assassin

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Saving Throws Dex +9, Int +7
Skills Acrobatics +9, Arcana +7, Perception +6, Stealth +9
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 16
Languages any two languages plus thieves' cant
Challenge 10 (5,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mark For Death. Using a bonus action, the assassin marks a target it can see for death. Until the end of the target's next turn, it has disadvantage on all ability checks, attack rolls, and saving throws, and all attack rolls against it are made with advantage.

Sneak Attack (1/Turn). The assassin deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Spellcasting. The assassin is a 7th-level spell caster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. The assassin has the following wizard spells prepared:

Cantrips: *blade ward, minor illusion, prestidigitation, thunderclap*
1st level (4 slots): *chromatic orb, expeditious retreat, false life, shield*
2nd level (3 slots): *enlarge/reduce, invisibility, see invisibility*
3rd level (3 slots): *fly, shadow evocation*
4th level (1 slot): *phantasmal killer*

Unerring Focus. The assassin can't have disadvantage on any roll. If the assassin takes radiant damage, this trait doesn't function until the end of its next turn.

Actions

Multiattack. The assassin makes three attacks with its shortsword.

Kukri. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 5) slashing damage. If the target has been marked for death by the assassin, it must make a DC 15 Constitution saving throw against poison. On a failed save, the target is infected with a powerful neurotoxin, taking 26 (4d12) psychic damage and causing all creatures except for the assassin to be invisible to it. The poison lasts for 1 minute or until removed by a *lesser restoration* spell or similar magic.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Tenebrous Arcanist

Students of the Bleak Academy who survive its trials and tribulations and study arduously become masters of the arcane arts in their own right. Most of them take up jobs as professors at the Bleak Academy, finally getting a chance to exercise some authority after decades of ego-deflating education. The most ambitious arcanists eventually become members of the Parliament of Shadows, earning themselves a vote in the operations of the Tenebrous Cabal. However, a few have been known to leave the Academy entirely and pursue their own interests, whether it is the selfish pursuit of lichdom or working with other organizations against the Cabal.

Tenebrous Assassin

Graduates of the Bleak Academy who specialize in executing swift death over expert spellcasting, Tenebrous assassins are typically sent on missions across Faerûn to eliminate powerful rivals of the Cabal. They are trained in only rudimentary spellcasting, learning just enough to discreetly carry out their missions. These vile cutthroats have also mastered some psionics, allowing them to manifest a blade of psionic energy that can tear at their victim's mind. It is rumored that the duergar and drow have stolen some of the Cabal's secrets to train rival assassins of their own.

Tenebrous Infiltrator

Tenebrous Infiltrators are often tasked with tracking down thieves who have stolen from the Bleak Academy or sent on major heist missions themselves. This can involve robbing a noble's estate in the dark of night or using their shadow magic sow discord between two trading parties in a place like Mantol-Derith, making off with the goods while the traders bicker and fight. Most commonly, however, they act as spies, gathering intelligence for the Cabal. To the Tenebrous Cabal, knowledge is power.

Their rigorous training has imbued them with devious shape-changing abilities and a unique array of spells designed to thwart pursuit and spread paranoia and deceit. The Parliament of Shadows usually sends them on missions alone, but they are given free reign to form temporary, mutually-beneficial alliances with anyone they see fit, so long as those allies cannot trace the infiltrator back to the Cabal.

Tenebrous Infiltrator

Tenebrous Infiltrator

Medium humanoid (any race), any alignment

Armor Class 18 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	19 (+4)	14 (+2)	12 (+1)

Saving Throws Dex +10, Int +8
Skills Acrobatics +10, Arcana +8, Athletics +4, Deception +5, Perception +6, Sleight of Hand +10, Stealth +10
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 16
Languages any three languages plus thieves' cant
Challenge 10 (5,900 XP)

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

Evasion. If the infiltrator is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the infiltrator instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Shadow Climb. While in dim light or darkness, the infiltrator can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sneak Attack (1/Turn). The infiltrator deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll.

Spellcasting. The infiltrator is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It regains expended spell slots when it finishes a long rest. The infiltrator has the following wizard spells prepared, requiring no verbal components:

Cantrips: *friends, minor illusion, mage hand, prestidigitation*
1st level (4 slots): *alarm, comprehend languages, expeditious retreat, illusory script*
2nd level (3 slots): *darkness, detect thoughts, knock, invisibility*
3rd level (3 slots): *shadow conjuration, shadow evocation*
4th level (3 slots): *greater invisibility, wall of gloom*
5th level (2 slots): *seeming, shadow binding*
6th level (1 slot): *programmed illusion*

Actions

Multiattack. The infiltrator makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Become Shadow (Recharge 5-6). The infiltrator targets a creature within 5 feet of it that has a shadow and that it can see. The infiltrator slides into the target's space and melds with its shadow for up to 1 minute. The effect ends early if the infiltrator loses concentration (as if concentrating on a spell).

While melded with the shadow of another creature, the infiltrator can see no further than 30 feet, and no creature can see or target the infiltrator unless a creature has truesight. The infiltrator remains in the target's space as the target moves.

If the target can see the infiltrator when it attempts to meld with its shadow, the target can make a DC 17 Constitution saving throw. On a successful save, the infiltrator fails at melding with the target's shadow.

Shadow Shape. While in dim light or darkness, the infiltrator magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the infiltrator's choice).

In a new form, the infiltrator retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Uncanny Dodge. The infiltrator halves the damage that it takes from an attack that hits it. The infiltrator must be able to see the attacker.

Tomb Guardians

Death and undeath are so prevalent in the Shadowfell that there is the very real possibility that you will stumble upon a tomb or graveyard of some sort. Grave-robbing has certainly always been a very active and "well-paid" profession, and those who wish to keep their own tomb intact must acquire enhanced security for their final resting place. Many people tend to experiment with necromantic rituals to make undead tomb guardians. Though often intelligent, these undead have no aspirations of their own as they are fully devoted to guarding whatever tomb they have been created to protect.

Undead Nature. Tomb guardians don't require air, food, drink, or sleep.

Scarab Lord

A scarab lord is composed entirely of undead scarabs that are magically bound to the skull of a humanoid. It is easy to mistake one for a skull lord, especially since both were created by the god Vecna. However, while skull lords were the product of Vecna's punishment for his in-fighting warlords, scarab lords were his most potent blessing for those who remained loyal to him. The first scarab lords were the sentinels of his hidden vaults throughout the Shadowfell, guarding great treasure and forbidden lore.

Eventually, other influential creatures of the shadow realm came to learn of Vecna's secret rituals to form scarab lords, and started using them as sentinels for their own tombs. The rituals involve a life-draining process of infusing scarabs with the plague of undeath and getting them coalesce into a humanoid shape around the body of the person conducting the ritual. The scarabs eat away at the flesh and bone of this person, leaving behind only their skull and a twisted sentience. Tyrannical and malicious, scarab lords are capable of creating powerful and lesser tomb guardians to help guard their tombs.

Scarab Lord

Large swarm of tiny undead, lawful neutral or lawful evil

Armor Class 11 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., burrow 20 ft., climb 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	21 (+5)	12 (+1)	20 (+5)	18 (+4)

Skills Intimidation +10, Perception +11
Damage Resistances bludgeoning, necrotic, piercing, poison, psychic, slashing
Condition Immunities charmed, frightened , paralyzed, petrified, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 21
Languages understands the languages it knew in life but can't speak
Challenge 20 (25,000 XP)

Immutable Form. The scarab lord is immune to any spell or effect that would alter its form.

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

Magic Weapons. The scarab lord's weapon attacks are magical.

Regeneration. The Scarab lord regains 20 hit points at the start of its turn if it has at least 1 hit point.

Swarm Form. The scarab lord can move through a space as narrow as 1 foot wide without squeezing. A creature that touches the scarab lord or hits it with a melee attack while with in 5 feet of it takes 10 (4d4) piercing damage plus 7 (2d6) necrotic damage and must make a DC 19 Constitution saving throw or be poisoned for 1 minute. In addition, the scarab lord can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes takes 10 (4d4) piercing damage plus 7 (2d6) necrotic damage and must make a DC 19 Constitution saving throw or be poisoned for 1 minute.

The target loses any damage resistances it has while poisoned by the scarab lord. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Turn Immunity. The scarab lord is immune to effects that turn undead.

Actions

Multiattack. The scarab lord makes two melee weapon attacks.

A Thousand Bites. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (6d4 + 3) piercing damage plus 14 (4d6) necrotic damage. If the target is a creature, it must make a DC 19 Constitution saving throw or be poisoned for 1 minute. The target loses any damage resistances it has while poisoned by the scarab lord. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cursed Kris. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must succeed on a DC 19 Wisdom saving throw or become cursed. While cursed, the target has disadvantage on Constitution saving throws. A *remove curse* spell ends this effect.

Tomb Guard

While tomb guards are the lowest among the tomb guardians, the creation of these four-armed skeletons is still beyond the power of most necromancers. They are capable of remaining immobile for extended periods of time, and are often stationed near similar-looking statues, ready to slash into trespassers that venture too close.

Tomb Hierophant

Tomb hierophants often serve as a scarab lord's advisor and keeper of secrets, or are created to guard the tomb of a hunefer. In battle, they specialize in necromantic energy and curses to wither away at their foe's life force. In the absence of a scarab lord, a hierophant takes on the role of tomb warden, commanding the lesser guardians.

Tomb Ophidian

Tomb Ophidians have a serpentine body crafted from stone, metal, and bone, given life through the skull that is mounted where a head should be. They are conveniently stationed just outside of sacred tombs, hiding underneath the desert sands and surprising intruders with their petrifying gaze. This horrific gaze, combined with their weapon mastery and constricting forms, often makes tomb ophidians the most feared of the tomb guardians.

Undead Scarab

Insecticide constructs that were originally designed for the extermination of life-forms, now given the sentience of undeath. Many undead scarabs are used in necromantic rituals to form scarab lords, though a few are spared to serve as expendable infantry in a scarab lord's army.

Scarab Lord

Tomb Hierophant

Tomb Hierophant

Large undead, lawful neutral or lawful evil

Armor Class 15 (half plate)
Hit Points 209 (22d10 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Str +9, Con +9
Skills Arcana +5, Intimidation +9, Perception +10, Religion +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 60 ft., darkvision 120 ft., passive Perception 20
Languages understands the languages it knew in life
Challenge 15 (13,000 XP)

Aura of Enfeeblement. The hierophant can activate or deactivate this feature as a bonus action. While active, any creature of the hierophant's choice within 30 feet of it deals only half damage with weapon attacks that use Strength.

Innate Spellcasting. The hierophant's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *blindness/deafness, mirror image, shield of faith*
3/day each: *circle of death, finger of death*
1/day each: *Abi-Dalzim's horrid wilting*

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

Magic Weapons. The hierophant's weapon attacks are magical.

Multiple Heads. The hierophant has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Tomb Gaze. When a creature that can see the hierophant's eyes starts its turn within 30 feet of the hierophant, the hierophant can force it to make a DC 18 Wisdom saving throw if the hierophant isn't incapacitated and can see the creature. Unless incapacitated or surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the hierophant until the start of its next turn. If the creature looks at the hierophant in the meantime, it must immediately make the saving throw. If the target fails the save, the target suffers one of the following effects of the hierophant's choice or at random:

1. *Blinding Gaze.* The target is blinded until the end of its next turn.
2. *Deafening Gaze.* The target is deafened until the end of its next turn.
3. *Silencing Gaze.* The target is unable to speak until the end of its next turn.

Turning Defiance. The hierophant and any tomb guardians within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The hierophant makes two attacks.

Burial Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage if used with two hands, plus 27 (6d8) necrotic damage. If the target is a creature other than an undead, it must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ray of Decomposition. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 41 (8d8 + 5) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken and be poisoned for 1 minute. While poisoned, the target cannot regain hit points. If this effect reduces the target's hit point maximum to 0, the target dies. The reduction lasts until removed by the *greater restoration* spell or other magic.

Vision of Death (Recharge 6). The hierophant targets one living creature it can see within 60 feet. The target must make a DC 18 Wisdom saving throw. On a failed save, the target takes necrotic damage equal to half its hit point maximum and is stunned for 1 minute, or drops to 0 hit points if it fails the save by 5 or more. On a successful save, the target takes half the damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success.

Reactions

Undying Duty (Recharge 6). When the hierophant is reduced to 0 hit points, it can target any number of creatures within 10 feet of it, dealing 11 (2d10) necrotic damage to each target, and regaining lost hit points equal to the total damage dealt.

Tomb Guard

Medium undead, lawful neutral or lawful evil

Armor Class 14
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Athletics +4, Acrobatics +8, Intimidation +4, Perception +3
Damage Vulnerabilities bludgeoning
Damage Resistances piercing
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands the languages it knew in life but can't speak
Challenge 10 (5,900 XP)

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

Magic Weapons. The tomb guardian's weapon attacks are magical.

Reactive. The tomb guardian can take one reaction on every turn in a combat.

Actions

Multiattack. The tomb guardian makes four shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Reactions

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

Undying Duty (1/Day). When the tomb guardian is reduced to 0 hit points, it can target any number of creatures within 10 feet of it, dealing 5 (1d10) necrotic damage to each target, and regaining lost hit points equal to the total damage dealt.

Tomb Guard

Tomb Ophidian

Tomb Ophidian

Large undead, lawful neutral or lawful evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+1)	18 (+4)	1 (-5)	15 (+2)	10 (+0)

Skills Intimidation +4, Perception +6
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages understands the languages it knew in life but can't speak
Challenge 12 (8,400 XP)

Immutable Form. The ophidian is immune to any spell or effect that would alter its form.

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

Magic Weapons. The ophidian's weapon attacks are magical.

Petrifying Gaze. When a creature that can see the ophidian's eyes starts its turn within 30 feet of the ophidian, the ophidian can force it to make a DC 16 Constitution saving throw if the ophidian isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to sand and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the ophidian until the start of its next turn, when it can avert its eyes again. If the creature looks at the ophidian in the meantime, it must immediately make the save.

If the ophidian sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the ophidian is, due to its curse, affected by its own gaze.

Actions

Multiattack. The ophidian makes one bite attack, one constrict attack, and two attacks with its glaive or claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Glaive. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage at the start of each of its turns, and the ophidian can't constrict another target.

Undead Scarab

Tiny undead, unaligned

Armor Class 11 (natural armor)
Hit Points 21 (6d4 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	12 (+1)	1 (-5)	10 (+0)	4 (-3)

Damage Resistances necrotic, poison, psychic
Condition Immunities exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/4 (50 XP)

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

Magic Weapons. The scarab's weapon attacks are magical.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 2 (1d4) necrotic damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target loses any damage resistances it has while poisoned in this manner. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tzitzimitl

Sly and wily, little Shar,
What have you hidden in the stars?
Lurking evil in the night,
Hidden high and out of sight.
Sly and wily, little Shar,
What have you hidden in the stars?

-C.

Shadowfell Star Spawn. The tzitzimimeh are the living embodiments of the Shadowfell sky; each one a force of nature given female form, no doubt due to the influence Shar has on the Shadowfell. They are powerful spirits of darkness, formed over the ages within the deepest and densest pockets of shadow in the night sky. There they stay, floating unseen among the dim and stifled light of the stars, far removed from the surface and the daily lives of the Shadowfell's inhabitants.

Profane Mothers. The Obeah witches believe they draw their dark magic from the primal essence of the Shadowfell. However, completely unknown to them, they are actually channeling the power of a tzitzimitl with their dark spells and rituals. This connection, and the fanatical devotion of the Obeah to the dark arts, is one of the few things that can cause a tzitzimitl to turn their gaze down to the surface of the Shadowfell. In fact, some tzitzimitl became so intrigued by the Obeah that they changed their guise to that of an elderly woman and founded an Obeah tribe as that tribe's Darkmother.

Otherworldly Nature. A tzitzimitl doesn't require air, food, drink, or sleep.

Optional: Epic Die Traits
If your group plays with the Epic Die, a tzitzsimitl also has the additional trait noted below:

Epic Trait: Boundless Influence. The range of the tzitzimitl's Profane Aura and Void Gaze traits increases by a number of feet equal to 10 x the Epic Die.

Tzitzimitl

Large aberration (shapechanger), unaligned

Armor Class 19 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	20 (+5)	18 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +13, Wis +11, Cha +12
Skills Acrobatics +13, Athletics +11, Intimidation +12, Perception +11, Stealth +13
Damage Resistances fire, psychic, thunder
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, incapacitated, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 21
Languages -
Challenge 24 (62,000 XP)

Immutable Form. The tzitzimitl is immune to any spell or effect that would alter its form.

Keen Sight. The tzitzimitl has advantage on Wisdom (Perception) checks that rely on sight.

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

Profane Aura. The dark energies that spring from the tzitzimitl corrupt all that is holy or radiant. Within 30 feet of the tzitzimitl radiant damage becomes necrotic damage, hallowed ground loses its magic, and magical healing has no effect.

Shapechanger. The tzitzimitl can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size and movement speed, are the same in each form. It gains none of the features of the new form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Void Gaze. When a creature that can see the tzitzimitl's eyes starts its turn within 30 feet of the tzitzimitl, the tzitzimitl can force it to make a DC 20 Wisdom saving throw if the tzitzimitl can see the creature. On a failed save, the target is stunned for 1 minute. If the save fails by 5 or more, the target also ages 1d8 x 10 years. A stunned target can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this tzitzimitl's Void Gaze for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the tzitzimitl until the start of its next turn, when it can avert its eyes again. If the creature looks at the tzitzimitl in the meantime, it must immediately make the save.

Actions

Multiattack. The tzitzimitl makes four attacks, choosing between its touch attack and its death ray in any combination.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 55 (2d8 + 6) piercing damage plus 55 (10d10) necrotic damage. If the target is a creature that has 100 hit points or fewer after this attack, it must succeed on a DC 20 Constitution saving throw or die.

Touch. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 55 (10d10) necrotic damage. The target dies if this attack reduces it to 0 hit points.

Death Ray. The tzitzimitl targets a creature within 120 feet of it that it can see. The creature must succeed on a DC 20 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Eclipse. While outside during daytime, the tzitzimitl magically causes an eclipse. The land is instantly enveloped in darkness until the next dawn. Each non-undead creature within 120 feet of the tzitzimitl must succeed on a DC 20 Wisdom saving throw, or become frightened of the tzitzimitl for 1 minute. An affected creature can repeat the saving throw when it ends its turn within 60 feet of a light source. Creatures with darkvision or that can otherwise see in the dark have advantage on the saving throw.

Vadataj

Close your eyes, mates, when you see what cannot be.
Close your ears, mates, when that sound comes from the sea.
Hold your breath, mates, when you're kneeling down to pray,
Pray to the gods we get away.
And we'll race the wind when they come to claim our lives.
And we'll ride the waves while we're strong enough to fight.
Yes we'll race the wind when we're out of time to pray,
Pray to the gods we get away.

I heard the preceding sea shanty on a voyage once. Needless to say, I have no desire to encounter whatever it was that those sailors were singing about.

The Most Treacherous of Seas. Sailors always have an uneasy relationship with the seas on which they sail. They are both a source of life, and work, and an untamable force that must be understood and respected. The seas in the Shadowfell are particularly devious, even spiteful, and are rarely content with something as fleeting as the respect of mortals. As a result, the pitch-black waters of the Shadowfell are some of the most dangerous for any sailor to cross, and many ships lay unseen on those ocean floors. For this reason alone, most merchant captains charge exorbitant fees to transport goods. On the other hand, passengers travel almost for free, as they are often the first to be tossed overboard as sacrifices to the waves when things turn rough.

Arrogance and the Wrath of the Seas. Of course, there are those who never listen to reason or experience. One especially brazen captain was charged with ferrying a lord and his escort of heavily armed and armored knights to Gloomwrought while a storm was rolling in. Unwilling to lose his client to another ship and forfeit his wages, the captain weighed anchor and headed out to sea, hoping to head off the storm. The clouds chased the ship relentlessly, reached around from the sides and bore down on it with lashing rain, lightning, and forty-foot waves. The sea was enraged by the arrogance of the captain, and further infuriated by the knights who dared to wear heavy metal armor upon the waters, as one should never do. Unable to escape, the ship was crushed to pieces by the fury of the storm, and the knights dragged down into the inky deeps by vengeful currents. There, as they slowly drowned, they were defiled and corrupted, stripped of their mortality, and cursed to share the same hatred of any and all sailors foolish enough to dance freely across the waves.

Undead Nature. A vadataj doesn't require air, food, drink, or sleep.

Vadataj

Vadataj

Medium undead, any evil

Armor Class 18 (full plate)
Hit Points 221 (26d8 + 104)
Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +8, Wis +8
Skills Arcana +10, Athletics +11, Deception +7
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 18 (20,000 XP)

Aura of Drowning. A creature within 10 feet of the vadataj can't breathe and must hold its breath or begin to suffocate. In addition, a creature that starts its turn in the aura and doesn't have a swim speed or isn't undead has its movement speed halved until the start of its next turn.

Innate Spellcasting. The vadataj's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 18, +10 to hit with spell attacks), requiring no material components:

At will: *blur, disguise self, fear, hallucinatory terrain, invisibility, phantom steed*
3/day each: *mislead, phantasmal killer, programmed illusion, seeming*
1/day each: *mirage arcane, weird*

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

Turn Immunity. The vadataj is immune to effects that turn undead.

Actions

Multiaction. The vadataj casts an innate spell and makes two attacks with its cursed greatsword.

Cursed Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 22 (4d10) necrotic damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or be cursed with vadataj drowning. The cursed target gains the Aura of Drowning trait. The curse lasts until removed by a *remove curse* spell or other magic.

Final Gurgle (1/Day). The vadataj inhales deeply, drawing the breath away from creatures around it, before finally releasing the horrible gurgling sound of hundreds of drowning creatures. This gurgle has no effect on constructs, oozes, and undead. All other creatures within 30 feet of the vadataj that can hear it must make a DC 18 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature becomes immune to the Final Gurgle of all vadataj for 24 hours.

Vampires

I will not bore you with general lore on vampires. Too much has already been written about these blood-hungry, sun-loathing, self-aggrandizing creatures. However, those tunic-wearing humanoids you see in children's books are far from the only ones of their kind. A single ancestor can give rise to a multitude of different species, especially when exposed to the taint of the Shadowfell. Here, I present lore I have unearthed on far more gruesome, malicious, and sinister bloodlines.

Undead Nature. Regardless of its type, a vampire doesn't require air.

Alp

Perhaps the most mysterious of these bloodlines. Capable of weaving such beautiful songs with their seductive voices, many famous bards have borrowed their material from run-ins with alps. However, what lies underneath is the ultimate silent killer, moving without so much as the sound of a blade of grass folding, and swiftly killing their foes before they even have a chance to yell for help.

Dream Feeders. Alps were once ordinary vampires but have since become twisted versions of their former selves due to the Shadowfell's corrupting influence. They no longer require blood to survive, instead feeding on the dreams and nightmares of lonely creatures. This could be an inebriated youth outside a tavern, a lost explorer in a dark forest, or a sleeping noble in their chambers.

Alps have an intense hatred for elves and other creatures that don't sleep, often doing all they can to avoid them.

Seductive Shapechangers. Alps can assume the form of various beasts, and as such prefer to dwell in forests and grasslands, ideally next to humanoid settlements. Most frightening is that they retain their ability to speak while shifted in this way. They hence typically assume the form of a small beast and use their enchanting voice to entice animal-loving victims to venture further into the alp's territory.

Sadistic Hunters. While feeding on dreams is what sustains an alp, most of them also enjoy methodically killing whatever they deem as prey. A favorite tactic is sowing discord in an adventuring party by charming one of them while in the guise of a helpless animal, waiting to strike once they are all sound asleep next to a camp fire. Other times, they sneak into private residences, usually in the shape of a spider, feed on a victim's dreams, and then slay them mercilessly before slipping away into the night.

Alp

Medium undead (shapechanger), neutral evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Dex +8, Wis +7, Cha +7
Skills Intimidation +7, Perception +7, Stealth +7
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages the languages it knew in life, telepathy 60 ft.
Challenge 10 (5,900 XP)

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

Regeneration. The alp 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 alp takes radiant damage or damage from holy water, this trait doesn't function at the start of the alp's next turn.

Shapechanger. While the alp isn't in sunlight or running water, it can use its action to polymorph into a Large or smaller beast or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the alp's choice).

In a new form, the alp retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

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

Telepathic Bond. The alp ignores the range restriction on its telepathy when communicating with a creature it has charmed or cursed with its bite. The two don't even need to be on the same plane of existence.

Vampire Weaknesses. The alp has the following flaws:

Dream Sight. A creature that hasn't slept for 24 hours can't be detected by the alp's blindsight.

Harmed by Running Water. The alp takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The alp takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Claw (Alp Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. Instead of dealing damage, the alp can grapple the target (escape DC 15).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the alp, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage and the target must succeed on a DC 15 Charisma saving throw or be cursed and drop unconscious. The curse lasts until cured. While cursed, the target doesn't regain hit dice from finishing a long rest, gains a Long-Term Madness (see chapter 8 in the *Dungeon Master's Guide*), and whenever the target is unconscious, it has horrible nightmares and can only wake up if it takes damage from a source other than the alp's bite or if another creature takes an action to shake it awake. In addition, if the target is cursed the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the alp regains hit points equal to that amount. The reduction lasts until the curse ends. The target dies if this effect reduces its hit point maximum to 0. If the target dies while unconscious and affected by the curse, the target rises as an alp after 24 hours unless the body is bathed in holy water.

Charm (Alp Form Only). One humanoid the alp can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. A target cursed by the alp's bite has disadvantage on the saving throw. The charmed target obeys the alp's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this alp's Charm for the next 24 hours.

The alp can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Nightmarish Invasion. The alp targets one unconscious creature it has cursed on the same plane of existence. The target must succeed on a DC 15 Charisma saving throw or have its dreams mentally invaded by the alp. For the duration of the nightmarish invasion, the alp only takes half of any damage it would normally take, while the unconscious target takes the remaining half as psychic damage. The target can repeat the saving throw at the end of each of its turns, ending the nightmarish invasion on a successful save. The target cannot be awoken by any means while the invasion takes place.

Legendary Actions

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

Claw Attack. The alp makes a claw attack.

Bite Attack (Costs 2 Actions). The alp makes a bite attack.

Charm (Costs 2 Actions). The alp uses its Charm action.

Move. The alp moves up to its speed.

Aswang
Alp

Aswang

One journey through a tropical climate and you know how annoying mosquitoes can be. Even one mosquito can be quite a nuisance. Now imagine that same pest, six feet tall, and infinitely more vicious. That's an aswang for you; the worst of all vampires, in my opinion.

Wicked Life Cycle. It is unknown how the first aswang came to be, but today they are only known to spawn from the humanoid victims of other aswangs. It is said that only three strikes from an aswang's proboscis can completely drain a creature's will to live, killing them as the corpse disappears in a flash of smoke, leaving behind only its heart, now in the shape of a black crystal. At midnight, the crystal shatters, causing the victim to emerge as a ravenous and cunning undead predator with mosquito-like features. The newborn aswang remains in this form for a few hours, after which its body morphs back to the humanoid shape it had before, blissfully unaware of the unbreakable curse that has befallen it. In humanoid form, the aswang might go about the rest of the day as normal; eating, drinking, and maturing like any humanoid would. Each night at midnight, however, the creature is once again transformed into a horrendous, vampiric shape for a few hours; a sinister new phase of its life during which it hunts other living creatures, only to wake up clueless as its old self by morning.

As the days turn into weeks, the creature's humanoid disposition may become more distanced, paranoid, and abrasive, and it might start to experience momentary flashbacks of the time it spent as an aswang. Within a few months, its memories of each form seamlessly assimilate into a coherent whole, causing it to completely shed any trace of its mortal personality and adopting the malicious will of a blasphemous vampiric creature. A fully mature aswang is bereft of any emotion, seeking only to feed and spread its malign influence.

Cult Leaders. An aswang is compelled to spend most of its life in humanoid form, relatively feeble and likely unable to defend itself. It can only assume its true form at midnight, and only for limited amount of time.

For this reason, it strives amass a following of mortals to help protect it during the day, while its powers are diminished. Such cults are usually created through deceptive, fear-mongering propaganda, perpetuated by the aswang while in humanoid form. For example, it might convince members of its village that "the mysterious nightly predator" is a curse from the gods, and that it can only be warded off under certain conditions that somehow portray its humanoid self in a positive light.

Territorial Tyrants. Aswangs are fiercely territorial, protecting their turf against any and all possible rivals. As such, they never tolerate others of their kind within their territory, going so far as to banish nascent aswangs from their land. Even other vampiric species are unlikely to find truce with them, unless the alliance explicitly grants the aswang absolute authority.

Eternal Unlife. Aswangs can't be permanently destroyed, which is one of the main reasons they are able to sustain their cults, even if their ruse is exposed. When an aswang is killed, regardless of what form it is in, it leaves behind an indestructible black crystal from which it reemerges at midnight. This crystal cannot be destroyed by any means, and the only way to stop an aswang's dark rejuvenation is to place the crystal on hallowed ground or submerge it in holy water. But even then, as one need only remove the crystal from its holy environment to allow the vampire to be rebirthed from it. This crystal itself cannot be destroyed by any means.

Undead Nature. An aswang requires neither air nor sleep.

Optional: Epic Die Traits

If your group plays with the Epic Die, an aswang also has the additional trait noted below:

Epic Trait: Unholy Speed. The aswang's AC increases by an amount equal to half the Epic Die, and its walking, climbing, and flying speed increases by a number of feet equal to 2.5 x the Epic Die.

Aswang

Medium undead (shapechanger), lawful evil

Armor Class 16
Hit Points 228 (24d8 + 120)
Speed 40 ft., climb 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+3)	23 (+6)	20 (+5)	19 (+4)	20 (+5)	17 (+3)

Saving Throws Dex +13, Wis +12
Skills Acrobatics +13, Insight +12, Stealth +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 21 (33,000 XP)

Innate Spellcasting. The aswang's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 18), requiring no material or verbal components:

At will: *bane, dissonant whispers, fog cloud*
1/day each: *dimension door, knock (creates no sound), mislead*

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

Mimicry. The aswang can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Regeneration. The aswang regains 20 hit points at the start of its turn if it has at least 1 hit point.

Rejuvenation. If the aswang dies, its heart transforms into an indestructible crystal as the rest of its body disappears in a puff of black smoke. After 24 hours, if the crystal is ever not on hallowed ground or submerged in holy water at the stroke of midnight, the heart shatters and the aswang gains a new body, regaining all its hit points and becoming active again. The new body appears within 5 feet of the shattered crystal.

Shapechanger. During night time the aswang can use its action to polymorph into a black cat, a black crow, a large, black dog, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form.

In a new form, the aswang gains the statistics of the new form but it retains its Intelligence, Wisdom, and Charisma scores as well as its traits, damage resistances, condition immunities, and senses.

While in cat form, the aswang has the statistics of a cat.

While in crow form, the aswang has the statistics of a raven with a flying speed of 40 feet.

While in dog form, the aswang has the statistics of a hell hound, though it can't use its fire breath.

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

Vampire Weaknesses. The aswang has the following flaw:

Night Bound. Starting from 3 hours after midnight and until midnight on the following day, the aswang has the statistics of a commoner though it retains its Rejuvenation trait.

Actions

Multiattack (Aswang Form Only). The aswang makes three attacks, only one of which can be a proboscis attack.

Claw (Aswang Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 18).

Proboscis (Aswang Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the aswang, incapacitated, or restrained. *Hit:* 13 (2d6 + 6) piercing damage plus 35 (10d6) necrotic damage, and the target must succeed on a DC 20 Constitution saving throw or gain two levels of exhaustion. If a humanoid reaches 6 levels of exhaustion due to this attack, it transforms into an aswang and dies, disappearing in a puff of black smoke and leaving behind its heart in crystal form as with the Rejuvenation trait. The transformation can only be reversed by a wish spell and only before midnight, at which time the transformation becomes permanent.

If the attack lands as a critical hit, the target instead gains four levels of exhaustion on a failed saving throw, and one level of exhaustion on a successful save.

Charm (Aswang Form Only). One humanoid the aswang can see within 30 feet of it must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the aswang's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this aswang's Charm for the next 24 hours.

The aswang can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Legendary Actions

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

Claw Attack. The aswang makes a claw attack.

Cast Innate Spell (Costs 2 Actions). The aswang casts a spell it can cast innately.

Move. The aswang moves up to its speed.

Shapechange. The aswang uses its Shapechanger trait.

Dear reader.
Rarely have I fled from danger. In fact, I like to think that I've had my fair share of brawls, both big and small, and can put up a good fight. On the one occasion where I stumbled upon a Brujah, however, I felt like nothing but prey.
Take it from me: don't seek out one of these horrors unless existence itself hangs in the balance. And if you happen to stumble upon one, use whatever teleportation magic you have at your disposal. Running will do you no good.

E.A.

Brujah

By this point in your education, you should already know to avoid approaching an attractive woman walking alone down a dark, remote road, or a bubbly forest nymph tempting you to join it on the shores of a beautiful lake. There is no scenario in which she will desire to be intimate with you. However, there's a fair chance she aims to rob you of your life.

Cat amongst Pidgeons. A brujah appears as an incredibly beautiful female, even in its vampiric forms. It might, however, also manifest as a gorgeous fey creature, such as an eladrin, gracefully approaching its victim while dispelling any potentially hostile thoughts. The seduction of humanoids is a healthy sport to a brujah, which it partakes in with delight. Lacking any direct magical powers of charm, a brujah instead relies on its natural flattery, humorous wit, and keen intellect to earn the trust of a future victim. A brujah is likely to frequent upper-class brothels, merchant outposts, inns, theaters, and noble houses, setting their sights on the most pompous or intelligent person in the location. This is often followed by a lengthy and sophisticated conversation and a subtle wooing process, which whets the brujah's appetite for eventually delivering a gruesome ending to the unfortunate soul. Other times, a brujah may simply make a servant out of a listless victim, occasionally feeding on their blood and getting them to carry out its errands.

Dark Grace. A brujah is perhaps the most evasive species of the vampire bloodlines. Capable of supreme stealth in the dark, they can emerge suddenly in front of their victims and disappear in a matter of seconds. They swiftly escape if confronted in a crowd, preferring to fight on their own terms: against a lone victim, on a gloomy night. When cornered, a brujah unleashes an eerie cry which echoes through the night before tearing into its foe with its vicious claws and fangs.

Cursed Existence. Brujahs are the result of a powerful vampiric curse. The origin of this curse remains unknown, but ancient stories claim that it started with a winter eladrin who crossed over into the Material Plane and went on a charming spree, surrounding itself with an entire court of suitors and sycophants. Over time, the eladrin became desensitized to physical pleasure, enjoying only the seduction process and command over its consorts. However, this gradually ate away at its life essence, withering its form and transforming it from an over-indulgent fey creature into a malicious undead.

A brujah retains all memories from its former life but cares only for the fawning attention of others, and the joy of feasting on the living. Part of the curse entails that brujahs can't reproduce on their own, and there are hence very few of them on the Material Plane. Their vampirism can be healed only with a wish spell cast on an incapacitated brujah, which will kill it, but also allows the soul of the eladrin to find peace.

Optional: Epic Die Traits
If your group plays with the Epic Die, a brujah also has the additional trait noted below:

Epic Trait: Unholy Speed. The brujah's AC increases by an amount equal to half the Epic Die, and its walking and climbing speed increases by a number of feet equal to 5 x the Epic Die.

Brujah

Medium undead (shapechanger), neutral evil

Armor Class 18
Hit Points 255 (30d8 + 120)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	27 (+8)	18 (+4)	20 (+5)	19 (+5)	22 (+6)

Saving Throws Dex +17, Wis +17, Cha +15
Skills Arcana +14, Intimidation +15, Perception +14, Stealth +17
Damage Resistances bludgeoning, piercing, and slashing damage from magical attacks that aren't silvered; cold
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks; necrotic, thunder
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages the languages it knew in life, telepathy 120 ft.
Challenge 30 (155,000 XP)

Elusive. Unless the brujah is incapacitated, no attack roll can be made with advantage against it.

Evasion. If the brujah is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the brujah instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Regeneration. The brujah regains 30 hit points at the start of its turn. If the brujah takes damage from a silvered weapon, this trait doesn't function at the start of the brujah's next turn. The brujah dies only if it starts its turn with 0 hit points and doesn't regenerate.

Shapechanger. The brujah can use its action to polymorph into a form that resembles a female humanoid, a Medium or Small fey, or back into its true form. Its statistics are the same in each form but spells and effects that would reveal the brujah to be an undead instead reveal it to be a humanoid or fey while it is polymorphed in this manner. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Turn Immunity. The brujah is immune to effects that turn undead.

Actions

Multiattack. The brujah makes one bite attack and four claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one creature that doesn't have all its hit points. *Hit:* 15 (2d6 + 8) piercing damage plus 33 (6d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the brujah 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.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage plus 22 (4d10) necrotic damage.

Screech of the Damned (Recharge 5-6). The brujah releases a horrible scream that crushes organs and blood vessels in living creatures. Each creature within 30 feet of the brujah that can hear it must succeed on a DC 25 Constitution saving throw or take 27 (4d10 + 6) thunder damage, and be knocked prone and stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success. Constructs, oozes, and undead automatically succeed on the saving throw.

Superior Invisible Passage. The brujah magically turns invisible until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic. Any equipment the brujah wears or carries is invisible with it.

Reactions

Uncanny Dodge. When the brujah is hit by an attack, it halves the damage it takes. To do so, the brujah must see the attacker.

Legendary Actions

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

Claw Attack. The brujah makes a claw attack.

Bite Attack (Costs 2 Actions). The brujah makes a bite attack.

Hide. The brujah makes a Dexterity (Stealth) check.

Move. The brujah moves up to its speed.

Invisibility. The brujah uses its Superior Invisible Passage action.

Recharge Screech (Costs 2 Actions). The brujah recharges its Screech of the Damned.

Kugha

Perhaps the most perverse of the vampiric bloodlines, frequently dismissed by others of their kind as madmen, the kugha are bonded together only by their shared insanity and oppression by others of their kin. Do not underestimate them, however, for underneath this quirky behavior is a powerful and sadistic commander of undeath.

Much has been written about the origins of a kugha's madness. The current consensus is that they were once soldiers who were duped into committing cannibalism against their comrades. They were led to believe that such acts would supposedly help remove a curse against their army. Such a foolish rumor may have originated from a disguised acolyte of Shar, or perhaps a sadistic khayal. In either case, the reverse turned out to be true; as the cannibals met their inevitable demise on the battlefield, they were cursed with a twisted form of vampirism which not only revived them but also left their minds permanently shattered. Their gullibility had doomed them to a life of undeath suffused with utter madness.

Deeply Disturbed. Every kugha is incurably insane, and the nature of this madness can vary between individuals. It may lead some to become homicidal maniacs, while others hear voices, guiding their every action. Most are unaware of the curse in their bloodline, let alone its origins, and they retain little to no memory of their former selves. In any case, their madness makes them unpredictable and a danger not only to others, but also themselves.

Loners. Kugha prefer to be left alone, wallowing in their own twisted thoughts, conversing with imaginary voices for hours, and trusting no one except for the lesser undead they create from fallen foes. They lair in underground dugouts, similar to army trenches, emerging only to feed on the living.

Cerebral Assassins. While kugha can't shapechange or rely on sophisticated scheming like most other vampires, they have other remarkable powers. A kugha's mind is so shattered that it reaches out into the minds of others near it, allowing it to hear their thoughts as if spoken aloud. A kugha is thus never caught off-guard and is always ready for an assault. They are also very competent martial combatants, relishing bloodshed and using their powers of foresight, also a consequence of their madness, to manipulate the strings of fate in battle.

Dear reader.
I don't know about these "bloodlines", but I am sure that one of these crazed vampires is dangerous far beyond physical wounds or death. In other words, you might not simply lose a limb, or even your life, no. You might very well lose yourself; who you are.

E.A.

Kugha Madness

d6	Madness
1	The kugha has disadvantage on ability checks and gains the following flaw: "*I see things that aren't there. Sometimes they are more real than reality.*"
2	At the start of each of the its turns, the kugha must succeed on a DC 20 Wisdom saving throw or be affected as though it failed a saving throw against the *confusion* spell. The confusion effect lasts until the start of its next turn. In addition, the kugha gains the following flaw: "*Many personalities live within me. The personalities have audible conversations with each other and my voice changes to reflect each personality.*"
3	The kugha has disadvantage on Wisdom (Perception) checks and gains the following flaw: "*Everybody wants to kill me.*"
4	The kugha's alignment becomes chaotic evil and it gains the following flaw: "*No matter the cost, everyone must die*".
5	The kugha makes all melee weapon attacks with advantage, but attack rolls against it also have advantage. In addition, the kugha gains the following flaw: "*I just want to die and take as many with me as I can.*"
6	At the start of each of its turns, if there are two or more hostile creatures within 30 feet of the kugha, the kugha must succeed on a DC 20 Charisma saving throw or be unable to speak until the end of its next turn. In addition, the kugha gains the following flaw: "*I dislike being near others. If they won't leave, I'll have to kill them.*"

Optional: Epic Die Traits

If your group plays with the Epic Die, a kugha also has the additional trait noted below:

Epic Trait: Flurry. As part of its Multiattack action, the kugha makes an additional number of longsword attacks equal to the Epic Die.

Kugha

Medium undead, neutral evil

Armor Class 17 (half plate)
Hit Points 342 (36d8 + 180)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Dex +12, Wis +12, Cha +12
Skills Athletics +12, Intimidation +12, Perception +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages the languages it knew in life, telepathy 60 ft.
Challenge 24 (62,000 XP)

Contagious Madness. The first time a creature reads the kugha's thoughts or is bitten by the kugha, it must succeed on a DC 20 Charisma saving throw or gain the same madness as the kugha.

Expanded Mind. The kugha can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy. In addition, the kugha magically reads the surface thoughts of beasts and humanoids within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. The kugha has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against creatures who's mind it can read.

Innate Spellcasting. The kugha's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 20), requiring no material components:

At will: *animate dead, eyebite*
3/day each: *circle of death, create undead, withering bolt*
1/day each: *dread word, finger of death, incendiary cloud*

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

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

Martial Advantage. Once per turn, the kugha can deal an extra 18 (4d8) damage to a creature it hits with a weapon attack if that creature is with in 5 feet of an ally of the kugha that isn't incapacitated.

Portent (Recharge 4-6). When the kugha or a creature it can see makes an attack roll, a saving throw, or an ability check, the kugha can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Regeneration. The kugha regains 30 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 kugha takes radiant damage or damage from holy water, this trait doesn't function at the start of the kugha's next turn.

Rejuvenation. Unless the kugha's body is destroyed or sprinkled with holy water, it reanimates 1d4 hours after being reduced to 0 hit points.

Turn Immunity. The kugha is immune to effects that turn undead.

Undead Commander. Undead created by the kugha add the kugha's Charisma modifier to their attack and damage rolls and obey the kugha's telepathic commands.

Kugha Weaknesses. The kugha has the following flaws:

Harmed by Running Water. The kugha takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The kugha takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The kugha makes five longsword attacks. It can replace one longsword attack with a bite attack and another longsword attack with a claw attack.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 5) slashing damage. Instead of dealing damage, the kugha can grapple the target (escape DC 20).

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the kugha, incapacitated, or restrained. *Hit:* 12 (2d6 + 5) piercing damage plus 22 (4d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the kugha 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. A humanoid slain in this way rises as a **wight** under the kugha's control on its next turn.

Reactions

Parry. The kugha adds 7 to its AC against one weapon attack that would hit it. To do so, the kugha must see the attacker and be wielding a weapon.

Legendary Actions

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

Longsword Attack. The kugha makes a longsword attack.

Bite Attack (Costs 2 Actions). The kugha makes a bite attack.

Cast Innate Spell (Costs 3 Actions). The kugha casts a spell it can cast innately.

Eyebite. The kugha casts the *eyebite* spell innately or uses one of the spell's effects if the kugha is already concentrating on the spell.

Nosferatu

A brutal and feral abomination of a vampire, much more beast than man. Their vampiric curse has sapped them of any natural charm that one commonly associates with vampires. If you ask me, the nosferatu should be regarded as their own entity.

Shadow Vampires. When a vampire is slain, it is uncertain as to where its soul departs. Some speculate that they get their rest at last, but others contend that the vampire's essence is doomed to roam the emptiness of the Shadowfell. A typical vampire would have lived a long life, full of harnessing necrotic power and feeding on negative energy. As such, their souls are especially appetizing to the dark forces that govern the Shadowfell and are hence trapped within the plane for a gloomy afterlife. Most of these miserable souls drift aimlessly through the vast expanses of this realm, unable to mentally recover from their defeat on the Material Plane, and eventually dissipate into nothingness. However, some particularly resilient vampires might hold steadfast to their bloodthirsty urges, refusing to surrender to the pervasive hopelessness of their afterlife and persistently seeking a way to regain a material form and feast again. This tenacity can cause a vampire to become reborn in the Shadowfell as a nosferatu.

Feral and Unhinged. Unlike traditional vampires, a nosferatu lacks any seductive charm, and also finds it excruciatingly difficult to temper its bloodlust. The reincarnation process saps its memories and eradicates any longing for life it may have once had. A nosferatu lives only to hunt, sticking to the shadows of the night and viciously attacking humanoid and undead prey (including other vampires whom they view as inferior beings).

Sinister Tribes. A nosferatu is equally likely to dwell alone as it is to collaborate with others of its kind, haunting the Shadowfell in groups of three or four. A nosferatu also likes to enslave creatures that could aid it with hunting. However, even those unfortunate servants are doomed to a grizzly end once other prey becomes scarce.

Nosferatu Lords. Many nosferatus serve (or are enslaved by) a dominant alpha which demands a share of prey from its servants. Such a "lord," clever and utterly without emotion, is the apex predator of whatever region it considers its territory, destroying any competition without hesitation.

Optional: Epic Die Traits

If your group plays with the Epic Die, a nosferatu or nosferatu lord also has the additional trait noted below:

Epic Trait: Unholy Speed. While in nosferatu form, the nosferatu's AC increases by an amount equal to half the Epic Die, and its walking, climbing, and flying speed increases by a number of feet equal to 10 x the Epic Die.

A Nosferatu Lord's Lair

A nosferatu lord chooses its lair much like other vampires do, preferring a defensible position, and hiding its coffin the same way. A nosferatu lord encountered in its lair has a challenge rating of 32 (195,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the nosfeatu can take a lair action to cause one of the following effects:

- The nosferatu lord summons the angry spirit of one who has willingly died in the lair while enslaved to it. The apparition appears next to a hostile creature that the nosferatu lord can see, makes an attack against that creature, and then disappears. The apparition has the statistics of a **nemhain**.
- Until initiative count 20 on the next round, all magical healing effects are halved.
- Until initiative count 20 on the next round, the lair is filled with magical darkness.

Regional Effects

The region surrounding a nosferatu lord's lair is warped by the creature's unnatural presence, creating any of the following effects:

- There's a noticeable increase in the populations of bats, rats, and wolves in the region.
- Plants within 1 mile of the lair wither, and their stems and branches become twisted and thorny.
- Shadows cast within 1 mile of the lair seem abnormally gaunt and sometimes move as though alive.
- When a living creature dies, a ghastly chill fills the air around its corpse.
- A creeping fog clings to the ground within 1 mile of the lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.

Nosferatu

Medium undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+3)	11 (+0)	20 (+5)

Saving Throws Dex +11, Wis +6, Cha +11
Skills Intimidation +11, Perception +6, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses blindsight 60 ft., darkvision 300 ft., passive Perception 20
Languages the languages it knew in life, telepathy 60 ft.
Challenge 21 (33,000 XP)

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

Blood Frenzy. The nosferatu has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Echolocation. The nosferatu can't use its blindsight while deafened.

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

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

Misty Escape. When it drops to 0 hit points outside its resting place, the nosferatu transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its nosferatu form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its nosferatu form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Nosferatu Weaknesses. The nosferatu has the following flaws:

Harmed by Running Water. The nosferatu takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the nosferatu's heart while the nosferatu is incapacitated in its resting place, the nosferatu is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Regeneration. The nosferatu regains 30 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the nosferatu takes radiant damage or damage from holy water, this trait doesn't function at the start of the nosferatu's next turn.

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

Turn Resistance. The nosferatu has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The nosferatu makes three attacks, only one of which can be a either a bite attack or a wing claw attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 11 (2d10) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19) unless the nosferatu is already grappling two other creatures.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 22 (4d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nosferatu 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.

Wing Claw. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or take 22 (4d10) slashing damage at the start of each of its turns due to a festering wound. Each time the nosferatu hits the wounded target with this attack, the damage dealt by the wound increases by 22 (4d10). Any creature can take an action to stanch the wound with a successful DC 19 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

With the exception of The Betrayer himself, this is likely the grandest of specimens among the vampires. Truly more beast than man, remorseless and utterly without emotion.

The thing is, if you understand the nature of a beast, it can never stab you in the back, for you will be expecting it, keeping your front towards it at all times. Facing it is dangerous, yes, but running away is the true danger.

-C

Nosferatu Lord

Medium undead, neutral evil

Armor Class 22 (natural armor)
Hit Points 441 (42d8 + 252)
Speed 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	18 (+4)	13 (+1)	22 (+6)

Saving Throws Dex +15, Int +13, Wis +10, Cha +15
Skills Intimidation +15, Perception +10, Stealth +15
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft., darkvision 300 ft., passive Perception 20
Languages the languages it knew in life, telepathy 120 ft.
Challenge 31 (175,000 XP)

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

Blood Frenzy. The nosferatu has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Echolocation. The nosferatu can't use its blindsight while deafened.

Keen Hearing. The nosferatu has advantage on Wisdom (Perception) checks that rely on hearing.

Legendary Resistance (4/Day). If the nosferatu fails a saving throw, it can choose to succeed instead.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the nosferatu transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its nosferatu form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its nosferatu form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Nosferatu Weaknesses. The nosferatu has the following flaws:

Harmed by Running Water. The nosferatu takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the nosferatu's heart while the nosferatu is incapacitated in its resting place, the nosferatu is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Regeneration. The nosferatu regains 50 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 nosferatu takes radiant damage or damage from holy water, it only regains 25 hit points at the start of the itss next turn.

Shapechanger. If the nosferatu isn't in sunlight or running water, it can use its action to polymorph in to a Large swarm of Tiny bats, a Medium cloud of mist, or back into its true form.

While in swarm form, the nosferatu can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, it doesn't provoke opportunity attacks when moving out of a creature's space.

While in mist form, the nosferatu can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

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

Turn Immunity. The nosferatu is immune to effects that turn undead.

Actions

Multiattack. The nosferatu makes three attacks, only one of which can be a either a bite attack or a wing claw attack.

Claw (Nosferatu Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 22 (4d10) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 23) unless the nosferatu is already grappling two other creatures.

Bite (Nosferatu or Swarm Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage plus 33 (6d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nosferatu 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.

Wing Claw (Nosferatu Form Only). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or take 33 (6d10) slashing damage at the start of each of its turns due to a festering wound. Each time the nosferatu hits the wounded target with this attack, the damage dealt by the wound increases by 33 (6d10). Any creature can take an action to stanch the wound with a successful DC 23 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Enslave (3/Day). The nosferatu targets one creature it can see within 30 feet of it. The target must succeed on a DC 23 Wisdom saving throw or be magically charmed by the nosferatu until the nosferatu dies or until it is on a different plane of existence from the target. The charmed target is under the nosferatu's control and can't take reactions, and the nosferatu and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the nosferatu.

A nosferatu that isn't a nosferatu lord automatically fails its saving throws against a nosferatu lord's Enslave regardless of its immunity to the charmed condition.

Legendary Actions

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

Claw Attack. The nosferatu makes a claw attack.

Wing Claw Attack (Costs 2 Actions). The nosferatu makes a wing claw attack.

Shapechange. The nosferatu transforms into a Large swarm of Tiny bats or a Medium cloud of mist (as in the Shapechanger trait) and moves up to its speed, reverting back to its true form after moving.

Vukodlaks

What do you get when you cross a werewolf with a vampire? Unfortunately, this is not a joke. I was never good at telling jokes anyway, so even if I had meant this to be a joke, it likely wouldn't have been funny. I digress. Vukodlaks. The answer is vukodlaks.

Voracious Origins. Vukodlaks are spawned from the tainted souls of intelligent canines such as worgs, werewolves, or winter wolves that fed on vampires. Whether this was done intentionally or in desperate hunger, the creature suffers a painful death as its body is transforms into an abominable, 1,000-pound hulking undead predator known as a vukodlak, standing 6-foot-tall on all fours or over 10 feet when on its hind legs.

Apex Predators. At a glance, a vukodlak on all fours is easy to mistake for a shaggy worg. Their powerful legs allow them to chase down prey in swift strides, closing vast distances in a matter of seconds. As it approaches, it gazes at its victim with glowing red eyes, paralyzing the hapless fool in fear before sinking its piercing, necrotic fangs into the victim's flesh to deteriorate their prey's vitality. If outnumbered, a vukodlak relies on its powerful breath weapon to weaken all its foes before pouncing on the most vulnerable target.

Insatiable Hunger. While other predatory creatures might enjoy capturing their prey and saving them to feed on later, a vukodlak's bloodlust can't be restrained. It gorges on its victims immediately, and promptly takes off to hunt for more prey, overfeeding until slain. They are indifferent to treasure of any sort and will just as easily devour gold coins as any humanoid flesh. Should food become scarce, a vukodlak can go days without eating, but it begins to weaken if starved for too long.

Optional: Epic Die Traits

If your group plays with the Epic Die, a vukodlak also has the additional traits noted below:

Epic Trait: Reactive. The vukodlak can take a number of reactions each round equal to half the Epic Die.

Epic Trait: Unholy Regeneration. When the vukodlak regains lost hit points with its Regeneration trait, it regains additional hit points equal to the Epic Die x 5.

A vukodlak that has not fed on the blood of a non-undead creature for more than 14 days loses 1 point of its Intelligence score per day beyond the fourteenth. It regains 1 point of its Intelligence score for each day that it feeds. If its intelligence score is reduced to below 7, it begins to operate on instinct alone and might feed on members of its pack, or even turn on its master, if it has one. If its Intelligence score is reduced to 0, the vukodlak dies.

Mounts for the Murderous. Despite their ravenous nature, vukodlaks possess a stronger intellect than their living forms, making them very cunning hunters. However, some notably fortunate individuals have discovered ways to tame these creatures into servitude. This could involve fear and coercion, especially from a particularly powerful master, a binding oath, or a promise to continually supply it with fresh blood. Vukodlaks share an innate affinity for other powerful vampires such as nosferatu lords, and some have even served as steeds for demi-gods like Kas.

Marauding Packs. Independent vukodlaks congregate in small roving packs of three or four. These gluttonous gangs travel across the planes in search of living prey, unhindered by most weather conditions and planar effects. They dig crude lairs in deep caves to avoid sunlight, emerging in the dark of night to feast on the living.

Undead Nature. A vukodlak requires neither air nor sleep.

Apotheosized Vukodlak

An apotheosized vukodlak has feasted on the blood of a deity. Evil deities will sometimes offer a loyal vukodlak pet their own blood, transforming it into a god-like abomination. Other vukodlaks may scavenge the battlefields where a war between deities has been fought, desperately licking the earth to hopefully taste divine blood. So rare does any creature get to feast on the blood of a deity that only five apotheosized vukodlaks are known to exist in the multiverse.

Lies! All lies. Vukodlaks are kind and good-hearted. They just love it if you mount them and use them for racing. Fun times all around!

-C

Vukodlak

Large undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 367 (35d10 + 175)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +12, Wis +7
Skills Athletics +13, Intimidation +14, Perception +7, Stealth +12
Damage Resistances necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, paralyzed, poisoned, stunned
Senses darkvision 120 ft., passive Perception 17
Languages understands one language (typically Common) but can't speak
Challenge 24 (62,000 XP)

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

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

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

Mindless Hunger. When the vukodlak drops below half its hit point maximum, it becomes immune to the frightened condition and it gains resistance to psychic damage.

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

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

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

Terrifying Gaze. When creature starts its turn within 30 feet of the vukodlak and is able to see the vukodlak's eyes, the vukodlak can magically force it to make a DC 20 Wisdom saving throw, unless the vukodlak is incapacitated. On a failed saving throw, the creature is magically frightened until the end of the vukodlak's next turn. The frightened target is paralyzed. On a successful saving throw, the creature is immune to the vukodlak's Terrifying Gaze for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the vukodlak until the start of its next turn, when it can avert its eyes again. If the creature looks at the vukodlak in the meantime, it must immediately make the save.

Turn Immunity. The vukodlak is immune to effects that turn undead.

Vukodlak Weaknesses. The vukodlak has the following flaws:

Harmed by Running Water. The vukodlak takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The vukodlak takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vukodlak makes five attacks: one with its bite and four with its claws.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the vukodlak scores a critical hit, it rolls damage dice three times, instead of twice.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage plus 33 (6d10) necrotic damage, and the target is grappled (escape DC 21) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the vukodlak can't bite another target. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vukodlak 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.

Necrotic Breath (Recharge 5-6). The vukodlak exhales a blast of foul wind and necrotic dust in a 15-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Blood Transfusion. If a creature dies while the vukodlak has it grappled with its bite, the vukodlak can move up to its speed and make a bite attack.

Living Shield. When the vukodlak is targeted by an attack that would hit it while it has a creature grappled with its bite, the vukodlak can interpose the grappled creature between itself and the incoming attack, causing the attack to hit the grappled creature instead.

Optional: Epic Die Traits
If your group plays with the Epic Die, an apotheosized vukodlak also has the additional traits noted below:

Epic Trait: Reactive. The vukodlak can take a number of reactions each round equal to the Epic Die.

Epic Trait: Unholy Regeneration. When the vukodlak regains lost hit points with its Regeneration trait, it regains additional hit points equal to the Epic Die x 10.

Apotheosized Vukodlak

Huge undead (titan), neutral evil

Armor Class 24 (natural armor)
Hit Points 432 (32d12 + 224)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+4)	25 (+7)	15 (+2)	17 (+3)	17 (+3)

Saving Throws Str +17, Dex +13, Wis +12
Skills Athletics +17, Intimidation +12, Perception +12, Stealth +13
Damage Resistances psychic
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 22
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 32 (195,000 XP)

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

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

Legendary Resistance (5/Day). If the vukodlak fails a saving throw, it can choose to succeed instead.

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

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

Regeneration. The vukodlak regains 40 hit points at the start of its turn if it has at least 1 hit point. If the vukodlak takes radiant damage, this trait doesn't function at the start of the vukodlak's next turn.

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

Standing Leap. The vukodlak's long jump is up to 80 feet and its high jump is up to 60 feet, with or without a running start.

Terrifying Gaze. When a creature starts its turn within 60 feet of the vukodlak and is able to see the vukodlak's eyes, the vukodlak can magically force it to make a DC 24 Wisdom saving throw, unless the vukodlak is incapacitated. On a failed saving throw, the creature is magically frightened until the end of the vukodlak's next turn. The frightened target is paralyzed. On a successful saving throw, the creature is immune to the vukodlak's Terrifying Gaze for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the vukodlak until the start of its next turn, when it can avert its eyes again. If the creature looks at the vukodlak in the meantime, it must immediately make the save.

Turn Immunity. The vukodlak is immune to effects that turn undead.

Actions

Multiattack. The vukodlak makes five attacks: one with its bite and four with its claws.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 11 (2d10) necrotic damage. If the vukodlak scores a critical hit, it rolls damage dice three times, instead of twice.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one creature. *Hit:* 26 (4d8 + 8) piercing damage plus 55 (10d10) necrotic damage, and the target is grappled (escape DC 25) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the vukodlak can't bite another target. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vukodlak 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.

Necrotic Breath (Recharge 5-6). The vukodlak exhales a blast of foul wind and necrotic dust in a 30-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 88 (16d10) necrotic damage on a failed save, or half as much damage on a successful one.

Telepathic Howl (1/Day). The vukodlak emits a bloodcurdling, telepathic howl. Each living creature within 30 feet of the vukodlak that can hear the howl must succeed on a DC 24 Wisdom saving throw or be stunned until the end of its next turn. A creature that fails its save by 10 or more drops to 0 hit points instead. On a successful save, the creature is frightened until the end of its next turn. A vukodlak that can hear the howl gains advantage on all attack rolls and saving throws until the end of its next turn.

Change Shape. The vukodlak magically polymorphs into a Large or smaller humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the vukodlak's choice).

In a new form, the vukodlak retains all of his statistics and gains the features of the new form that he doesn't have already (except class features, legendary actions, and lair actions).

Reactions

Blood Transfusion. If a creature dies while the vukodlak has it grappled with its bite, the vukodlak can move up to its speed and make a bite attack.

Living Shield. When the vukodlak is targeted by an attack that would hit it while it has a creature grappled with its bite, the vukodlak can interpose the grappled creature between itself and the incoming attack, causing the attack to hit the grappled creature instead.

Legendary Actions

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

Bite Attack (Costs 3 Actions). The vukodlak makes a bite attack.

Claw Attack. The vukodlak makes a claw attack.

Move. The vukodlak moves up to its speed.

Veserab

The Shadovar never cared much for aesthetics, and these ugly monstrosities are prime evidence of this. However, even their arch-enemies have admitted that the sight of veserab cavalry flying into battle in tight formations is perversely beautiful.

Intelligent Mounts. A veserab is a strange, worm-like creature that appears to swim through the air. It has enormous bat-like wings and a giant maw in place of a face, lined with piercing teeth. They serve as fiercely loyal mounts for the Shadovar of Thultanthar, who formed them through generations of controlled interbreeding of various creatures. While the precise nature of this process has not been unearthed, prominent scholars speculate these monstrosities are the result of forced copulation between carrion crawlers, giant bats, and possibly cloakers as well.

Veserabs are sufficiently intelligent to follow moderately complex hand signals and verbal commands from their masters. They know enough to position themselves advantageously to make best use of their pounce ability. As such, they are not very high maintenance for their masters, and require minimal training. A veserab is also not shy of retreating when sufficiently damaged, usually flying off to its nest to gather more of its kind to launch a counter-attack. A gang of attacking veserabs fly in regimented military formations to avoid being surprised.

Close-Knit Groups. Veserabs are trained to get along well with others of their kind and are often kept in colonies of at least a dozen. Members of a colony communicate with each other through high-pitched screeches and whistles, which can easily dupe enemies into underestimating their intelligence. Their Shadovar masters understand the value in numbers and teamwork, working tirelessly to breed as many of them as they can and swiftly exterminating any stray veserab that turns against other members of its colony.

Veserab

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 81 (9d10 + 32)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	13 (+1)	8 (-1)

Damage Resistances acid, cold, poison
Condition Immunities poisoned
Senses blindsight 240 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 5 (1,800 XP)

Echolocation. The veserab can't use its blind sight while deafened.

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

Pounce. If the veserab moves at least 30 feet straight toward a creature and then hits it with a bite attack on the same turn, that target rnust succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the veserab can make one bite attack against it as a bonus action.

Sunlight Weakness. While in bright light created by sunlight, the veserab has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Tail Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Noxious Breath (Recharge 6). The veserab fills a 20-foot cone originating from itself with black, nauseating gas. The gas lingers in the area for up to 1 minute and the area is heavily obscured. Each creature in the area must succeed on a DC 15 Dexterity saving throw or be coated in a noxious liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while with in 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Each creature that is completely within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Visage

One would typically have associated Orcus' creations with creatures like savage ghouls, ghasts, and devourers. It is difficult to believe that something as subtle and calculating as a visage can be attributed to the Demon Prince of Undeath as well.

Divine Legacy. The first visages were created by Orcus during a particularly tumultuous time in his existence. He had just been slain by the drow demi-god Kiaransalee, who then took control of his layer of the Abyss and sealed his wand away on the last layer of Pandemonium. Orcus was eventually restored in almost a god-like incarnation, renaming himself Tenebrous. Understanding that he needed spies more than warriors to reclaim what was taken from him, he harnessed the essence of dead demons to craft the first visages. They were instrumental in helping him regain his layer of the Abyss, as well as his wand, but ultimately could not prevent him from being slain as he embarked on an inter-planar crusade to slay other gods. To the shock of many deities, the demon prince was mysteriously reincarnated for a third time. Many scholars attribute this to his visages, who may be harboring chunks of their creator's life essence.

Bringers of Discord. A visage's sole purpose is subterfuge, quite literally as they were created to infiltrate various societies on the demon lord's behalf and sow discord far and wide. Orcus now rarely, if ever, calls upon his creations, leaving them to their own machinations. This causes them to amuse themselves by engineering near constant in-fighting among the demons of the Abyss or start wars on the Material Plane.

Masters of Disguise. A visage in its true form is characterized by a perpetual grin on a pale, mask-like face. The rest of its body is shaped like a ripped, flimsy robe. At a glance, it could be mistaken for an incorporeal creature such as a wraith. This peculiar appearance belies the visage's mastery over the senses, as their dark magic is capable of completely altering one's perception of their surroundings. It also has the ability to assume a nearly flawless physical replica of its victim.

Undead Nature. A visage doesn't require air, food, drink, or sleep.

Visage

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	14 (+2)	13 (+1)	16 (+3)

Skills Acrobatics +8, Deception +11, Insight +5, Perception +5, Stealth +8
Damage Resistances necrotic, psychic
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Common
Challenge 9 (5,000 XP)

Assume Identity. When a Small or Medium creature dies within 10 feet of the visage, the visage can use a reaction to polymorph into an exact duplicate of that creature, also gaining all of the creature's memories, languages, and movement speed. While polymorphed in this manner, the visage has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass itself off as the creature it is polymorphed into, and a *speak with dead* spell that targets the corpse lets the visage reply rather than the corpse. Other than its movement speed and size, 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.

The visage can return to its normal form as an action. Otherwise, the effect lasts for a maximum of 7 days. A creature can't be returned to life by any means, so long as the visage has assumed its identity.

Create Spawn. If a fiend or humanoid is slain by the visage, its corpse rises as a new visage 7 days later unless the remains are burned.

Innate Spellcasting. The visage's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *major image, minor illusion*
3/day each: *dominate person, hypnotic pattern*
1/day each: *dominate monster, invisibility, mental prison, project image*

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

Actions

Multiattack. The visage makes two attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 17 (3d10) psychic damage.

Mental Assault. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 25 (4d10 + 3) psychic damage.

Winterwight

A wise adventurer headed for Icewind Dale will prepare to endure the frigid cold, roving frost giants, earth-shaking remorhazes, and predatory white dragons. But you should know by now to fear most that which you can't see coming.

Chilling Death. A winterwight appears as a humanoid skeleton wrapped in a thick sheath of ice. Shards of jagged ice extend from its fingers to form a frosty claw, capable of slashing swifter than a longsword. Its face resembles a humanoid skull that has had its skin and flesh withered away by frigid temperatures, and a strange corona of ebony flame burns at the top of the skull like a crown.

Mysterious Origins. A look into the origin of winterwights traces their roots to the frozen wasteland of Stygia in the Nine Hells. The arch-devil Geryon has had a long history of feuding with Levistus for control over that layer of hell. Some of Levistus' most powerful lieutenants slain in these skirmishes are raised as winterwights via dark magic known only to Levistus and Asmodeus. In the absence of their general, who is eternally entombed in ice, the winterwights of Levistus battle alongside ice devils, frost giants, remorhazes, and wraiths native to Stygia, defending the realm against the advances of Geryon.

Few have managed to acquire the secret to a winterwight's creation. This knowledge is usually granted via dark pacts made with Levistus or Asmodeus, with a strict clause forbidding them from sharing this knowledge with others. Powerful liches, demiliches, and vampires have all petitioned for this knowledge, but the arch-devils are wise to only strike this pact with only one creature at a time, not wanting multiple winterwight-commanders to assault the Nine Hells.

Even stranger, is that these horrid harbingers of cold and death can also be created naturally by nefarious shadows of the void.

Tenuous Servitude. With the exception of winterwights directly serving Levistus or a shadow of the void, a newly created winterwight tends to serve its creator for only a limited amount of time before its will to dominate and kill drives it towards independence. They are known to turn on their masters within only a few years, seeking to replace them as commanders of their undead thralls.

Undead Nature. A winterwight doesn't require air, food, drink, or sleep.

Optional: Epic Die Traits

If your group plays with the Epic Die, a winterwight also has the additional traits noted below:

Epic Trait: Empowered Cold Aura. The winterwight's cold aura has is radius increased by a number of feet equal to the Epic Die x 5.

Winterwight

Medium undead, lawful evil

Armor Class 22 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	10 (+0)	18 (+4)	19 (+4)

Saving Throws Dex +10, Wis +11
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, stunned
Senses blindsight 120 ft., passive Perception 14
Languages Common, Infernal
Challenge 24 (62,000 XP)

Blightfire. The cold, black flames surrounding the winterwight are blightfire which ignores resistance to cold damage. Whenever a creature takes cold damage from the winterwight, until the end of its next turn, the creature can either take an action or a bonus action on each of its turns, not both; and it can't take reactions. Additionally, objects and nonmagical weapons shatter when they touch the winterwight. If a creature is slain by blightfire, it becomes petrified as a statue of black ice.

Cold Absorption. Whenever the winterwight is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Cold Armor. A creature that touches the winterwight or hits it with a melee attack while within 10 feet of it takes 16 (3d10) cold damage.

Cold Aura. The winterwight is surrounded by a 10-foot aura of intense cold. The first time on a turn that a creature enters the aura, or when a creature starts its turn within the aura, the creature must make a DC 20 Constitution saving throw, taking 16 (3d10) cold damage on a failed save, or half as much on a successful one. If a creature fails its saving throw by 5 or more, it also suffers one level of exhaustion, and if the creature fails the saving throw by 10 or more, it also becomes petrified as a statue of black ice.

Heat Susceptibility. If the winterwight fails a saving throw against a spell that deals fire damage, the winterwight takes twice the fire damage it otherwise would have, but if the winterwight succeeds on the save, it takes no fire damage.

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

Turn Immunity. The winterwight is immune to effects that turn undead.

Actions

Multiattack. The winterwight makes two claw attacks. If both claw attacks hit the same Large or smaller creature, the creature is grappled (escape DC 20), and the winterwight can make a skull butt attack as a bonus action. Until this grapple ends, the target is restrained, and the winterwight can't attack a different target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 16 (3d10) cold damage. The winterwight scores a critical hit on a roll of 19 or 20 with its claws.

Skull Butt. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature grappled by the winterwight. *Hit:* 14 (2d8 + 5) bludgeoning damage. The target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn.

Cold Breath (Recharge 6). The winterwight exhales a 30-foot cone off rigid air. Each creature in that area must make a DC 20 Constitution saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage on a successful one. The ground in the area becomes covered with slick ice for 1 hour, making it difficult terrain. When a creature that isn't immune to cold damage enters the area for the first time on a turn or starts its turn there, it must make a DC 20 Dexterity saving throw, falling prone on a failed save. The ice melts away in any square that is targeted with magical fire.

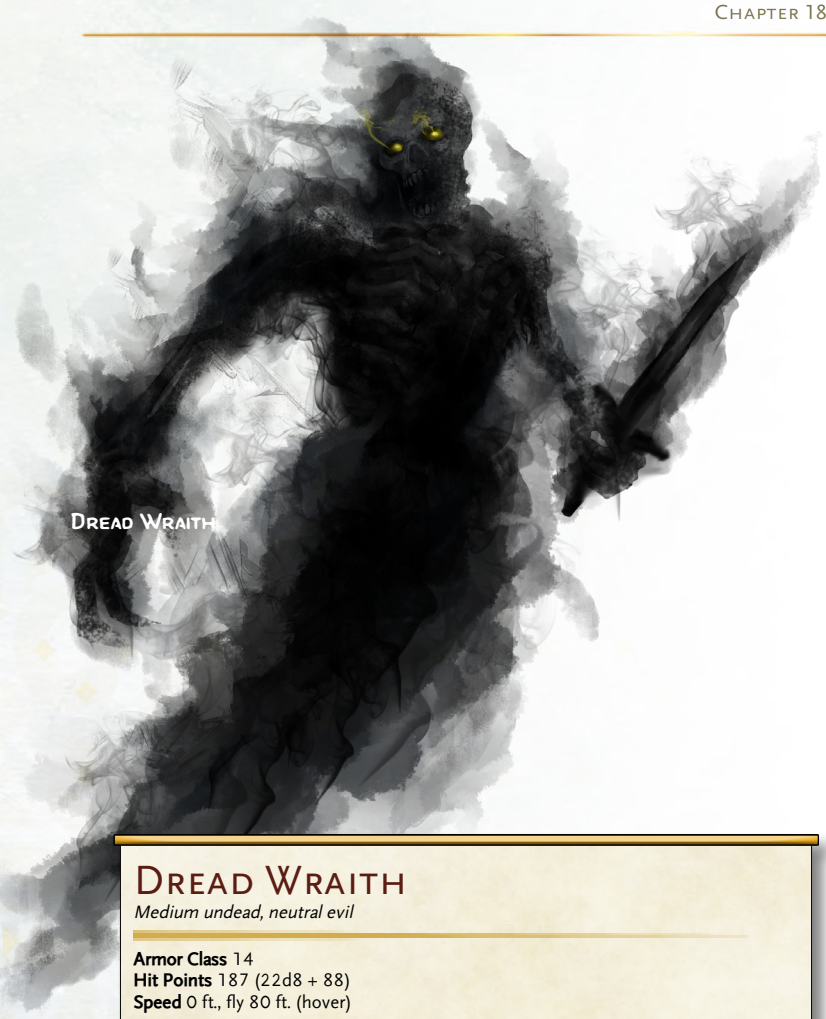
Legendary Actions

The winterwight can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The winterwight regains spent legendary actions at the start of its turn.

Attack. The winterwight makes a melee attack.

Cold Breath. The winterwight uses its Cold Breath action if it can, but it can't use its Cold Breath again until it finishes a short or long rest.

Move. The winterwight moves up to its speed.



Dread Wraith

Wraiths

Wraiths are hollow vessels composed of nothing but concentrated negative energy and the necromantic essence of the Shadowfell.

Undead Nature. Wraiths do not require air, food, drink, or sleep.

Dread Wraith

Dread wraiths are said to be the oldest and most malicious of their kind, haunting the ruins beneath forgotten temples and other forsaken places. They represent the collective evil of an entire civilization, rather than just one individual. The settlements they dwell in tend to have a history of discord between its own citizens, which could have sparked a genocidal civil war that left the city in ruins. The mass death resulting from such events gives rise to dread wraiths, who are the embodiment of widespread corruption and hatred.

Mad Wraith

Mad wraiths are typically the result of a mortal striking a pact with a demonic patron. The madness of the abyss burns strongly in a demon, and many mortals who deal with them rapidly devolve into hopeless fits of insanity, unable to become fully accustomed to the jolt of their new, chaotic powers. When such mortals eventually die, their floundering souls evolve into undead embodiments of the madness and chaos that defined them in life. A mad wraith seeks only to drag its victims' minds into its own state of delirium.

Dread Wraith

Medium undead, neutral evil

Armor Class 14
Hit Points 187 (22d8 + 88)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	18 (+4)	14 (+2)	17 (+3)	19 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silverend
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 14 (11,500 XP)

Incorporeal Movement. The wraith 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 wraith has advantage on saving throws against spells and other magical effects.

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

Turn Resistance. The wraith has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The wraith makes three melee weapon attacks.

Dreadblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 16 (3d10) necrotic damage. If the target is a creature, it must succeed on a DC 17 Wisdom saving throw or become cursed for 7 days. While cursed, the target makes saving throws with disadvantage and can't regain hit points. If the curse is not removed before it expires, the target dies.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 31 (6d8 + 4) necrotic damage. The target 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.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Mad Wraith

Medium undead, chaotic evil

Armor Class 13
Hit Points 90 (12d8 + 36)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	9 (-1)	18 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silverend
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 9
Languages the languages it knew in life, telepathy 60 ft.
Challenge 9 (5,000 XP)

Aura of Maddening Whispers. At the start of each of the wraith's turns, each creature of its choice within 10 feet of it must succeed on a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage, provided that the wraith isn't incapacitated. If a creature fails its saving throw by 5 or more, it also gains a Short-Term Madness (see chapter 8 in the *Dungeon Master's Guide*).

Incorporeal Movement. The wraith 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.

Innate Spellcasting. The wraith's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *dissonant whispers, silent image, Tasha's hideous laughter*
3/day each: *phantasmal force, suggestion*
1/day each: *hypnotic pattern*

Psychic Absorption. Whenever the wraith is subjected to psychic damage, it takes no damage and regains a number of hit points equal to the psychic damage dealt.

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

Actions

Multiattack. The wraith makes two attacks with its Sanity Drain.

Sanity Drain. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) psychic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. The wraith regains 5 lost hit points for each point the target's Wisdom score is reduced.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Chapter 19: Unique Monsters

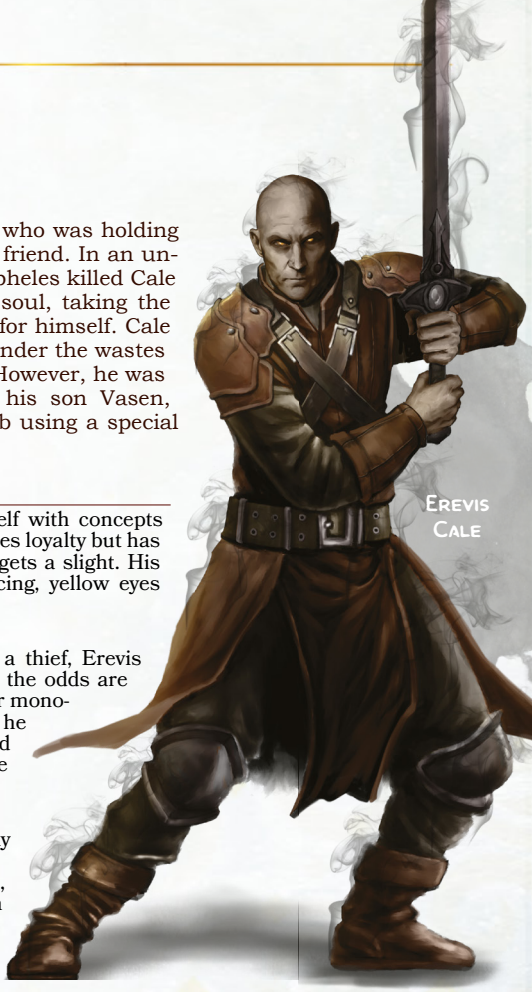
Erevis Cale, Chosen of Mask

Assassin. Priest. Shade. The story of Erevis Cale is nearly as complex as that of the god he serves, which is a feat unto itself. Of course, this means that the following passage will be a drastically abridged version of that story. I am omitting his early years, which are filled with thieves' guilds, spies, assassinations, and betrayals. Those are everyday run-of-the-mill stories as far as thieves are concerned, so I will not waste your time with them here. There is so much more to Erevis Cale, who certainly isn't your ordinary thief, and whose tale was always bound to stray from the path.

Let us pick up his story in Selgaunt, in Sembia then, where he is a member of an assassin's guild alongside his rival Drasek Riven. Cale had become a priest of Mask after he had been contacted by the god through dreams and visions, and together he and Riven were known as the right and left hand of Mask. It was also widely rumored that they were the first and second Chosen of the god, two out of the five Chosen of Mask that were prophesied to come.

Now, before Mask died and his essence was absorbed by his mother Shar, he cleverly hid a shard of his divinity in another of his chosen, Kesson Rel. He did this in a bid to trick Shar and ensure that his divinity survived. Unfortunately, Kesson Rel was driven insane by the divine power coursing through him, and he set about to destructive rampage across the world. Cale and Riven had no choice but to track down Rel and retrieve the divine essence of their god. In doing so they were compelled to enlist the aid of Rivalen Tanthul (high priest of Shar and one of the Princes of Shade). Once the deed was done and Kesson was dead, the three victors split the divine essence evenly between themselves.

Cale had promised that most of his share of the divinity would be returned to Mask, but he also needed to trade part of it to the Archdevil Mephistopheles, who was holding hostage the soul of Erevis' friend. In an unsurprising twist, Mephistopheles killed Cale after he had released the soul, taking the remainder Mask's divinity for himself. Cale was then entombed alive under the wastes of Cania, the Eighth Hell. However, he was bravely tracked down by his son Vasen, who shattered the icy tomb using a special sword named Weaveshear.



Roleplaying Erevis

Erevis doesn't concern himself with concepts such as good and evil. He values loyalty but has a short temper and never forgets a slight. His voice is coarse and his piercing, yellow eyes never blink.

Fighting Erevis

Being both an assassin and a thief, Erevis knows how to always ensure the odds are in his favor. He doesn't brag or monologue and he shows no mercy; he simply gets the job done and disappears, like an invisible lightning strike.

Erevis's Traits

Ideal. "I would gladly give my life for my friends."
Bond. "I believe that my god, Mask, guides my every action and watches over me."
Flaw. "I am quick to anger."

Erevis Cale

Medium humanoid (human shade), neutral

Armor Class 18 (+2 studded leather)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

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

Saving Throws Dex +10, Con +9, Wis +10
Skills Acrobatics +16, Deception +15, Perception +10, Stealth +16
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages Common, Dwarvish, Elvish, Gnomish, Halfling, Orc, Thieves' Cant
Challenge 18 (20,000 XP)

Assassinate. During his first turn, Erevis has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Erevis scores against a surprised creature is a critical hit.

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

Cunning Action. Erevis can take a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Erevis is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Erevis instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Innate Spellcasting. Erevis's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *invisibility, spare the dying*
3/day each: *darkness, greater invisibility*
1/day each: *armor of Agathys (2nd level)*

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

Special Equipment. Erevis wields Weaveshear, a magical +2 sword that can absorb incoming spells and is especially harmful to spellcasters. Erevis can't be disarmed of this weapon.

Spellcasting. Erevis is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Erevis has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, thaumaturgy*
1st level (4 slots): *cure wounds, healing word, sanctuary*
2nd level (3 slots): *enhance ability, lesser restoration, zone of truth*
3rd level (3 slots): *dispel magic, remove curse, spirit guardians*
4th level (3 slots): *freedom of movement, guardian of faith, locate creature*
5th level (3 slots): *commune, dispel evil and good, greater restoration, holy weapon*
6th level (2 slots): *blade barrier, find the path, word of recall*
7th level (2 slots): *etherealness, plane shift, temple of the gods*
8th level (1 slot): *antimagic field*
9th level (1 slot): *mass heal*

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

Telepathic Shroud. Erevis is immune to any effect that would sense his emotions or read his thoughts, as well as to all divination spells.

Twilight Torch. Erevis can activate or deactivate this feature as a bonus action. While active, Erevis sheds nonmagical darkness in a 10-foot radius. Only magical light can pierce this darkness.

Actions

Multiattack. Erevis makes two melee attacks.

Weaveshear. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands. If the target is a creature that is capable of casting spells by expending spell slots, the attack is made with advantage and deals an additional 18 (4d8) force damage.

Reaction

Weaveshear Absorption. If Erevis is hit by or fails a saving throw against a spell of 1st level or higher that targets only him, he can add 6 to his AC or saving throw against the spell. If the spell misses or fails due to this increase, the spell is stored within Weaveshear.

Once Weaveshear has absorbed 20 levels of spells, it can't absorb any more spells until the following dawn. If Erevis is targeted by a spell whose level is higher than the number of spell levels Weaveshear has left, Weaveshear can't absorb it.

Legendary Actions

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

Cast A Spell (Costs 2 Actions). Erevis casts a spell, expending a spell slot as normal.

Cast Innate Spell. Erevis casts a spell he can cast innately.

Dispel Magic. Erevis casts dispel magic from Weaveshear, automatically dispelling any spell of 6th level or lower within range.

Shadow Strike. Erevis magically teleports up to 30 feet to an unoccupied space of dim light or darkness that he can see and makes an attack with Weaveshear.

Frantisek Markov, Darklord of Markovia

The Darklord of Markovia is a curious man, though there is little "man" left in him now. He is driven by an insatiable curiosity and a need to tinker with living creatures. A need to usurp a role previously held by the gods alone, that of designer and creator of new life. I wonder what drives him so relentlessly in his passion, what event from his childhood sent him down this dark and dangerous path. Normal children, even those that grow up around the regular slaughter of animals, do not fixate on understanding and manipulating anatomy in such a way. Well, I suppose it doesn't matter now. Frantisek Markov has earned his place as prisoner to the Dark Powers.

Still, does he even mind his punishment? Among all the Darklords, he is likely the most content in his current station. The Dark Powers give complete control of a given domain to the Darklord, yet they always keep from them the thing that they desire most, be it love, revenge, or freedom. But what else does Markov long for that is being kept from him? He has an entire island filled with creatures at his disposal, where he is left alone to experiment on them. He surely wishes for more humanoid subjects to cut apart and sew back together, and helpless adventurers do occasionally wander into his realm. As far as I can tell, the only item out of his reach that he lusts for is the Tablet of Life. This is of course held by the monks of the Order of Guardians in their secluded monastery. But, is that not within his eventual grasp?

Roleplaying Frantisek

Frantisek is a perverse scientist who believes that his gruesome work helps to make the world around him a better place. He explains his utopia as a world where life was able to shift and adapt to match the variable states of nature. In truth, he just wants all new life to conform to serving only him, without question.

His primary objective at the moment is to obtain the Table of Life from the Order of the Guardians, which he believes will help him take his research to new heights. If he spots new arrivals to his island, he attempts to manipulate them into helping him raid the monastery. If the party contains a ranger or druid, or if they seem compassionate, he explains (falsely) that the monks are using "powerful magic" to corrupt the broken ones of this land, even attributing his own deformations to that. Alternatively, he might be more direct and claim that the only way to escape the Mists is to destroy the monastery.

He portrays himself as a savior of the broken ones, giving them "a purpose" and helping them integrate into normal everyday activity. He treats his three favored creations, Delphi, Felix, and Orson like family, and they refer to him affectionately as "Dr. Fran." He may invite new arrivals to his house, introduce them to his loyal broken ones, and offer some local delicacies from his garden. He justifies his experiments as helping to heal diseased animals and dead humans who encountered corrupted broken ones, helping to give them new life in the absence of healing magic.

Whether a group of PCs agree to help him or not, the Darklord plans to make them the subjects of an even grander experimental fusion, hoping that they can become his most devoted and powerful servants.

Fighting Frantisek

If Frantisek's theatrics fail or his life is threatened, he will not hesitate to make the lives of such interlopers miserable. He might send broken ones to torment the characters as they navigate the grassland and forests of Markovia, or do so himself in animal form. Non-human characters of an unusual hybrid race are most fascinating to him (e.g. dragonborn, half-orcs, tieflings, etc.), as they present a rare experimentation opportunity. If he can, he will quickly incapacitate and abduct them, rushing to tear into their anatomy back in his manor.

Like any Darklord, Frantisek is a cunning opponent and strikes only at the most advantageous time and from the most advantageous position. If he is fighting particularly powerful enemies, he targets any healers and spellcasters first and is not afraid of a strategic retreat.

Frantisek's Traits

Ideal. "My ingenious experiments are directed towards increasing my sway over others."
Bond. "The broken ones who obey me are my family."
Flaw. "I sometimes talk too much about anatomy over casual conversation, which can give away my debased proclivities."

Frantisek's Lair

Frantisek resides in the House of Diosamblet, a well-maintained manor on his Dread Domain island of Markovia.

Lair Actions

While Frantisek is in the House of Diosamblet, he can take lair actions as long as he is not incapacitated. On initiative count 20 (losing initiative ties), Frantisek can take the following lair action options, or forgo using any of them that round:

- Until initiative count 20 of the next round, Frantisek can pass through solid walls, doors, ceilings, and floors as if they weren't there. As he does, he appears to camouflage into them like a chameleon.
- Frantisek channels his power as a Darklord in an attempt to deform one creature he can see in his lair. The target must succeed on a DC 17 Wisdom saving throw or suffer the effects of the *polymorph* spell until initiative count 20 on the next round. Frantisek does not need to concentrate on the spell when cast this way.

Frantisek Markov

Huge monstrosity, lawful evil

Armor Class 18 (natural armor)
Hit Points 287 (25d12 + 125)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	18 (+4)	13 (+2)	16 (+3)

Saving Throws Con +10, Int +9, Wis +7
Skills Athletics +11, Deception +13, Medicine +12, Perception +7, Performance +8
Damage Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 13 (10,000 XP)

Blessing of the Mists. Frantisek is shielded against divination magic, as though protected by a *nondetection* spell.

Keen Senses. Frantisek has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

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

Mimicry. Frantisek can mimic simple sounds he has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Shapechanger. Frantisek can use his action to polymorph into any Huge or smaller beast with a CR equal to or lower than his own. When he does so, he regains 2d6 hit points and gains the statistics of the chosen animal with the following exceptions.

- He retains his Intelligence, Wisdom, and Charisma scores.
- He always has his own face and not the face of the animal. Because of this, Frantisek can never have a bite attack.
- He can only take the Move and Frightening Gaze Legendary Actions.
- He retains his own hit points but gains temporary hit points equal to twice the chosen animal form's CR. These temporary hit points disappear if Frantisek changes form again.

Actions

Multiattack. Frantisek makes three unarmed strikes or hurls two rocks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Legendary Actions

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

Fist Attack. Frantisek makes an unarmed strike.

Frightening Gaze (Costs 2 Actions). Frantisek fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 17 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Frantisek's gaze for the next 24 hours.

Move. Frantisek moves up to his speed.

Rock Attack (Costs 2 Actions). Frantisek hurls a rock.

Ivania and The Ghoul, Darklords of Sunderheart

Nearly everything that Ivania does on a daily basis is to help her forget, even for a moment, that she is forever attached to the undead corpse of her former lover. It is an impossible task, to be sure. She tried to kill herself early on, of course, but the Dark Powers will not let her die, presumably until she atones for her sins. So instead so copes as best she can, by ignoring the situation and demanding that all of her servants do the same.

Lady Ivania allows only her most trusted servants into her chambers, none of whom are allowed to acknowledge that The Ghoul is present. Mirrors larger than your hand are forbidden in Sunderheart, and all windows must be made of stained glass. This both prevents the residents of the city from viewing her in the palace, and also eliminates a source of potential reflections.

Those that fail to follow Ivania's commands, or displease her in any way, end up as the special entertainment for her nightly parties. Afterwards, their bodies are lined up for the Ghoul to consume. At night, when Ivania closes her eyes, whether she sleeps or not (and she is rarely able to sleep), The Ghoul's eyes open and he wrests control of their shared body. He then prowls through the palace, Ivania hoisted helplessly in the air behind, hunting and feasting on any unfortunate victims he can find.

Optional: Epic Die Traits

If your group plays with the Epic Die, Ivania and The Ghoul also have the additional traits noted below:

Epic Trait: Shadow Volley. When the Epic Die reaches 3, Ivania can target up to three creatures with her Shadow Ray, and when the Epic Die reaches 6, she can target up to four creatures.

Epic Trait: Unholy Initiative. The Ghoul adds twice the Epic Die to his initiative (winning ties).

Roleplaying Ivania

Ivania refuses to acknowledge her predicament of being eternally bound to The Ghoul, as well as her confinement in Sunderheart. She continues her existence as a Darklord as she lived her life before: with all things in excess. Each day is a lavish festival of debauchery that helps to distract Ivania from the truth.

Ivania's likes to carry herself with the refined elegance of a queen, even indulging in debauched acts with grace. Her voice is youthful and authoritative, and she requires others to address her in an unwaveringly formal manner. However, her tone can shift from soft to abrasive quite rapidly. She could be speaking calmly one moment and burst into a vicious fury in the next. This is usually provoked by even the slightest hint of disobedience. Those around her therefore know to tread lightly, always doing as they are told without pause. Ivania can't fathom if somebody would have the audacity to not unquestioningly bend to her will and would surely have such perpetrators executed.

Ivania's Traits

Ideal. "I want pleasure in all things and I want them in excess."
Bond. "Sunderheart is mine and mine alone, as are all of its inhabitants."
Flaw. "I deny the existence of that wretched ghoul, Vorno."

Roleplaying The Ghoul

While Vorno has accepted his fate, he still harbors resentment towards Ivania. Hatred and hunger are the only things that guide him. He doesn't speak in sentences, instead using singular words to convey his feelings or intent. His voice is a deep, malevolent growl that is accompanied by a distant, echoing hiss.

The Ghoul's Traits

Ideal. "I need to feed on the living."
Bond. "The night is my domain. Everything and everyone will fear me."
Flaw. "I have a terrible hunger that can't be quenched."

Ivania Dreygu

Medium humanoid (tiefling), lawful evil

Armor Class 14 (17 with *mage armor*)
Hit Points 340 (40d8 + 160)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	19 (+4)	19 (+4)	17 (+3)	22 (+6)

Saving Throws Int +12, Wis +11, Cha +14
Skills Arcana +12, Deception +14, Insight +11, Perception +11, Persuasion +14
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned, stunned
Senses darkvision 120 ft., passive Perception 21
Languages Common, Infernal
Challenge Rating 26 (90,000 XP)

Darklord. Ivania cannot be permanently destroyed until she atones for her past sins. If she dies, her spirit remains and comes back to life within her Domain of Dread with all her hit points and The Ghoul attached in 1d10 days.

Dread Symbiosis. Ivania always shares her hit points with The Ghoul, but they both roll initiative independently and act on their own turns in combat. Ivania also shares her space with The Ghoul and if she moves, The Ghoul moves with her. If Ivania is targeted by a spell, she can choose for The Ghoul to become the target instead. In addition, Ivania has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious, and when a creature provokes an opportunity attack from her, she can use her reaction to let The Ghoul make an attack in her stead.

Infernal Wrath. If a creature harms Ivania or The Ghoul, Ivania has advantage on melee attacks made against the creature before the end of its next turn. If such an attack hits, it deals an additional 14 (4d6) fire damage.

Innate Spellcasting. Ivania's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 22), requiring no material components:

At will: *false life (5th level), levitate (self only), mage armor (self only), silent image*
1/day each: *feeblemind, finger of death*

Legendary Resistance (3/Day). If Ivania fails a saving throw, she can choose to succeed instead.

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

Spellcasting. Ivania is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips: *eldritch blast, fire bolt. friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st-5th level (4 5th level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*
6th level (1/Long Rest): *mass suggestion*
7th level (1/Long Rest): *forcecage*
8th level (1/Long Rest): *power word stun*
9th level (1/Long Rest): *power word kill*

Actions

Multiattack. Ivania makes two shadow ray attacks.

Dagger. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shadow Ray. *Ranged Spell Attack:* +14 to hit, range 120 ft., two creatures. *Hit:* 15 (2d8 + 6) cold damage plus 11 (2d10) necrotic damage.

Legendary Actions

Ivania can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ivania regains spent legendary actions at the start of her turn.

Cast a Cantrip. Ivania casts a cantrip.

Cast 1st - 5th Level Spell (Costs 3 Actions). Ivania casts a spell, expending a 5th-level spell slot.

Cast 6th - 9th Level Spell (Costs 4 Actions). Ivania casts a spell of 6th to 9th level.

Cast Innate At-Will Spell. Ivania casts an innate at-will spell.

Cloak of Shadowy Flight (Costs 2 Actions). Ivania and The Ghoul magically teleport, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space Ivania can see. If the chosen space is in dim light or darkness, Ivania and The Ghoul become invisible until the start of Ivania's next turn or until either of them makes an attack or casts a spell.

Flesh Bond (Costs 3 Actions). *Ranged Spell Attack:* +14 to hit, range 120 ft., two creatures that are within 5 feet of each other. *Hit:* 15 (2d8 + 6) cold damage plus 14 (4d6) acid damage. If the attack hits both targets, they are fused together and become restrained. The condition lasts until a creature spends an action to tear the fused flesh with a successful DC 16 Strength check or by hitting either of the targets with a weapon that deals slashing damage. When the condition ends, both targets take 3 (1d6) slashing damage.

Ghoul Lunge (Costs 2 Actions). The Ghoul moves up to half its speed and makes a melee attack.

Shadow Ray (Costs 3 Actions). Ivania makes a shadow ray attack.

Fighting Ivania and The Ghoul

Although this peculiar duo normally refuses to acknowledge each other, neither one of them wants to burn in the Nine Hells. A physical threat to one is likely to have ramifications for the other. As such, when confronted by powerful opponents, they fight together.

The Ghoul moves with an unnatural speed, leaping incredible distances, and climbing walls with ease. He sets upon his prey with a voracious hunger. He only ceases his onslaught if Ivania holds back, realizing that he is no longer threatened (unless he is particularly hungry).

Meanwhile, Ivania likes to use her dark magic to keep her distance and assault her enemies from afar. She might accept a surrender if a foe grovels before her and appeals to her ego. However, even an accepted surrender is likely to be short-lived, as the transgressors are sure to be tormented as part of the next day's festivities.

Ivania's and The Ghoul's Lair

Ivania and The Ghoul live in the River Palace within the city and Dread Domain of Sunderheart. Ivania never leaves the palace as she wishes to stay ignorant of her city's true fate and The Ghoul rarely leaves as he is too busy hunting and eating servants within the palace.

Ivania has a challenge rating of 27 (105,000 XP) if she is encountered in her lair.

Lair Actions

On initiative count 20 (losing initiative ties), Ivania and the Ghoul can take a lair action to cause one of the effects listed below, each tied to their name. Each of them can take a lair action only every other turn (for example, if Ivania takes a lair action in round 1, only The Ghoul can take a lair action in round 2, then Ivania can take one on round 3, and so on). In addition, both must choose a different effect from the one they picked the last time they used a lair action. The DM decides who takes the first lair action.

- Ivania: Until initiative count 20 on the next round, Ivania's dark magic weighs heavily on her enemies. A hostile creature in the lair can't expend spell slots or use abilities that recharge on a short or long rest.
- Ivania: Until initiative count 20 on the next round, when a hostile creature in the lair fails a saving throw, Ivania can use a reaction to magically paralyze the creature until the end of its next turn.
- The Ghoul: The Ghoul releases an otherworldly shriek to call upon an **erinyes** that carries a *rope of entanglement*. Roll initiative for the erinyes which acts on its own turns and appears in an unoccupied space within 60 feet of The Ghoul, obeying its commands.
- The Ghoul: The Ghoul's ferocity overcomes his mind. Until initiative count 20 on the next round, The Ghoul can either turn a miss of one of his own attacks into a hit or turn a hit into a critical hit.

The Ghoul

Medium undead, lawful evil

Armor Class 17
Hit Points -
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	19 (+4)	7 (-2)	10 (+0)	18 (+4)

Saving Throws Str +13, Dex +15, Con +12
Skills Athletics +13, Acrobatics +15, Intimidation +12, Stealth +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned, stunned
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge Rating -

Dread Symbiosis. Ivania shares her hit points with The Ghoul, but they both roll their own initiative independently and act on their own turns. The Ghoul also shares its space with Ivania and if it moves, Ivania moves with it. If The Ghoul is targeted by a spell, The Ghoul can choose for Ivania to become the target instead. In addition, The Ghoul has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Grave Gaze. When a creature that can see The Ghoul starts its turn within 30 feet of The Ghoul, The Ghoul can force it to make a DC 20 Wisdom saving throw if The Ghoul isn't incapacitated. On a failed save, a creature becomes vulnerable to necrotic damage until the end of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see The Ghoul or Ivania until the start of its next turn, when it can avert its eyes again. If the creature looks at The Ghoul or Ivania in the meantime, it must immediately make the save.

Into the Fray. The Ghoul adds a d10 to its initiative rolls.

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

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

Rampage. When The Ghoul reduces a creature to 0 hit points with a melee attack on its turn, The Ghoul can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The Ghoul makes three attacks. If The Ghoul hits the same target with three claw attacks during the same turn, the target becomes cursed, and must succeed on a DC 21 Strength saving throw or be knocked prone. Until the curse is removed, the target can't regain hit points.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 22 (4d10) necrotic damage. Ivania regains hit points equal to the necrotic damage done.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Bestial Leap. When a hostile creature comes within 5 feet of The Ghoul, The Ghoul can make a claw attack against the creature and jump 20 feet in a direction of its choosing without provoking opportunity attacks.

Warrior Vampires helping Kas don his Armor and his Sword of Unbridled Fury

Kas, the Destroyer

Boundless cruelty, tempered only by his draconian code of honor. These are the elements that define the vampire lord Kas. Two sides that are ever at odds with each other, this dichotomy can be clearly seen when he fights. He is known to attack first, without warning or mercy, yet his code requires the enemy to at least have access to a weapon for the fight to be considered fair. I am personally rather glad that his evil streak has a controlling factor, a set of rules by which he plays. Otherwise, if left unchecked, I fear his appetite for evil would sow chaos and destruction across the planes.

The irony is that it was this unwavering loyalty, an integral part of his code, that created the monster we now know. And yes, I do understand how it looks to talk about the loyalty of someone with the moniker "Betrayer," but it is Vecna's own fault that his Lieutenant turned on him. After all, it is because of Kas' unwavering devotion to his master that he rose through the ranks so quickly and eventually became Vecna's second-in-command. It was out of this loyal service that Vecna bestowed upon Kas two magnificent gifts: The Sword of Kas and the Silver Mask of Kas. The sword, as we all know from the oft-related tale, was an intelligent weapon. It poisoned Kas' mind against Vecna and grew a seed of hate and contempt in his heart, which in turn directly caused the betrayal. The second gift, a silver mask that resembles a fanged skull, slowly corrupted Kas with the energies of the undead, over time transforming him into a vampire lord and bestowing upon Kas an unquenchable thirst for blood. Without these gifts Kas would have remained the perfect subordinate. Instead, Vecna's most loyal soldier has turned into his most hated and dangerous enemy.

Undead Demigod. Kas doesn't require air, food, or drink. His demi-divinity ensures that he always has the maximum number of hit points for his Hit Dice, instead of average hit points.

Roleplaying Kas

Kas has learned much from Vecna. He is cunning and charismatic, and always speaks clearly. His voice is composed and carries weight; when Kas speaks, others listen. He always stands straight and looks a person straight in the eyes when he talks to them. His undead eyes never blink, and his gaze feels both accommodating and threatening all at once.

He moves slowly and with exceptional confidence, hiding his godlike speed until he needs it. Kas attempts to gain as much knowledge on his enemies as he can while hiding his own abilities for as long as possible, understanding the value of such knowledge. He knows perfectly well that knowing your enemy is everything. He avoids sunlight, and even goes so far as to pretend that the sun hurts him in an attempt to mislead his enemies. Unbeknown to most, Kas's demi-divinity has rendered him immune to the effects that sunlight has on vampires.

Fighting Kas

Kas values strength, courage, and honor above all else. He only attacks if his opponent is armed with a weapon, spellcasting focus, or is exceptionally competent in unarmed combat. Some might refer to this as valuing a fair fight. By contrast, the hatred Kas has for cowards is eclipsed only by his hatred for Vecna. If a combatant attempts to flee, Kas is almost sure to dispose of them first, quickly darting past other opponents to slay this "weakling" for ruining a good fight.

After spending what equates to several lifetimes in battle, Kas is both a cunning and strategic mastermind, knowing full well the strengths and weaknesses of his opponents and is capable of discerning a trap with little effort. Those who Kas deems unworthy will be ruthlessly destroyed, as the vampire lord continues to pummel them with vicious blows in a cruel display of brutality, even after their lifeless bodies have hit the ground.

If an individual has gained Kas's respect and given him a good fight, he blesses them with vampirism after their defeat and demands their eternal loyalty.

Kas is comfortable engaging several foes simultaneously, but he knows when the odds are beyond him and when to make a strategic retreat.

Kas's Traits

Ideal. "The only thing better than a good fight is delivering a killing blow."
Bond. "I must reacquire my sword and lead my armies to victory."
Flaw. "No matter how many lives are lost in the process, no matter how much destruction is caused on this most righteous of paths, no matter what the cost, one thing is certain: Vecna must die."

Kas's Titles

When Kas was still a mortal man he quickly became known as *Kas the Bloody Handed* due to his affinity for brutality. Most sages still refer to him as such. After he turned on Vecna, he became known as *Kas the Betrayer.* Vecna and his cult refer to him only with this title. When he became Darklord of Tovag, it wasn't long before he acquired a new title: *Kas the Destroyer.* This is the title that most still use to this day.

The Sword of Kas

If Kas is reunited with the Sword of Kas, the mighty blade he used to sever Vecna's left eye and hand, he discards the Sword of Unbridled Fury. His challenge rating becomes 37 (315,000 XP), his AC increases by 1, his Strength score increases to 23 (+6), and he gains the following attributes in addition to those he has already:

Damage Resistances force
Condition Immunities blinded, deafened, petrified, stunned

He loses the part of his Possessions trait that refers to the Sword of Unbridled Fury and gains the following trait:

Sword of Kas. While holding the sword, Kas can use an action to cast call *lightning, divine word,* or *finger of death.* When he casts a spell in this manner, he can't do so again until he finishes a long rest. The spells have a save DC of 23.

Kas's attacks made with the Sword of Kas ignore resistance and immunity to slashing damage.

Whenever Kas scores a critical hit against a creature, he cuts off one of the creature's heads. The target dies if it can't survive without the lost head. A creature is immune to this effect if it doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 54 (12d8) slashing damage from the hit.

Kas cannot be disarmed of the sword while conscious.

He also loses his Multiattack and Sword of Unbridled Fury actions, gaining the following actions in their place:

Multiattack. Kas releases a Terrifying Howl and makes four attacks with his Sword of Kas. He can make a bite attack in place of one of the sword attacks.

Sword of Kas. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 19 (1d8 + 9 plus 6) slashing damage, or 14 (1d10 + 9) slashing damage if held in with two hands, plus an additional 18 (4d8) slashing damage if the target is undead. The sword scores a critical hit on a roll of 18, 19, or 20.

Lastly, he loses his Sword Attack legendary action and gains the following new legendary actions:

Cast a Spell (Costs 2 Actions). Kas casts a spell from his Sword of Kas.

Sword Attack. Kas moves up to his speed and makes an attack with his Sword of Kas.

Kas's Lair

Kas has two lairs: The Ruined Keep in the Dread Domain of Monadhan, and the Fortress of Kas in the Dread Domain of the Burning Peaks. Kas has a challenge rating of 36 (290,000 XP) if he is encountered in either of his lairs.

Lair Actions

On initiative count 20 (losing initiative ties), Kas can take a lair action to cause one of the following effects, though he can't use the same effect two rounds in a row:

- Kas creates a wave of anguish. Each creature he can see within the lair must succeed on a DC 23 Wisdom saving throw or take 39 (6d12) psychic damage.
- Kas magically opens a portal in an unoccupied space within 30 feet of him until initiative count 20 on the next round. The portal leads from the Ruined Keep to the Fortress of Kas, and vice versa.
- Until the next initiative count 20, all vampires within the lair that are allied with Kas are enraged, causing them to have advantage on melee weapon attack rolls and causing attack rolls to have advantage against them.
- Until the next initiative count 20, any dim light in the lair becomes darkness, and any bright light in the lair becomes dim light. A hostile creature that is frightened of Kas at the start of its turn takes 22 (4d10) psychic damage. Additionally, Kas and his allies are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.

Optional: Epic Die Traits

If your group plays with the Epic Die, Kas also has the additional traits noted below:

Epic Trait: Swift Assault. The number of sword attacks Kas can make as part of his Multiattack action increases by 1 when the Epic Die reaches 3, and increases by 1 once more when the Epic Die reaches 6.

Epic Trait: Unholy Speed. While in vampire form, Kas's AC increases by an amount equal to half the Epic Die, and his walking and climbing speeds increase by a number of feet equal to 10 x the Epic Die.

Kas

Medium undead (demigod), lawful evil

Armor Class 25 (black iron plate + black iron shield + Black Mask of Kas)
Hit Points 560 (40d8 + 240)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Str +16, Dex +16, Con +16, Int +16, Wis +16, Cha +16
Skills Acrobatics +16, Athletics +16, Intimidation +16, Perception +16, Stealth +16
Damage Resistances cold, fire, lightning, necrotic, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 26
Languages all
Challenge 35 (265,000 XP)

Aggressive. As a bonus action, Kas can move up to his speed toward a hostile creature that he can see.

Armor of Kas. Any critical hit against Kas becomes a normal hit. In addition, any time Kas is targeted by a magic missile spell, a cantrip that requires a saving throw, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Kas is unaffected. On a 6, Kas is unaffected, and the effect is reflected back at the caster as though it originated from Kas, turning the caster into the target. Kas has advantage on saving throws against all other spells and magical effects.

Aura of Hate. Kas and any allies within 30 feet of him gain a bonus to melee weapon damage rolls equal to Kas's Charisma modifier (included in Kas's attacks).

Into the Fray. Kas adds a d10 to his initiative rolls.

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

Master Swordsman. Kas makes all sword attacks with advantage.

Misty Escape. When he drops to 0 hit points outside his resting place, Kas transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 24 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point.

Regeneration. Kas regains 50 hit points at the start of his turn if he has at least 1 hit point.

Shadow Blend. While in dim light or darkness, Kas can use a bonus action to become invisible, along with anything he is wearing or carrying. The invisibility lasts until Kas uses a bonus action to end it or until Kas attacks, is in bright light, or is incapacitated.

Shapechanger. Kas can use his action to polymorph in to a Medium cloud of mist, or back into his true form. While in mist form, Kas can't take any other actions, speak, or manipulate objects. He is weightless, has a flying speed of 40 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Anything he is wearing or carrying transforms with him. He reverts to his true form if he dies.

Special Equipment. Kas wields a +3 Sword of Unbridled Fury and a shield, both crafted from the finest black iron. He cannot be disarmed of either. He also wears a +3 plate armor, also crafted from black iron. Finally, Kas also wears the Black Mask of Kas, giving him resistance to cold and psychic damage, granting him the ability to dominate undead, and making him immune to effects that lower his ability scores or obliterate him.

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

Standing Leap. Kas's long jump is up to 50 feet and his high jump is up to 40 feet, with or without a running start.

Turn Immunity. Kas is immune to effects that turn undead.

Actions

Multiattack. Kas releases a Terrifying Howl or a Will-Shattering Howl. He then makes four attacks with his Sword of Unbridled Fury. He can make a bite attack in place of one of the sword attacks.

Sword of Unbridled Fury. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 19 (1d8 + 9 plus 6) slashing damage, or 20 (1d10 + 9 plus 6) slashing damage if held in with two hands, plus 27 (6d8) thunder damage. The sword scores a critical hit on a roll of 19 or 20. On a critical hit, the sword deals an additional 20 psychic damage and Kas gains 20 temporary hit points. On a critical hit against a creature with fewer than 50 hit points remaining that isn't a construct, the target must also succeed on a DC 24 Constitution saving throw or be slain instantly as the sword tears the target's life force from its body. Each swing of the sword creates a burst of thunderous sound that can be heard up to 100 feet away. In addition, the sword's fury can't be held back; any area of magical silence active within 30 feet of it is forcibly ended when the sword is used to make an attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* 19 (2d6 + 6 plus 6) piercing damage plus 33 (6d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Kas 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. A humanoid slain in this way and then buried in the ground rises the following night as a **vampire spawn** under Kas's control.

In addition, if the target is under the effects of one or more beneficial spells, Kas can choose to end one of the spells affecting the target. If the target is under the effects of one or more beneficial potions, Kas can instead choose to end a potion effect, gaining the effect of the potion himself for the remainder of its duration.

If Kas misses with a bite attack on his turn, he can make an additional bite attack as a bonus action.

Betrayer's Whirlwind (Recharge 5-6). Roll a d4. Kas makes that many attacks with his Sword of Unbridled Fury against each creature within 5 feet of him. If a target is undead, Kas makes twice the number of attacks against it.

Dominate Undead. Kas targets one undead creature he can see within 60 feet of him. The target must succeed on a DC 24 Wisdom saving throw or be magically charmed by Kas until Kas dies or until he is on a different plane of existence from the target. The charmed target is under Kas's control and can't take reactions, and Kas and the target can communicate telepathically with each other over any distance.

Kas's Dominate Undead works even against undead that are immune to the charmed condition, provided they aren't a lesser or greater deity.

Kas's Recovery (Recharge 4-6). Kas regains 50 hit points and is cured of all curses, diseases, and conditions affecting him.

Plane Shift (3/Day). Kas teleports to a specific location on a different plane of existence.

Terrifying Howl. Kas releases a terrifying howl. Any beast, humanoid, or undead within 300 feet of Kas and able to hear his howl must succeed on a DC 23 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Kas's Terrifying Howl for the next 24 hours. Undead have disadvantage on the saving throw.

Will-Shattering Howl. Kas releases a ghastly howl that threatens to shatter the will of living creatures. A creature that isn't a construct or undead within 60 feet of Kas and able to hear his howl must succeed on a DC 23 Charisma saving throw or lose its concentration.

Undying Servitors (1/Day). Kas magically calls 1d4 **blackstar knights**. They arrive on the following initiative count 20, acting on their own initiative as allies of Kas and obeying his spoken commands. The creatures remain for 1 hour, until Kas dies, or until Kas dismisses them as a bonus action.

Reactions

Kas's Parry. Kas adds 10 to his AC against one melee attack that would hit him. To do so, Kas must see the attacker and be wielding a melee weapon. If the attack misses, Kas can make a melee weapon attack against the attacker as part of the same reaction, using the weapon he used to parry the incoming attack.

Kas's Punishment. When a creature within 120 feet of Kas moves with a flying speed or takes the Dash action to move away from him, Kas attempts to magically punish the creature for its cowardice or dishonorable tactics. The target must succeed on a DC 23 Strength saving throw or be forcefully pulled towards the ground, landing prone, and having its movement speed reduced to 0 until the end of its next turn.

Legendary Actions

Kas can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kas regains spent legendary actions at the start of its turn.

Bite (Costs 3 Actions). Kas makes one bite attack.

Kas's Challenge. Kas targets a creature he can see within 10 feet of him. For 1 minute while the target can see Kas, the target has disadvantage on attack rolls against all creatures except Kas and it takes 11 (2d10) psychic damage each time it attacks a creature other than Kas. Additionally, for the same duration, the target provokes opportunity attacks from Kas even if it takes the Disengage action.

Kas's Jaunt (Costs 2 Actions). Kas magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Kas's Recovery (Costs 2 Actions). Kas uses his Kas's Recovery action if he can.

Move. Kas moves up to his speed.

Sword Attack (Costs 2 Actions). Kas moves up to his speed and makes an attack with his Sword of Unbridled Fury.

Koschei

I noticed a strange occurrence recently, when I was pouring over old tomes in preparation to write this book. The name Koschei appears across different times and in varied locations. Always the appearance of the man is the same, or described as such. He appears as a soldier, bringing only death and destruction before disappearing without a trace. Perhaps this is a folk tale, a myth shared by many cultures. If the story was spread by the Vistani, that would explain the similarities in the name and the tales themselves. The origin of myths can be quite tricky to pin down, after all.

Immortality. The man known as Koschei was a fanatical devotee of Vecna, and a soldier in his army. Koschei's unerring determination to serve his lord ensured that he rose quickly through the ranks, and his zealotry even caught Vecna's attention. As the years wore on though, and as he began to feel his youth leaving him, Koschei begged Vecna to grant him immortality, so that he might serve by his side for all eternity. Vecna decided to grant the request, not out of compassion, but because he needed a test subject for a radical and dangerous phylactery experiment.

Timeless Echo. Vecna bound Koschei's soul in a phylactery and shunted the phylactery far into the future, temporally separating Koschei and his soul. But souls are not meant to exist separate from their body in time; Koschei's mind was shattered and his body infused with temporal energies, which allows him to create countless echoes of himself that exist in different time streams. Vecna had inadvertently created an immortal servant, able to bend the reality of time and space to his will, and never tiring in his duties to serve the master who gave him eternal life. The process of creating temporal warriors became another secret for Vecna to own.

Roleplaying Koschei or his Echoes

While he does understand concepts such as love, fear, empathy, and hate, true emotions feel like distant memories to him. Koschei can't be reasoned with or bargained with; he simply acts in his own best interest and takes a logical approach to any problem, though his logic is weighed down by his fractured mind.

In order to terrorize others or in preparation for a battle, more than one of Koschei's echoes might appear simultaneously. In such cases, they are likely to finish each other's sentences.

Fighting Koschei or his Echoes

He knows that his death isn't much of a hindrance to him and his goals. After all, if his death is the outcome his death is simultaneously not the outcome, for Koschei has numerous echoes (perhaps in the hundreds), who all act as an extension of himself and all have phylactery of their own. He knows he is among the most difficult creatures to kill in all of existence and he perceives himself as truly eternal.

Koschei's Traits

Ideal. "Life is meaningless and inconsequential because it ends. Only eternity brings meaning to existence."
Bond. "Vecna gifted me eternity and every me owes Him undying loyalty."
Flaw. "My minds are fractured and I sometimes have difficulties distinguishing reality from imagination."

Koschei

Optional: Epic Die Traits

If your group plays with the Epic Die, a koschei also has the additional trait noted below:

Epic Trait: Temporal Mastery. The koschei gets a damage bonus to its melee weapon attacks equal to the Epic Die. In addition, it gains a fourth use of its Timeless Spirit trait when the Epic Die reaches 2, a fifth use when the Epic Die reaches 4, and a sixth use when the Epic Die reaches 6.

Koschei

Medium aberration, neutral evil

Armor Class 20 (full plate + shield)
Hit Points 325 (26d8 + 208)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	27 (+8)	19 (+4)	20 (+5)	18 (+4)

Saving Throws Int +11, Wis +12, Cha +11
Skills Arcana +11, Athletics +12, Deception +11, Insight +12, Perception +12
Damage Resistances cold, lightning, necrotic, poison
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 22
Languages Common plus up to two other languages
Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed koschei gains a new body 1d10 days in the future (50%) or in the past (50%), regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Temporal Weapons. The koschei's weapon attacks are magical. When the koschei hits with any weapon, the weapon deals an extra 5 dice of weapon damage (included in the attack). Damage dealt by the koschei transcends time and hit points lost as a result of this damage can't be restored for 24 hours.

Timeless Spirit (3/Day). Once on each of its turns, the koschei can use its timeless spirit gain one of the following benefits:

Continuum Echo. The koschei disappears at the end of its turn, reappearing in the nearest unoccupied space at the beginning of its next turn. While gone, a timeless echo of the koschei spends 4 hours in a different timeline on the same Plane of Existence, either between 1 and 10 years in the past or between 1 and 10 years in the future.

Chrono Field. The koschei warps time within 30 feet of it until the start of its next turn. Each creature that starts its turn in the area, has its speed halved, takes a -2 penalty to AC and Dexterity saving throws, and can't use reactions. In addition, on its turn, it can use either an action or a bonus action, not both, and regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

Temporal Distortion. Until the end of its turn, the koschei's movement speed is doubled, its AC increases by 2, and it can make two additional cleaver attacks and one additional shield bash attack with its multiattack action.

Actions

Multiattack. The koschei makes two cleaver attacks and one shield bash.

Cleaver. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) slashing damage.

Shield Bash. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (6d4 + 5) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Osterneth, The Bronze Lich

Osterneth was a tricky one to research, I will admit. She provided me with the greatest challenge that I had throughout writing this book. I had heard rumors about her for years, certainly, but very little substantial, verifiable information on her had been written down. In the end, I had to utilize my contacts (and call in a favor or two) in the Harpers organization to fill in the details that were missing from my notes. I provide this hard-won story for you now, as all creatures such as the Bronze Lich must be discussed openly. Their power only grows when kept shrouded in darkness and secrets.

Osterneth herself is not unknown. In fact, the charming and beautiful aristocratic woman who bears that name is well known among the circles of nobility. An ageless and enchanting young woman, her dark hair and bronzed skin add an exotic air to her demeanor, though her charismatic smile and captivating laugh are enough to ensnare most men all on their own. The fact that she has a reputation for dabbling in the arcane arts only furthers her mystique.

She can frequently be seen at balls and soirees, where she is always elegantly dressed and attached to the arm of some hapless nobleman, whispering into his ear throughout the night. Other than that, she keeps to herself, tucked away within the privacy of her villa. This is, of course, all that we are supposed to know. However, rumors always surround her, and as we all know, any rumor can be difficult to quell once it finds its way into the taverns and brothels.

Ancient beyond the crumbling ruins of Netheril, Osterneth is said to come from a faraway land where she was married to a cruel king at a very young age. (At this point, I started to doubt the veracity of this rumor, for the typical story elements here are presented with a heavy hand. But I will continue...) The king routinely beat and abused her, as if she was no more than a wayward servant girl. Terrified of him and filled with a near constant undercurrent of rage, Osterneth took solace wherever she could find it. She cultivated an always entertaining and delightful persona at court, which successfully kept her surrounded by courtiers and courtesans throughout the day instead of her husband. However, solitude is inescapable, and we all face moments of isolation and silence, alone with naught but our own minds for company. For Osterneth, this time was the long, dark expanse of night. Unable to sleep, afraid of the nightmares that awaited her there, Osterneth turned to her arcane studies to calm her mind. In time, as her knowledge and skills grew, she began to sneak out of the palace at night to test herself, leading a double life as a fledgling adventurer.

Now we come to the crux of her tale. On one such outing, Osterneth's adventuring team chanced upon a cult of the evil god Vecna. Hopelessly outmatched, Osterneth watched as her friends were mercilessly tortured and murdered before her. The leader of the cult turned at last to her, knife dripping crimson in his hand, but she took no heed. Behind him, set atop a makeshift altar, she had spied a relic that emanated great evil, and promised untold power. The mummified heart of the Maimed God's own mortal body was mere feet away.

Four months passed before Osterneth returned to her king, unharmed and without explanation. Shortly thereafter, the king's health took a turn for the worse, and he died of a rare and incurable disease within a few weeks. Osterneth was crowned queen immediately thereafter. In a surprising twist though (aren't there always twists in a story like this?) war came unannounced from a neighboring kingdom, who sensed weakness with the king dead and his young and inexperienced bride now sitting on the throne. For three years the war waged on, decimating the people and lands of Osterneth's kingdom, until the enemy forces were running unchecked through the capital's streets, slaughtering any civilians that they found. On the palace steps they found Osterneth waiting for them. A smile fell across her lips, one born of true joy, unlike those that she had to force for her king for so many years. The illusion of her pristine form fell, melting away to reveal a bronzed and jeweled skeleton with magic burning in her eyes and a shriveled and blackened heart beating within her chest. No longer Osterneth, the Bronze Lich raised her arms and a legion of undead rose from the slain townsfolk to engulf and devour her enemies.

It is up to you whether you believe her entire tale, but the Bronze Lich does exist, of that I am certain. Osterneth is now regarded as Vecna's highest and most loyal servant, a force to be avoided at all costs. She does her work in shadowy palace passages and quiet corners, seducing nobles and military leaders and bending them to her will, influencing wars and diplomacy alike.

Undead Demigod. Osterneth doesn't require air, sleep, food, or drink. Her demi-divinity ensures that she always has the maximum number of hit points for her Hit Dice, instead of average hit points.

Roleplaying Osterneth

Osterneth knows that her charm is nigh irresistible, and she uses this to great effect. Any mortal capable of loving can be easily seduced by her youthful looks and smooth, bronze skin. Many hopeless romantics have gone to incredible lengths to win her heart.

Her literal heart, however, is actually the blackened and shriveled heart of the lich-god Vecna, which can't be won by anyone. That cursed shell can't hold any genuine emotion, though Osterneth has no trouble imitating emotions to come across as genuine. She quickly deduces how best to manipulate those around her and carefully pulls many strings simultaneously, as if playing a grand game of chess.

Osterneth's voice is like a youthful, optimistic and cheerful song, her touch is warm and tender, her walk is graceful and elegant, her eyes are innocent and naive, her lips are temptingly red, and she is surrounded by a heavenly scent of cherry blossoms. However, her reflection in a mirror can betray her true façade, exposing her skeletal, lich-like appearance. For this reason, she ensures no mirrors or other reflective surfaces are brought within her villa or chambers.

She enjoys infiltrating royal courts, always under a different name, and spinning her web of intrigue, perhaps to destabilize a region, incite a war with a neighboring kingdom, or to tear the kingdom apart from within. Her motives are as mysterious as the Whispered One himself.

Osterneth

Fighting Osterneth

Osterneth prefers not to fight, as her plans (and, by extension, the plans of her master, Vecna) are more likely to come to fruition if it is avoided. Simply manipulating others to further her goals is much more efficient. If bloodshed cannot be avoided, she unleashes all of her arcane might upon her foes, making good use of the *maze* spell, as well as her Trap Soul and Withering Domination actions.

Osterneth's Traits

Ideal. "Others are simply puppets to be used to further the goals of my master and savior. I am the puppeteer."
Bond. "Only my dark god, Vecna, can cause the multiverse to reach its true potential, and shatter the abominable and cruel existence that it forces upon everything."
Flaw. "I'd rather kill someone in their sleep than fight fair."

Optional: Epic Die Traits

If your group plays with the Epic Die, Osterneth also has the additional traits noted below:

Epic Trait: Legendary Mastery. Osterneth can take an additional number of legendary actions equal to half the Epic Die.

Epic Legendary Action: Consume Soul (Costs 4 Actions). Osterneth uses her Consume Soul action.

Osterneth's Lair

Osterneth typically takes up residence in castles across various kingdoms, masquerading as a noblewoman until the entire court is under her control. While in her lair, Osterneth gains 50 temporary hit points whenever she rolls initiative.

Osterneth has a challenge rating of 31 (175,000 XP) if she is encountered in her lair.

Lair Actions

While Osterneth is in her lair, she can take lair actions as long as she isn't incapacitated. On initiative count 20 (losing initiative ties), Osterneth can take one of the following lair action options, or forgo using any of them in that round:

- Until initiative count 20 of the next round, Osterneth can pass through solid walls, doors, ceilings, and floors as if they weren't there.
- Osterneth conjures forth horrible mental images within the minds of all creatures of her choice within her lair. Each target must succeed on a DC 24 Wisdom saving throw or be stunned until the end of its next turn.
- Osterneth targets one creature she can see within 30 feet of her. A crackling cord of negative energy tethers Osterneth to the target. Whenever Osterneth takes damage, the target must make a DC 24 Constitution saving throw. On a failed save, Osterneth takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round.

Osterneth

Medium undead (demigod), neutral evil

Armor Class 19 (natural armor)
Hit Points 390 (30d8 + 150)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	20 (+5)	25 (+7)	14 (+2)	24 (+7)

Saving Throws Con +14, Int +16, Wis +11, Cha +16
Skills Arcana +25, Deception +16, Insight +11, History +16, Perception +11, Persuasion +16
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common, Abyssal, Dwarvish, Elvish, Infernal, Primordial, telepathy 120 ft.
Challenge 29 (135,000 XP)

Bronze Barrier. A protective magical force of evil surrounds Osterneth. At the start of each of Osterneth's turns, the shield gains 30 hit points. Whenever Osterneth takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, Osterneth takes the remaining damage. While the shield has 0 hit points, it can't absorb damage, but it's magic remains. While the shield is active and has hit points remaining, Osterneth is immune to any spell or effect that would alter her form, she automatically succeeds on Constitution saving throws to maintain concentration, and is immune to the petrified and stunned conditions.

Deceptive Facade. Osterneth resembles a noble, human woman. She is immune to all spells and features that reveal undead creatures, though her image on any reflective surface always shows her true self.

Inscrutable. Osterneth is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Osterneth's intentions or sincerity have disadvantage.

Legendary Resistance (3/Day). If Osterneth fails a saving throw, she can choose to succeed instead.

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

Reactive Casting. When Osterneth casts *counterspell* or *shield*, she regains a reaction immediately after casting the spell.

Rejuvenation. If Osterneth is destroyed and she has a phylactery, she gains a new body in 1d10 days, regaining all her hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Soul Gems. Osterneth possesses numerous soul gems. Three of these gems contain a spirit of one of her victims that died long ago. Crushing a gem releases the soul within. A soul that has been trapped for over 24 hours travels to the Shadowfell, while a soul that has been trapped there for less than 24 hours re-forms its body in an unoccupied space nearest to the gem and in the same state as when it was trapped.

Spellcasting. Osterneth is a 28th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). Osterneth has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*
1st level (at will): *detect magic, magic missile, shield, thunderwave*
2nd level (at will): *detect thoughts, invisibility, Melf's acid arrow, mirror image*
3rd level (at will): *animate dead, counterspell, dispel magic*
4th level (at will): *blight, dimension door*
5th level (4 slots): *cloudkill, scrying*
6th level (3 slots): *disintegrate, globe of invulnerability*
7th level (3 slots): *finger of death, plane shift, symbol*
8th level (2 slots): *maze, mind blank, power word stun*
9th level (2 slots): *power word kill*

Turn Immunity. Osterneth is immune to effects that turn undead.

Vecna's Weakness. Osterneth is vulnerable to all damage dealt to her by the *Sword of Kas*.

Actions

Paralyzing Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) cold damage. The target must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trap Soul (Recharge 6). Osterneth targets one creature that she can see within 30 feet of her. The target must make a DC 24 Charisma saving throw. On a failed save, the target's soul is magically trapped inside one of Osterneth's soul gems. While the soul is trapped, the target's body and all the equipment it is carrying cease to exist. On a successful save, the target takes 35 (10d6) necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw.

Withering Domination. Osterneth targets a creature within 60 feet of her that she can see. The target must succeed on a DC 24 Wisdom saving throw or be affected by the *dominate monster* spell (no save allowed). For the duration of the spell, an affected creature takes 11 (2d10) necrotic damage at the start of each of its turns. Taking this damage does not allow for a repeated saving throw, as outlined in the spell description. Osterneth does not need to maintain concentration on this spell.

Consume Soul. Osterneth crushes one of her soul gems, absorbing the soul and regaining 50 lost hit points.

Reactions

Seed of Darkness. When a creature within 30 feet of Osterneth succeeds on a saving throw against one of her spells, she can force the target to make the same saving throw again.

Legendary Actions

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

Cast At-Will Spell. Osterneth casts one of her at-will spells.

Cast a Spell (Costs 2 Actions). Osterneth casts a spell she has prepared, expending a spell slot as normal.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of Osterneth must make a DC 24 Constitution saving throw against this magic, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Frightening Gaze (Costs 2 Actions). Osterneth fixes her gaze on one creature she can see within 10 feet of her. The target must succeed on a DC 24 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Osterneth's gaze for the next 24 hours.

Paralyzing Touch. Osterneth uses her Paralyzing Touch.

Prince Rolan the Deathless

I saw Prince Rolan once, surrounded by guards, walking the wall of the City of Midnight to survey the state of their defenses. He was just as I expected, a handsome and well-groomed gentleman, aged just past his prime but with many years left in him. He moved with a calculated lethargy, his face betrayed neither emotion nor interest in anything he saw, even in the task at hand. In short, he showed all the tell-tale signs of a mortal who has spent too long in the Shadowfell. But I knew better. I stifled a laugh, knowing full well that the fire of life burned passionately within that man. He noticed every single detail and would remember them with true clarity. I was sure he had cataloged my presence, out of place as I was and a guest of his city. Yes, the energies of the Shadowfell have little effect on the Prince, though he is happy to let everyone assume to the contrary.

How long has the Prince ruled Gloomwrought you ask? And why is he called Deathless? Perhaps you don't have those questions burning on your tongue, but you should. After all, Prince Rolan has ruled his city for 300 years now. How does a seemingly 50-year-old human achieve such a feat? The answer is the Prince's most closely guarded secret. Necromantic magic is perhaps the easiest guess, though he is clearly no lich. Alchemical means also come to mind, philosopher stones and fountains of youth. The most educated speculation is that it involves his current consort, the deva Feria. Rolan is known for his varied romantic interests, but Feria, an immortal being, has stayed by his side longer than any other consort. Coincidence? I hardly think so.

Roleplaying Rolan

While Rolan has not mentally succumbed to the pervasive hopelessness of the Shadowfell, he certainly likes to pretend he has, if only to make his enemies underestimate him. As such, he projects a very apathetic disposition, spending many hours absent-mindedly watching his guards' gladiatorial fights or staring at the dark sky from his throne. Beneath this lazy facade, however, is a calculating monarch who pays strict attention to detail and nuance, always keeping up to speed with the ever-changing cutthroat politics of his city.

If confronted by visitors, Rolan likes to get to know them over a lengthy and slow-paced conversation, seeing if he can strike some sort of deal with them. He is not shy of using adventurers to subtly assist with the balance of Gloomwrought's politics, especially if he thinks one side is starting to gain too much power.

The Deathless prince also retains a romantic edge, a trait through which he has seduced angels, devils, and fey alike. His most treasured and current consort, however, is the angel Feria, from whom he has been secretly siphoning life energy to extend his life and preserve his appearance.

Fighting Rolan

If Rolan ever fights, there is usually a very compelling reason for it. The main motivating factor for him to take up arms is if someone threatens to expose his secret. More often than not, he is flanked by members of his Deathless Guard, who are bolstered while fighting alongside their prince. In a typical combat, he teleports himself next to spellcasters, seeking to eliminate them quickly while his Deathless Guard occupy the melee combatants.

Rolan's Traits

Ideal. "I learn more by listening to other people talk, instead of rambling on myself."
Bond. "I rely on the angel Feria for eternal life energy. In exchange, I try to help her find her long-lost sister. Or so I have convinced her."
Flaw. "I easily lose my temper if anyone threatens to expose my secret."

Prince Rolan's Lair

Prince Rolan resides in the Deathless Palace, located within the Dust Quarter in the city of Gloomwrought. The palace consists of six different wings, each containing dozens of rooms, corridors, and secret passages, as well as its own throne room. Rolan usually dwells in the Hall of Blades and holds court in a central garden that links all the wings. If encountered in the Deathless Palace, Rolan has a challenge rating of 18 (20,000 xp).

Lair Actions

On initiative count 20 (losing initiative ties), Rolan can take a lair action to cause one of the following effects; Rolan can't use the same effect two rounds in a row:

- Until initiative count 20 of the next round, Rolan can pass through solid walls, doors, ceilings, and floors as if they weren't there.
- Rolan channels the dark powers of his lair to cast the *mislead* spell. He does not need to concentrate on this casting of the spell.
- Rolan conjures forth 1d4 allied combatants. They can be any combination of deathless berserkers (using the statistics of a lawful evil **berserker**) or deathless blademasters (using the statistics of a lawful evil **veteran**). They appear in an unoccupied space within 30 feet of Rolan and follow his orders.

Prince Rolan

Medium humanoid (human), neutral evil

Armor Class 18 (+2 leather armor)
Hit Points 229 (27d8 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	18 (+4)	21 (+5)	18 (+4)	20 (+5)

Saving Throws Dex +10, Wis +9, Cha +10
Skills Acrobatics +10, Athletics +10, Deception +15, Insight +9, Intimidation +10, Persuasion +10
Damage Resistances cold, necrotic
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 17 (18,000 XP)

Shadowheart Weapons. Rolan's weapon attacks are magical. When Rolan hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Ethereal Awareness. Rolan can see ethereal creatures and objects.

Innate Spellcasting. Rolan's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 18), requiring no material components:

At will: command, detect magic, illusory script
3/day each: darkness, *invisibility, scrying, locate creature, tongues*
1/day each: *etherealness, glibness, planar ally, planar binding*

Inscrutable. Rolan is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain his intentions or sincerity have disadvantage.

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

Rejuvenation. If Rolan dies while outside of the Shadowfell, he reappears within the city of Gloomwrought 1d10 days later.

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

Twilight Vision. Magical darkness doesn't impede Rolan's darkvision.

Unnatural Life. Rolan regains 20 hit points at the start of his turn if he has at least 1 hit point. If Rolan dies while in the city of Gloomwrought, he regains 1 hit point at the start of his next turn and is freed from any curse, disease, poison, blindness, and deafness affecting him.

Unnerving Aggression. As a bonus action, Rolan can teleport to an unoccupied space within 40 feet of him that he can see. Each creature of Rolan's choice within 10 feet of the space he teleported to must succeed on a DC 18 Wisdom saving throw or become frightened of Rolan for 1 minute. While a creature is frightened in this manner, its speed is reduced to 0. A creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save, the creature is immune to being frightened by Rolan's Unnerving Aggression for 24 hours.

Actions

Multiattack. Rolan makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Rolan can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or saving throw. The creature can add a d8 to its roll provided it can hear and understand Rolan. A creature can only benefit from one leadership die at a time. The effect ends if Rolan is incapacitated.

Reaction

Siphon Life. Whenever a creature Rolan can see makes an attack or casts a harmful spell against Rolan or one of Rolan's allies that are within 60 feet of him, he can force that creature to make a DC 18 Constitution saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one. Rolan gains temporary hit points equal to half the damage done.

Legendary Actions

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

Weapon Attack. Rolan makes a weapon attack.
Command Ally. Rolan targets one ally he can see within 30 feet of him. If the target can see and hear Rolan, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Telamont Tanthul, Chosen of Shar

Telamont Tanthul, Netherese archmage and the creator of Thultanthar, the City of Shade. I have already discussed much about Telamont in my previous section on Thultanthar itself, but let me take a moment to relate the story of his eventual demise. It begins with Thultanthar poised far above Myth Drannor. Telamont and his Shadovar were attempting to steal the Mythal so that they could use it to make Shar the new goddess of magic. Thankfully for us all, they failed in their task.

Now, at the time when Thultanthar fell from the sky, Telamont was over 2,000 years old. Ages before, once he had transformed himself into a shade, his life expectancy had grown substantially over that of a normal, mortal man. Yet that was not enough. He would still die, something that was entirely unacceptable, and thus he turned back to the shadows to sustain him. I can't speak to the exact number of times he spliced his soul with shadow energy, but by the time of his final battle with Elminster, Telamont was little more than a spectre of pure shadows in humanoid form.

In the end, Elminster did manage to kill Telamont and save the world from near certain disaster. This is, however, assuming that Telamont hadn't first anchored his soul to the Shadowfell, something that would have been well within his power and would have ensured his survival. I for one am not about to venture back to that realm to confirm his demise though. Not when there are plenty of foolhardy adventurers who can take up that task in my stead.

Roleplaying Telamont

Well over two millennia old, Telamont has been known to have a very poised and inexpressive disposition, keeping his true feelings hidden.. Even his sons struggle to see past their father's icy cool outlook. However, beneath this façade is a cunning Machiavellian with a plan for seemingly any contingency, and an uncanny ability to make quick and accurate judgments about others. In his current undead form, he is even more difficult to discern.

Telamont constantly strives to preserve the Netherese tradition, which involves maintaining order and regimentation in all activities, including the most mundane. In his mind, these are essential qualities to have for the city to thrive in the Shadowfell. As such, he personifies the culture, customs, and law of the City of Shade, leading by example. Over the centuries as its ruler, he has convinced himself that there is none other who can be as successful in ruling Thultanthar as he.

Fighting Telamont

Telamont has had two millennia to practice his craft, making him an expert spellcaster. He very rarely gets himself into direct physical confrontation and does not lose his cool to any taunting (he's heard it all before). He is a very calculating, using his invisibility to disappear and attacking at the most opportune moment, from the most advantageous position. This includes remaining in darkness and attempting to snuff out any light. If the tide turns, he will not be shy of a strategic retreat and uses his *contingency* spell smartly (usually to teleport away).

He uses his shadow magic expertly, keeping well away from melee combatants and picking off clerics and spellcasters first. He uses the *wall of gloom* spell to separate party members and *mislead* to frustrate attackers.

Telamont's Traits

Ideal. "I always seek to prove myself worthy of Shar's favor, constantly matching my actions against her teachings."
Bond. "Being the Ruler of Thulthanthar is all I have ever known. Elminster nearly took that from me. I will someday get my revenge on him."
Flaw. "I have certain rituals that I must perform, and that I make my citizens perform before even the most mundane of activities."

Telamont's Lair

Telamont resides in an elaborate mansion called the Seat of Shadow within the Shade Plaza in the city of Thulthanthar.

If encountered in the Shade Plaza, Telamont has a challenge rating of 25 (75,000 xp).

Regional Effects

The Seat of Shadow mansion is warped by Shar's enchantments and contains the following effects. If Telamont is slain, the effects disappear over the course of 1d10 days:

- The interior of the lair is entirely suffused with magical darkness, which snuffs out any nonmagical light and magical light created by a spell slot of 5th level or lower. Magical light from a spell slot of 6th level or higher can illuminate the area, but only up to half of its regular range. The magical darkness can't be permanently dispelled unless Telamont Tanthul is slain.

- Any creature who enters the Seat of Shadow must succeed on a DC 20 Wisdom saving throw or be overcome with deep despair. Roll on the following table to determine the effect or choose one. The effect takes root in the character's inner personality and does not necessarily manifest in outward behavior right away. As such, it is unlikely to be detected on the onset. A creature can repeat the saving throw at the end of a long rest. On a success, the despair effect ends, and the creature is immune to the Seat of Shadow's despair for 24 hours. Otherwise, only a greater restoration spell can remove the Seat of Shadow's despair.

  If a creature is already suffering from a despair effect (such as the Shadowfell despair outlined in the *Dungeon Master's Guide*), one of the following effects replaces it. Telamont and creatures he designates are immune to this effect.

d6	Despair Effect
1	**Fatalistic.** The creature feels an overwhelming sense that their inevitable doom is near, which wears on its will to fight against it. The creature automatically fails two death saving throws when reduced to 0 hit points and has disadvantage on further death saving throws. In addition, the creature regains only half as many hit points from magical healing.
2	**Indifferent.** The creature is so overwhelmed with despair that it becomes increasingly difficult to rouse them to action. The creature has disadvantage on initiative rolls, can't benefit from Inspiration (either Bardic or DM-gifted), or the *haste* spell.
3	**Jealous.** The creature begins to doubt their own capabilities compared to their companions, which gradually eats away at its self-esteem. Outside of combat, the creature has disadvantage on ability checks while it can see any of its allies and can't benefit from the Help action. In combat, if this creature witnessed at least one of its allies score a critical hit on an attack roll, the creature's next successful attack or damaging spell deals only half damage.
4	**Mistrustful.** The affected creature becomes suspicious of its allies. The creature has disadvantage on attack rolls, ability checks, and saving throws while within 5 feet of an ally. Unless incapacitated, it also can't benefit from any beneficial abilities from its allies which require touch (such as the Lay on Hands feature or the *greater restoration* spell).
5	**Squeamish.** The creature is overcome with visions of loss, causing it to develop an overwhelming distaste for causing harm to others. It deals only half damage to creatures that are below half of their hit point maximum.
6	**Aversion to Light.** The creature finds comfort in the darkness created by Shar herself, even if they can't see through it. This manifests as a disgust for light. If this creature is in an area of bright light, it has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. It also has disadvantage on attack rolls against any creature that is in an area of bright light.

- The Seat of Shadow is warded against magical travel of creatures that Telamont hasn't authorized. Such creatures can't teleport into or out of the lair's area or use planar travel to enter or leave it. Effects that allow teleportation or planar travel work within the lair as long as they aren't used to leave or enter the Seat of Shadow.

Lair Actions

On initiative count 20 (losing ties), Telamont can take a lair action to cause one of the following effects; Telamont can't use the same effect more than two rounds in a row:

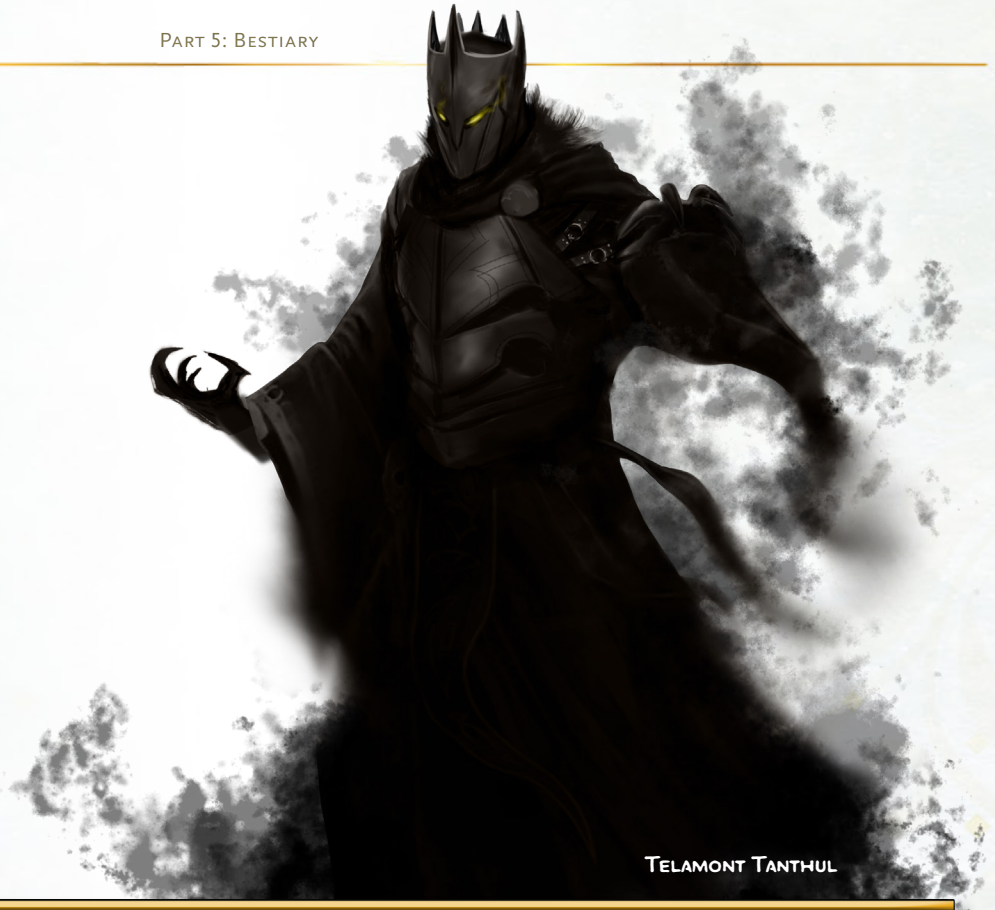
- Telamont targets any number of creatures he can see within his lair. Each creature must succeed on a DC 20 Wisdom saving throw or suffer the effects of the *slow* spell until initiative count 20 on the next round. If a creature was benefiting from a *haste* spell or a *potion of speed*, the effect is immediately dispelled on a failed save and it can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. Telamont does not need to concentrate on this casting of the spell.

- Telamont conjures forth 1d4 **shadows** or 1 **veserab**, which appear in an empty space within 30 feet of Telamont and act on initiative count 20. They follow Telamont's telepathic commands and are able to see through the magical darkness in the lair.

- Telamont targets any number of doors and windows that he can see, causing each one to either open or close as he wishes. Closed doors can be magically locked (needing a successful DC 20 Strength check to force open) until Telamont chooses to end the effect, or until Telamont uses this lair action again.

Optional: Epic Die Traits
If your group plays with the Epic Die, Telamont Tanthul also has the additional trait noted below:

Epic Trait: Epic Escalation. Telamont gains the same bonuses as player characters do.



Telamont Tanthul

Telamont Tanthul

Medium undead (shade), neutral evil

Armor Class 14 (17 with mage armor), 18 in dim light or darkness (21 with mage armor)
Hit Points 210 (28d8 + 84)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	17 (+3)	21 (+5)	15 (+2)	18 (+4)

Saving Throws Dex +11, Int +12, Wis +9, Cha +11
Skills Arcana +19, Acrobatics +11, Deception +11, Insight +16, Perception +9, Stealth +11
Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities acid, cold, necrotic, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained
Senses blindsight 30 ft., truesight 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

Armor of Darkness. When Telamont is in dim light or darkness, his AC includes his Charisma modifier.

Death Throes. When Telamont dies, he explodes in cloud of magical darkness. Any creature within 20 feet of him must make a DC 18 Constitution saving throw. On a failure, the creature takes 11 (2d10) cold damage plus 11 (2d10) psychic damage and is paralyzed for 1 minute. If the saving throw is successful, the creature takes half the damage and isn't paralyzed.

Incorporeal Movement. Telamont 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.

Innate Spellcasting. Telamont's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 19), requiring no material components:

At will: *darkness, blindness/deafness, inflict wounds, ray of enfeeblement*
3/day each: *circle of death, contagion, eyebite, levitate*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm*

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

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

Spellcasting. Telamont is a 26th-level spell caster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He regains expended spell slots when he finishes a short or long rest. He has the following wizard spells prepared:

Cantrips (at will): *black candle, chill touch, prestidigitation, ray of frost*
1st level (at will): *detect magic, mage armor, shield, spark of Moil, unseen servant*
2nd level (at will): *darkbolt, dark mirror, detect thoughts, invisibility, mirror image*
3rd level (at will): *counterspell, dispel magic, hunger of hadar, sending, shadow conjuration, shadow evocation*
4th level (3 slots): arcane eye, *greater invisibility, Mordenkainen's private sanctum, wall of gloom*
5th level (3 slots): *Bigby's hand, dream, seeming, mislead, teleportation circle*
6th level (3 slots): *contingency, disintegrate, globe of invulnerability*
7th level (3 slots): *darkest night, forcecage, reverse gravity*
8th level (2 slots): *black lore of Moil, feeblemind, incendiary cloud, teleport*
9th level (2 slots): *time stop*

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

Turn Immunity. Telamont is immune to effects that turn undead.

Undetectable. Telamont can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense undead.

Variable Darkness. Telamont sheds magical darkness in a 0- to 60-foot radius. Telamont can alter the radius as a bonus action. A creature takes 11 (2d10) cold damage and 11 (2d10) psychic damage if it ends its turn within the darkness. Magical light cannot pierce this darkness unless it is cast with an 8th level spell slot or higher.

Actions

Multiattack. Telamont makes two attacks.

Shade Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 32 (8d6 + 4) cold damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute and have its hit point maximum 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. The target can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.

Shadow Step. Telamont magically teleports up to 60 feet to an unoccupied space of dim light or darkness that he can see. Before or after teleporting, he can make a weapon attack with advantage or cast a spell.

Legendary Actions

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

All-Consuming Darkness (Costs 2 Actions). Telamont chooses up to three points he can see within 60 feet of him. Each point is covered in a 15-foot radius sphere of magical darkness that lasts for 1 hour. A creature takes 11 (2d10) cold damage and 11 (2d10) psychic damage if it ends its turn within the darkness.
Cast a Cantrip. Telamont casts a cantrip.
Cast a Spell (Costs 3 Actions). Telamont casts a spell, expending a spell slot as normal.
Shadow Step. Telamont uses his Shadow Step action.
Snuff out the Light. Telamont channels Shar's powers of darkness. All light, both magical and mundane, within 60 feet of him are snuffed out.

Appendix A: Random Encounters

Random Encounters

Each hour of travel in the Shadowfell, check to see if the characters encounter anything unusual (don't check if they have already had two random encounters in the past 12 hours). An encounter occurs on a roll of 18 or higher on a d20. If an encounter occurs, roll a d10 and consult the Shadowfell Encounters table appropriate to the level of your party to determine what the characters encounter.

Shadowfell Encounters (Levels 1-4)

d10	Encounter
1-5	1d6 animals appropriate for the environment with the **dark creature** template applied
6	1d4 **skiurids** if outside or 1d4 **shadow chokers** if in cavernous terrain
7	A **darkmoon initiate** pretending to be a weary traveler. He or she will attempt to deduce if the characters are enemies of Shar and plot their destruction if they are.
8	1d4 **gravetouched ghouls** in search of humanoid flesh.
9	1d6 **skeletons** (50%) or 1d4 **skeletal mages** (50%).
10	A lonely and confused **hagspawn** that wanders aimlessly.

Shadowfell Encounters (Levels 5-10)

d10	Encounter
1	The characters stumble upon a **visage** in the guise of an elderly man or woman, apparently wounded by a skiurid attack. The visage will bide its time and learn as much as it can about the characters before deciding whether it will attack them or move on.
2	A lone **krinth warrior** mounted on a **veserab** comes swooping down from above, attempting to slay just one character before returning to Thultanthar from his scouting mission.
3	The characters sense a distant rumbling as a **dread ram** comes charging at them from afar.
4	The characters stumble across a woman carrying an infant. The woman is an **Obeah witch** on her way back to her darkcoven with a potential **Obeah knight**. She isn't hostile unless antagonized and will explain that she is on her way back to her cabin where her husband is waiting. If the characters follow her, she will lead them into an ambush where 2d6 **sagari** drop down on them from the trees above, where she will attempt to make her escape.
5	The characters come across a stack of charred bones. If a character touches the bones, they lift from the ground and assemble around a dim purple light to create an **owb** that seeks their destruction.
6	1d4 **darkfiends** begin following the characters, looking for an opportunity for mischief.
7	A **dread hound** leading a pack of 1d4 + 1 **shadow mastiffs**.
8	A **ghirrash** (33%), **khumat** (33%), or **thaskor** (33%) surprises the party, or all three appear to attack the party in unison (1%).
9	The characters stumble upon a frozen corpse. If a character gets close enough, the corpse animates as a **bleakborn**.
10	An **alp** in the shape of a cat or dog that is seemingly scared and takes a liking to one character in particular. If the characters take the animal with them, it will continue its charade until they next camp for the night.

Shadowfell Encounters (Levels 11-16)

d10	Encounter
1	The characters meet a traveling **khayal**. It attempts to deceive the characters into traveling in a direction that brings them further away from their goal. If the khayal's deception fails, it performs a simple act that is within its power for the character it has talked with the most, but only within the next 24 hours. If its deception proves to be a success, it follows the characters to deceive them again within a tenday.
2	A **dark moon ascendant** accompanied by 2d6 **dark moon initiates** set upon the characters to teach them the meaning of loss. If this encounter comes up again, the characters are instead set upon by a **nightbringer** who aims to enact Shar's vengeance.
3	A **darkweaver** commanding 1d4 **trolls** has concluded that the characters are its prey.
4	The characters stumble upon a site that is guarded by a **nemhain**. It does its utmost to keep the characters from advancing further but won't doesn't give chase if they retreat.
5	A **nighthaunt** (50%) or **nightskitter** (50%).
6	The characters arrive at an ancient graveyard, haunted by a **dread wraith** and 1d6 **wraiths**.
7	The characters arrive at a large lake or river with no way to cross. Walking around it will add 1d4 + 1 hours of travel time. If the characters try to cross the waters by swimming or some other means, they are set upon by 1d4 **skean**.
8	One character (chosen at random) can't shake the feeling that the characters are being watched. The next time the characters take a long rest, they are set upon by a **secret eater** that has stolen the body of an **assassin**.
9	The characters are overwhelmed by a sensation of dread. Each character rolls on the Shadowfell Despair table with disadvantage. If any character fails the saving throw, **The Fearful** walks out of a deep shadow nearby.
10	The characters are greeted by the **Shadowlord**, an avatar of Mask. Perhaps to assess the characters' strength, perhaps to ask their assistance with an important quest, or perhaps just to steal their valuables.

Shadowfell Encounters (Levels 17-22)

d10	Encounter
1-2	The characters find themselves in a graveyard with every grave dug up and emptied long ago. If any of the characters touch one of the empty graves 2d4 **grave dirt golems** burst from the ground and surround the characters.
3	A **malaugrym** in the shape of an angel. It will either to its utmost to manipulate the characters to go somewhere particularly dangerous or try to get their help with traveling to the Material Plane.
4	An ancient **necrosphinx** who seeks only to find mortals and pose them riddles. If the characters refuse to answer or don't find the correct answer with the first attempt, the necrosphinx will fight until death to destroy them.
5-6	The characters are overwhelmed by a sensation of dread. Each character rolls on the Shadowfell Despair table with disadvantage. If any character fails the saving throw, **The Dolorous** (60%) or **The Heartbroken** (40%) walks out of a deep shadow nearby.
7	A **vampire** comes charging at the party with bloodshot eyes. A passive Perception score of 20 or more reveals that the vampire is frightened. The vampire will fight for its life if attacked, but continues to run straight past the characters if left untouched. Moments later an angry **nosferatu** comes swooping down from above.
8-9	The characters are overwhelmed by a sensation of dread. Each character rolls on the Shadowfell Despair table with disadvantage. If any character fails the saving throw, **The Envious** walks out of a deep shadow nearby.
10	A **dullahan** riding a **coach of the damned** with six **doom steeds** comes charging out of an otherworldly portal that shuts behind it. The dullahan seeks to grab just a single passenger before returning from whence it came.

Shadowfell Encounters (Levels 23-26)

d10	Encounter
1	The characters spot an enormous boneyard straight ahead made up of dragon bones. If the characters enter the area, one heap of bones animates to become a **gargantuan dragonbone golem**. Roll a d6 on initiative 20 of each round: on a roll of 6, another heap of bones animates to become a **huge dragonbone golem**, and on a roll of 5 another heap of bones animates to become a **large dragonbone golem**. The effect continues until all enemies are defeated or when the characters leave the area.
2-3	A **death giant ascendant** accompanied by a **death giant soulcatcher**, 1d4 **dreadguards**, and 1d4 **death giant hate mongers**. The giants attack on sight and can only be reasoned with by suggesting settling the matter through one-on-one combat between one of the characters and one of the giants.
3	A **shadow of the void** seemingly appears out of thin air (30%) or 1d4 **winterwights** come rushing at the characters from a temporary portal made up of black flames (70%).
4-5	The characters hear howling from far behind them. 1d4 **vukodlaks** have caught their scent and give chase. If the characters attempt to outrun the predators, use the chase rules in chapter 8 of the *Dungeon Master's Guide* to play out the pursuit.
9	The character with the highest passive Perception score first notices a figure in the distance and soon realizes the figure leads a small group of other creatures. The figure is a **kugha** who leads 1d10 **skeletons**, 1d10 **skeletal mages**, and 2d8 **wights** into as many battles as it can in search of an honorable death - for itself or for whomever it crosses paths with.
10	The characters hear horrible screams of torment that seem to originate from all around them as they are overwhelmed by a sensation of dread. Each character rolls on the Shadowfell Despair table with a save DC of 20. If any character fails the saving throw, a **caller in darkness** appears to amass its soul into its form.

Shadowfell Encounters (Levels 27-30)

d10	Encounter
1	The characters stumble upon a seemingly abandoned village, some of the houses destroyed. Upon entering the village, the characters start noticing dead bodies; first a few, but then more and more the further they walk. Suddenly, one of the houses is crushed as if a giant invisible hand grasped it. Seconds later, the same thing happens to a second house, and then a third. Surely confused at this point, the character with the highest passive Perception sees a **requiem of souls** floating towards them at an indifferent speed.
2	One (30%) or two (70%) **brujah** in the guise of alluring women greet the characters, explaining they are traveling to a nearby settlement or town. If the characters offer to escort them, they happily accept. If the characters move on, the brujah stalk them from a distance. Regardless of the outcome, the brujah sets upon the characters at the most opportune time.
3	The characters hear howling from far behind them. An **apotheosized vukodlak** leading a pack of 1d4 **vukodlaks** have caught their scent and give chase. If the characters attempt to outrun the predators, use the chase rules in chapter 8 of the *Dungeon Master's Guide* to play out the pursuit.
4	Each character with a passive Perception score of 20 or higher notices a cave entrance that seems to blend in with its surroundings. The cavern is home to a **dracowraith** which has dominated two ancient black **shadow dragons** (50%) or 2d4 adult black **shadow dragons** (50%).
5	2d8 + 1 **blackstar knights** march in tight formation with some unified purpose. They attack the characters only if antagonized or followed.
6	The characters notice an old abandoned watchtower in the distance. Inside is a winding staircase leading towards the roof where there is nothing of interest. A character with a passive Perception score of 20 or higher notices a secret door at the bottom of the staircase, right next to the entrance. The door can be opened by simply pushing it open. Beyond the door the stairs continue downwards into the dark. At the bottom is an ancient chamber with what seems like a large stone door. The door can be forced open with a DC 25 Strength (Athletics) check, but doing so makes enough sound to alert the dwellers beyond. The door can also be opened with a DC 20 Intelligence (Investigation) check, revealing two bricks that can be pulled out and turned like a lever. The tower, the door, and the ancient chambers beyond act as a prison for a **nosferatu lord** and 1d4 + 1 **nosferatu** which are now free. The chambers where the creatures reside count as the nosferatu lord's lair.
7	A mausoleum stands alone and abandoned, covered in the writing of an ancient tongue. A character that can read all writing discerns the text to be warnings of what lies beneath and to "not disturb the dead". The mausoleum is the lair of a **hunefer** who has long since forgotten its past self and is content with an eternity of solitude.
8	The characters come upon an area littered with corpses with a rotting, skinless corpse in the middle. The remaining corpse look as if placed in a circle around it. If they investigate the body, they are surrounded by a foul cackle which quickly turns into a choir of malevolent laughter. Three corpses stand up, revealing themselves to be **grave hags**. Each hag is equipped with a bag of skulls and a detached hag spine.
9	An enormous circle made up of black flames appears close to the characters. A **shadow of the void** accompanied by 1d4 + 1 **winterwights** walk out of the flames as the circle disappears behind them.
10	The character with the highest passive Perception score notices a subtle but foul smell in the air moments before noticing a hound-like shape in the distance. The creature is **Kezef** the Chaos Hound who is hunting for souls. If the characters somehow catch the hound's attention, either by making noise or by running, it gives chase and attempts to slay them all. Otherwise, it passes them by with disinterest or may go up close to sniff one or more of the characters before moving on.

Appendix B: Monsters by CR

Challenge 1/8		**25 XP**
Sunderheart Citizen	Humanoid	Dread Domain
Challenge 1/4		**50 XP**
Skeletal Mage	Undead	
Challenge 1/2		**100 XP**
Sagari	Undead	
Skiurid	Monstrosity	
Undead Scarab	Undead	
Challenge 1		**250 XP**
Choker	Aberration	
Crow of Ill Omen	Monstrosity	Dread Domain
Delphi	Aberration	Dread Domain Unique
Krinth Servant	Humanoid	
Skean Tadpole	Aberration	
Challenge 2		**450 XP**
Broken One (1 feature)	Construct	
Darkmoon Initiate	Humanoid	
Depraved Specter	Undead	
Gravetouched Ghoul	Undead	
Priest of Nephthys	Humanoid	Dread Domain
Priest of Osiris	Humanoid	Dread Domain
Shadow Choker	Aberration	
Swarm of Hunefer Scarabs	Undead	
Challenge 3		**700 XP**
Broken One (2 features)	Construct	
Shade	Humanoid	
Challenge 4		**1,100 XP**
Bramble Kynt	Humanoid	Dread Domain Unique
Broken One (4 features)	Construct	
Doom Steed	Undead	
Debauched Knight	Humanoid	
Medium Dragonbone Golem	Construct	
Hagspawn	Humanoid	
Krinth Warrior	Humanoid	
Obeah Creature	Construct	
Swarm of Skiurids	Monstrosity	
Challenge 5		**1,800 XP**
Darkfiend	Aberration	
Ghast Knight	Undead	
Greater Broken One (2 features)	Construct	
Nefertiti El Mahdy	Humanoid	Dread Domain Unique
Obeah Witch	Humanoid	
Owb	Undead	
Veserab	Monstrosity	

Challenge 6		**2,300 XP**
Cadaver Golem	Construct	
Cavitian Reaver	Undead	Dread Domain
Greater Broken One (4 features)	Construct	
Karsite Warrior	Humanoid	
Thunderfury Boar	Monstrosity	Dread Domain
Challenge 7		**2,900 XP**
Bleakborn	Undead	
Dread Hound	Monstrosity	
Dread Ram	Undead	
Father Millhouse	Undead	Dread Domain Unique
Felix	Aberration	Dread Domain Unique
Ghirrash	Monstrosity	
Greater Broken One (6 features)	Construct	
Orson	Aberration	Dread Domain Unique
Spectral Hag	Undead	
Challenge 8		**3,900 XP**
Dark Moon Ascendant	Humanoid	
Debauched Knight-Commander	Humanoid	
Obeah Knight	Humanoid	
Khumat	Monstrosity	
Challenge 9		**5,000 XP**
Akanga	Aberration	Dread Domain Legendary Actions Unique
Cavitian Vulture	Undead	Dread Domain
Grave Dirt Golem	Construct	
Hellbound	Fiend	Dread Domain
Isu Rehkotep	Humanoid	Dread Domain Unique
Karsite Mage Slayer	Humanoid	
Mad Wraith	Undead	
Thaskor	Monstrosity	
Visage	Undead	
Challenge 10	**5,900 XP**	
Alp	Undead	Legendary Actions
Child of Anhktepot	Undead	Dread Domain
Darkweaver	Aberration	
Doomguide Judicator	Humanoid	
Doomguide Prosecutor	Humanoid	
Demarchess/Demarch	Humanoid	
Guulvorg	Monstrosity	Dread Domain
Large Dragonbone Golem	Construct	
Nightbringer Shade	Undead	
Tenebrous Assassin	Humanoid	

Tenebrous Infiltrator	Humanoid	
Tomb Guard	Undead	
Challenge 11		**7,200 XP**
Ghast King	Undead	
Khayal	Elemental	
Challenge 12		**8,400 XP**
Coach of the Damned (1-3 steeds)	Construct	
Dark Moon Magister	Humanoid	
Nightbringer	Undead	
Tomb Ophidian	Undead	
Challenge 13		**10,000 XP**
Atropal	Undead	Legendary Actions
Debauched Knight-Marshal	Humanoid	
Frantisek Markov	Monstrosity	Legendary Actions Unique
Nemhain	Undead	
Nighthaunt	Undead	
Challenge 14		**11,500 XP**
Coach of the Damned (4-5 steeds)	Construct	
Dread Wraith	Undead	
Mask's Avatar: The Shadowlord	Aberration	Unique
Nightskitter	Undead	
Skean	Aberration	
Tenebrous Arcanist	Humanoid	
Challenge 15		**13,000 XP**
Coach of the Damned (6 steeds)	Construct	
Gloomwrought Keeper	Aberration	
Nephigor	Undead	Dread Domain Unique
Secret Eater	Undead	
Shadow Angel	Celestial	Legendary Actions
The Fearful	Monstrosity	
Tomb Hierophant	Undead	
Challenge 16		**15,000 XP**
Blackstar Knight	Construct	
Kelemvor's Avatar: The Judge	Celestial	Unique
Challenge 17		**18,000 XP**
Death Giant Dreadguard	Giant	
Death Giant Hate Monger	Giant	
Death Giant Soulcatcher	Giant	
Huge Dragonbone Golem	Construct	Legendary Actions
Prince Rolan	Humanoid	Legendary Actions Unique
Senmet	Undead	Dread Domain Legendary Actions Unique
Shar's Avatar: The Nightsinger	Aberration	Unique
The Dolorous	Monstrosity	
Tombstone Golem	Construct	
Challenge 18		**20,000 XP**
Dullahan	Undead	
Erevis Cale	Humanoid	Legendary Actions Unique
Prince Rolan (in lair)	Humanoid	Legendary Actions Unique
The Eye	Construct	Dread Domain Legendary Actions Unique
The Hand	Construct	Dread Domain Legendary Actions Unique
Vadataj	Undead	
Challenge 19		**22,000 XP**
Death Giant Ascendant	Giant	
Malaugrym	Aberration	Legendary Actions
The Heartbroken	Monstrosity	
Challenge 20		**25,000 XP**
Necrosphinx	Undead	Epic Die Traits Legendary Actions
Scarab Lord	Undead	
Challenge 21		**33,000 XP**
Aswang	Undead	Epic Die Traits Legendary Actions
Koschei	Aberration	Epic Die Traits
Nosferatu	Undead	Epic Die Traits
The Envious	Monstrosity	
Challenge 23		**50,000 XP**
Telamont Tanthul	Undead	Epic Die Traits Legendary Actions Unique
Challenge 24		**62,000 XP**
Bakekujira	Undead	Epic Die Traits
Gargantuan Dragonbone Golem	Construct	Legendary Actions
Kugha	Undead	Epic Die Traits Legendary Actions
Tzitzimitl	Aberration	Epic Die Traits
Vukodlak	Undead	Epic Die Traits
Winterwight	Undead	Epic Die Traits Legendary Actions
Challenge 25		**75,000 XP**
Telamont Tanthul (in lair)	Undead	Epic Die Traits Legendary Actions Unique
Challenge 26		**90,000 XP**
Ivania Dreygu and The Ghoul	Humanoid Undead	Epic Die Traits Legendary Actions Unique
Challenge 27		**105,000 XP**
Ivania Dreygu and The Ghoul (in lair)	Humanoid Undead	Epic Die Traits Legendary Actions Unique
Nightcrawler	Undead	Epic Die Traits Legendary Actions

Challenge 28		**120,000 XP**
Caller in Darkness	Undead	Epic Die Traits Legendary Actions
Grave Hag	Undead	Epic Die Traits Legendary Actions
Challenge 29		**135,000 XP**
Osterneth	Undead	Epic Die Traits Legendary Actions Unique
Challenge 30		**155,000 XP**
Brujah	Undead	Epic Die Traits Legendary Actions
Shadow of the Void	Elemental	Epic Die Traits Legendary Actions
Challenge 31		**175,000 XP**
Hunefer	Undead	Epic Die Traits Legendary Actions
Nosferatu Lord	Undead	Epic Die Traits Legendary Actions
Osterneth (in lair)	Undead	Epic Die Traits Legendary Actions Unique
Challenge 32		**195,000 XP**
Apotheosized Vukodlak	Undead	Epic Die Traits Legendary Actions
Hunefer (in lair)	Undead	Epic Die Traits Legendary Actions
Challenge 33		**215,000 XP**
Dracowraith	Undead	Epic Die Traits Legendary Actions
Requiem of Souls	Undead	Epic Die Traits Legendary Actions
Challenge 34		**240,000 XP**
Dracowraith (in lair)	Undead	Epic Die Traits Legendary Actions
God Swallower Atropal	Undead	Epic Die Traits Legendary Actions
Challenge 35		**265,000 XP**
Kas	Undead	Epic Die Traits Legendary Actions Unique
Nightwave	Undead	Epic Die Traits Legendary Actions
Challenge 36		**290,000 XP**
Kas (in lair)	Undead	Epic Die Traits Legendary Actions Unique
Shadevar	Aberration	Epic Die Traits
Challenge 37		**315,000 XP**
Mask	Humanoid	Epic Die Traits Legendary Actions Unique
Challenge 38		**340,000 XP**
Jergal	Aberration	Epic Die Traits Legendary Actions Unique
Vecna	Undead	Epic Die Traits Legendary Actions Unique
Challenge 39		**370,000 XP**
Mask (in lair)	Humanoid	Epic Die Traits Legendary Actions Unique
Challenge 40		**400,000 XP**
Vecna (in lair)	Undead	Epic Die Traits Legendary Actions Unique
Challenge 42		**460,000 XP**
Kelemvor	Celestial	Epic Die Traits Legendary Actions Unique
Challenge 43		**495,000 XP**
Shar	Aberration	Epic Die Traits Legendary Actions Unique
Challenge 45		**565,000 XP**
Dendar	Aberration	Epic Die Traits Legendary Actions Unique
Kelemvor (in lair)	Celestial	Epic Die Traits Legendary Actions Unique
Kezef	Aberration	Epic Die Traits Legendary Actions Unique
Shar (in lair)	Aberration	Epic Die Traits Legendary Actions Unique

Appendix C: Monsters by Type

Aberrations

Choker	CR 1 (250 XP)	
Delphi	CR 1 (250 XP)	Dread Domain Unique
Skean Tadpole	CR 1 (250 XP)	
Shadow Choker	CR 2 (450 XP)	
Darkfiend	CR 5 (1,800 XP)	
Felix	CR 7 (2,900 XP)	Dread Domain Unique
Orson	CR 7 (2,900 XP)	Dread Domain Unique
Akanga	CR 9 (5,000 XP)	Dread Domain Legendary Actions Unique
Darkweaver	CR 10 (5,900 XP)	
Mask's Avatar: The Shadowlord	CR 14 (11,500 XP)	Unique
Skean	CR 14 (11,500 XP)	
Gloomwrought Keeper	CR 15 (13,000 XP)	
Shar's Avatar: The Nightsinger	CR 17 (18,000 XP)	Unique
Malaugrym	CR 19 (22,000 XP)	Legendary Actions
Koschei	CR 21 (33,000 XP)	Epic Die Traits
Tzitzimitl	CR 24 (62,000 XP)	Epic Die Traits
Shadevar	CR 36 (290,000 XP)	Epic Die Traits
Jergal	CR 38 (340,000 XP)	Epic Die Traits Legendary Actions Unique
Shar	CR 43 (495,000 XP)	Epic Die Traits Legendary Actions Unique
Dendar	CR 45 (565,000 XP)	Epic Die Traits Legendary Actions Unique
Kezef	CR 45 (565,000 XP)	Epic Die Traits Legendary Actions Unique
Shar (in lair)	CR 45 (565,000 XP)	Epic Die Traits Legendary Actions Unique

Celestials

Shadow Angel	CR 15 (13,000 XP)	Legendary Actions
Kelemvor's Avatar: The Judge	CR 16 (15,000 XP)	Unique
Kelemvor	CR 42 (460,000 XP)	Epic Die Traits Legendary Actions Unique
Kelemvor (in lair)	CR 45 (565,000 XP)	Epic Die Traits Legendary Actions Unique

Constructs

Broken One (1 feature)	CR 2 (450 XP)	
Broken One (2 features)	CR 3 (700 XP)	
Broken One (4 features)	CR 4 (1,100 XP)	
Medium Dragonbone Golem	CR 4 (1,100 XP)	
Obeah Creature	CR 4 (1,100 XP)	
Greater Broken One (2 features)	CR 5 (1,800 XP)	
Cadaver Golem	CR 6 (2,300 XP)	
Greater Broken One (4 features)	CR 6 (2,300 XP)	
Greater Broken One (6 features)	CR 7 (2,900 XP)	
Grave Dirt Golem	CR 9 (5,000 XP)	
Large Dragonbone Golem	CR 10 (5,900 XP)	
Coach of the Damned (1-3 steeds)	CR 12 (8,400 XP)	
Coach of the Damned (4-5 steeds)	CR 14 (11,500 XP)	
Coach of the Damned (6 steeds)	CR 15 (13,000 XP)	
Blackstar Knight	CR 16 (15,000 XP)	
Huge Dragonbone Golem	CR 17 (18,000 XP)	Legendary Actions
Tombstone Golem	CR 17 (18,000 XP)	
The Eye	CR 18 (20,000 XP)	Dread Domain Legendary Actions Unique
The Hand	CR 18 (20,000 XP)	Dread Domain Legendary Actions Unique
Gargantuan Dragonbone Golem	CR 24 (62,000 XP)	Legendary Actions

Elementals

Khayal	CR 11 (7,200 XP)	
Shadow of the Void	CR 30 (155,000 XP)	Epic Die Traits Legendary Actions

Fiends

Hellbound	CR 9 (5,000 XP)	Dread Domain

Giants

Death Giant Dreadguard	CR 17 (18,000 XP)	
Death Giant Hate Monger	CR 17 (18,000 XP)	
Death Giant Soulcatcher	CR 17 (18,000 XP)	
Death Giant Ascendant	CR 19 (22,000 XP)	

Humanoids

Sunderheart Citizen	CR 1/8 (25 XP)	Dread Domain
Krinth Servant	CR 1 (250 XP)	
Darkmoon Initiate	CR 2 (450 XP)	
Priest of Nephthys	CR 2 (450 XP)	Dread Domain
Priest of Osiris	CR 2 (450 XP)	Dread Domain
Shade	CR 3 (700 XP)	
Bramble Kynt	CR 4 (1,100 XP)	Dread Domain Unique
Debauched Knight	CR 4 (1,100 XP)	
Hagspawn	CR 4 (1,100 XP)	
Krinth Warrior	CR 4 (1,100 XP)	
Nefertiti El Mahdy	CR 5 (1,800 XP)	Dread Domain Unique
Obeah Witch	CR 5 (1,800 XP)	
Karsite Warrior	CR 6 (2,300 XP)	
Dark Moon Ascendant	CR 8 (3,900 XP)	
Debauched Knight-Commander	CR 8 (3,900 XP)	
Obeah Knight	CR 8 (3,900 XP)	
Isu Rehkotep	CR 9 (5,000 XP)	Dread Domain Unique
Karsite Mage Slayer	CR 9 (5,000 XP)	
Doomguide Judicator	CR 10 (5,900 XP)	
Doomguide Prosecutor	CR 10 (5,900 XP)	
Demarchess/Demarch	CR 10 (5,900 XP)	
Tenebrous Assassin	CR 10 (5,900 XP)	
Tenebrous Infiltrator	CR 10 (5,900 XP)	
Dark Moon Magister	CR 12 (8,400 XP)	
Debauched Knight-Marshal	CR 13 (10,000 XP)	
Tenebrous Arcanist	CR 14 (11,500 XP)	
Prince Rolan	CR 17 (18,000 XP)	Legendary Actions Unique
Erevis Cale	CR 18 (20,000 XP)	Legendary Actions Unique
Prince Rolan (in lair)	CR 18 (20,000 XP)	Legendary Actions Unique
Ivania Dreygu and The Ghoul	CR 26 (90,000 XP)	Epic Die Traits Legendary Actions Unique
Ivania Dreygu and The Ghoul (in lair)	CR 27 (105,000 XP)	Epic Die Traits Legendary Actions Unique
Mask	CR 37 (315,000 XP)	Epic Die Traits Legendary Actions Unique
Mask (in lair)	CR 39 (370,000 XP)	Epic Die Traits Legendary Actions Unique

Monstrosities

Skiurid	CR 1/2 (100 XP)	
Crow of Ill Omen	CR 1 (250 XP)	Dread Domain
Swarm of Skiurids	CR 4 (1, 100 XP)	
Veserab	CR 5 (1,800 XP)	
Thunderfury Boar	CR 6 (2,300 XP)	Dread Domain
Dread Hound	CR 7 (2,900 XP)	
Ghirrash	CR 7 (2,900 XP)	
Khumat	CR 8 (3,900 XP)	
Thaskor	CR 9 (5,000 XP)	
Guulvorg	CR 10 (5,900 XP)	Dread Domain
Frantisek Markov	CR 13 (10,000 XP)	Legendary Actions Unique
The Fearful	CR 15 (13,000 XP)	
The Dolorous	CR 17 (18,000 XP)	
The Heartbroken	CR 19 (22,000 XP)	
The Envious	CR 21 (33,000 XP)	

Undead

Skeletal Mage	CR 1/4 (50 XP)	
Sagari	CR 1/2 (100 XP)	
Undead Scarab	CR 1/2 (100 XP)	
Depraved Specter	CR 2 (450 XP)	
Gravetouched Ghoul	CR 2 (450 XP)	
Swarm of Hunefer Scarabs	CR 2 (450 XP)	
Doom Steed	CR 4 (1,100 XP)	
Ghast Knight	CR 5 (1,800 XP)	
Owb	CR 5 (1,800 XP)	
Cavitian Reaver	CR 6 (2,300 XP)	Dread Domain
Bleakborn	CR 7 (2,900 XP)	
Dread Ram	CR 7 (2,900 XP)	
Father Millhouse	CR 7 (2,900 XP)	Dread Domain Unique
Spectral Hag	CR 7 (2,900 XP)	
Cavitian Vulture	CR 9 (5,000 XP)	Dread Domain
Mad Wraith	CR 9 (5,000 XP)	
Visage	CR 9 (5,000 XP)	
Alp	CR 10 (5,900 XP)	Legendary Actions
Child of Anhktepot	CR 10 (5,900 XP)	Dread Domain
Nightbringer Shade	CR 10 (5,900 XP)	
Tomb Guard	CR 10 (5,900 XP)	
Ghast King	CR 11 (7,200 XP)	
Nightbringer	CR 12 (8,400 XP)	
Tomb Ophidian	CR 12 (8,400 XP)	
Atropal	CR 13 (10,000 XP)	Legendary Actions
Nemhain	CR 13 (10,000 XP)	
Nighthaunt	CR 13 (10,000 XP)	
Dread Wraith	CR 14 (11,500 XP)	
Nightskitter	CR 14 (11,500 XP)	
Nephigor	CR 15 (13,000 XP)	Dread Domain Unique
Secret Eater	CR 15 (13,000 XP)	
Tomb Hierophant	CR 15 (13,000 XP)	
Senmet	CR 17 (18,000 XP)	Dread Domain Legendary Actions Unique
Dullahan	CR 18 (20,000 XP)	
Vadataj	CR 18 (20,000 XP)	
Necrosphinx	CR 20 (25,000 XP)	Epic Die Traits Legendary Actions
Scarab Lord	CR 20 (25,000 XP)	
Aswang	CR 21 (33,000 XP)	Epic Die Traits Legendary Actions
Nosferatu	CR 21 (33,000 XP)	Epic Die Traits
Telamont Tanthul	CR 23 (50,000 XP)	Epic Die Traits Legendary Actions Unique
Bakekujira	CR 24 (62,000 XP)	Epic Die Traits
Kugha	CR 24 (62,000 XP)	Epic Die Traits Legendary Actions

Undead

Vukodlak	CR 24 (62,000 XP)	Epic Die Traits
Winterwight	CR 24 (62,000 XP)	Epic Die Traits Legendary Actions
Telamont Tanthul (in lair)	CR 25 (75,000 XP)	Epic Die Traits Legendary Actions Unique
Ivania Dreygu and The Ghoul	CR 26 (90,000 XP)	Epic Die Traits Legendary Actions Unique
Ivania Dreygu and The Ghoul (in lair)	CR 27 (105,000 XP)	Epic Die Traits Legendary Actions Unique
Nightcrawler	CR 27 (105,000 XP)	Epic Die Traits Legendary Actions
Caller in Darkness	CR 28 (120,000 XP)	Epic Die Traits Legendary Actions
Grave Hag	CR 28 (120,000 XP)	Epic Die Traits Legendary Actions
Osterneth	CR 29 (135,000 XP)	Epic Die Traits Legendary Actions Unique
Brujah	CR 30 (155,000 XP)	Epic Die Traits Legendary Actions
Hunefer	CR 31 (175,000 XP)	Epic Die Traits Legendary Actions
Nosferatu Lord	CR 31 (175,000 XP)	Epic Die Traits Legendary Actions
Osterneth (in lair)	CR 31 (175,000 XP)	Epic Die Traits Legendary Actions Unique
Apotheosized Vukodlak	CR 32 (195,000 XP)	Epic Die Traits Legendary Actions
Hunefer (in lair)	CR 32 (195,000 XP)	Epic Die Traits Legendary Actions
Dracowraith	CR 33 (215,000 XP)	Epic Die Traits Legendary Actions
Requiem of Souls	CR 33 (215,000 XP)	Epic Die Traits Legendary Actions
Dracowraith (in lair)	CR 34 (240,000 XP)	Epic Die Traits Legendary Actions
God Swallower Atropal	CR 34 (240,000 XP)	Epic Die Traits Legendary Actions
Kas	CR 35 (265,000 XP)	Epic Die Traits Legendary Actions Unique
Nightwave	CR 35 (265,000 XP)	Epic Die Traits Legendary Actions
Kas (in lair)	CR 36 (290,000 XP)	Epic Die Traits Legendary Actions Unique
Vecna	CR 38 (340,000 XP)	Epic Die Traits Legendary Actions Unique
Vecna (in lair)	CR 40 (400,000 XP)	Epic Die Traits Legendary Actions Unique

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It is interesting how helping others fills you with a sense of calm purpose, a situation I currently find myself in. After all, this text will undoubtedly save lives. Yes, perhaps I shall. Why should I keep the vast stores of knowledge in my mind, hidden away from those less fortunate than I? No, would be best if I start to write another tome at once. But, where to begin? Which of the Lower Planes is the most likely to kill off hapless adventurers without my guidance and aid?

- Ulraunt, Keeper of Tomes, Candlekeep

THANK YOU
FOR YOUR
SUPPORT

ENTER THE SHADOWFELL

I am pleasantly surprised to say that, since its incorporation into the Halls of Knowledge and learning here at Candlekeep, my guide to the realm of the Shadowfell has been read and examined with an unusual regularity. I attribute this to the way in which I succinctly organized and presented my thoughts, how one section effortlessly flows into the next, all while providing the reader with accurate and eminently useful information. I most certainly hope, however, that I was not too successful, that my choice of words was not too evocative or enticing. After all, I would hate to have inspired others to undertake that journey, to have inadvertently caused even one individual to lose themselves in shadow and despair, taken by darkness and death.

To be perfectly clear, that is all that awaits those who foolishly wander into the Shadowfell in search of adventure. Do not waste your time or your lives with delusions of any other outcome.

- Ulraunt, Keeper of Tomes, Candlekeep

Travel to the Shadowfell with in-world narration to guide you along the way. Visit the cities of Gloomwrought and Evernight or even the floating city of Thultanthar. If you dare, the Mists can whisk you away to one of five Dread Domains such as the Burning Peaks, the shared domain of Vecna and Kas, or Sunderheart, a city fallen from grace with a history of debauchery and infernal experimentation.

Here you will find lore, roleplaying tips, and statistics for several deities and other powerful creatures, such as Kezef the Chaos Hound and Shar, Goddess of Darkness and Loss. The bestiary will help your Dungeon Master populate the Shadowfell (and the Fugue Plane) with more than 140 new stat blocks, ranging all the way from CR 1/8 to CR 45, while players will be able to create new and exciting characters themed around the Shadowfell.

On top of all that, players get all the tools they need to create new and exciting characters themed around the Shadowfell with new races, new subclasses, new spells, and more.

This 250+ page tome includes everything you need to bring your campaign into the Shadowfell. Should you be afraid? Most definitely. Will your characters survive the horrors of the Shadowfell's endless night? That remains to be seen...

THANK YOU FOR YOUR SUPPORT