

Darkest Dungeon



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THE CULT OF THE OLD GODS

The cult has always been in the back of society, pulling the strings from the shadows. Now that their goal of reviving the thing beneath the manor is within grasp, however, they have stepped out into the light to stake their claim over your ancestral home. They ally themselves most often with the other forces attempting to take control of the various lands around the manor. Purge these interlopers like the vermin they are.

CULTIST BRAWLER

Medium Humanoid, Chaotic Evil

Armor Class 11

Hit Points 10(2d6 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

Condition Immunities None

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 1/4 (50 XP)

Actions

Rend. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 1) Slashing

Charging Rend. If the Cultist Brawler moves his full move speed in a straight line, he may gain advantage on attack rolls with Rend, but all attacks against the brawler gain advantage until his next turn.

CULTIST WITCH

Medium Humanoid, Chaotic Evil

Armor Class 12

Hit Points 8(2d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (0)	16 (+3)	8 (-1)	10 (0)

Condition Immunities None

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 1/4 (50 XP)

Actions

Summon Skeleton Rabble(1/Short Rest): The cultist witch summons a Skeleton Rabble to assist her in combat. It disappears into dust when destroyed or after 1 minute.

Stressful Incantation: The Cultist Witch chants, and forces a target creature within 30 feet to make a Wisdom saving throw with DC 10. On failure, that creature takes 1d8 Psychic damage. Targets who speak Deep Speech have Advantage on this saving throw.



THE UNHOLY

The Unholy, beginning with the Necromancers that your Ancestor brought to this land, spread across the ruins, consuming all in their wake, the dead raising the dead, on and on down the years. They are the most likely faction to ally with the Cult, as most of their forces are mindless, serving the Necromancers or Cultists faithfully. They are also the faction most likely to be seen outside their 'base' if it can be called that, of the ruins, as their forces are innumerable and ever replenishing.

SKELETON RABBLE

The weakest of The Unholy's forces, Skeleton Rabble must rely on the advantage of numbers to take down even meager foes. Armed with only a club, and without enough Dexterity to dodge incoming attacks, these skeletons often serve as nothing more than a warning that an adventurer is approaching territory guarded by The Unholy.

SKELETON RABBLE

Medium Undead, Unaligned

Armor Class 8
Hit Points 6(1d6 + 2)
Speed 25ft.

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

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 30 ft.
Languages Common.
Challenge 1/8 (25 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) Bludgeoning

SKELETON SOLDIERS

More well armed than their Rabble kin, Skeleton Soldiers still vaguely remember their past lives as armed guards or mercenaries. They wield their weapons, and wear their armor in a mockery of the position they once held as living men and women.

SKELETON SOLDIER

Medium undead, Unaligned

Armor Class 12 (Armor Scraps)
Hit Points 13(2d6 + 5)
Speed 30ft.

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

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 30 ft.
Languages Common.
Challenge 1/4 (50 XP)

Organize Rabble: Skeleton Rabble within 10 feet of a Skeleton Soldier have Advantage on initiative if the Skeleton Soldier is not Surprised.

Actions

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

SKELETON SOLDIER VARIANTS

The Cult has seen fit to arm and armor some Skeleton Soldiers better than their kin. These soldiers are CR 1/2, use Longswords (+4 to hit, 1d8+2 slashing) And have Studded Leather armor. (13 AC)



BONE BULWARKS

One of the most heavily armored tools at The Unholy's disposal, Bone Bulwarks take the frontline in outright combat against its enemies. Able to shield allies while still landing vicious blows, A Bulwark even alone may prove more than a match for an unwary adventurer.

BONE BULWARK

Medium Undead, Unaligned

Armor Class 17 (Splint)
Hit Points 22(3d8 + 6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	6 (-2)	6 (-2)	6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 1/2 (100 XP)

Defender. The Bone Bulwark can use its Reaction to impose Disadvantage on an attack against an adjacent ally.

Actions

Battle Axe. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) Slashing

Shield Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) Bludgeoning. Target must make a DC11 Constitution saving throw or be Stunned until the end of its next turn.



BONE PIKEMAN

A more advanced Undead than its allies, the Bone Pikeman has enough intellect remaining to stand behind allies or cover and stab past them with his weapon to strike at foes without reproach. When forced to the frontline, they have no answer and are forced to retreat or die again. Due to the nature of their weapon, their blows are unpredictable.

BONE PIKEMAN

Medium Undead, Unaligned

Armor Class 13
Hit Points 14(2d6 + 6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 1/2 (100 XP)

Actions

Lance. *Melee Weapon Attack:* +2 to hit, reach 10ft., one target. *Hit* 7 (1d12) Piercing. has disadvantage against targets within 5 feet.

BONE ARBALIST

Gifted by the Necromancers with enough intellect to use a Crossbow, these undead are a dangerous threat at a distance. Close the gap and strike them while they cannot fight back.

BONE ARBALIST

Medium Undead, Unaligned

Armor Class 14 (Chain Shirt)
Hit Points 15 (2d8 + 5)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	10 (0)	6 (-2)	-6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 1/2 (100 XP)

Actions

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 100/400ft., one target. *Hit* 7 (1d10 + 1) Piercing.

Crossbow Melee. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit* 3 (1d6 - 1) Bludgeoning.



BONE COURTIER

Former nobles, the Bone Courtiers raised by The Unholy jeer, insult, and throw petty attempts at attack against adventurers. On their own they are no threat, but with allies they can become a nuisance. They are one of few undead to retain their full sentience.

BONE COURTIER

Medium Undead, Lawful Evil

Armor Class 12
Hit Points 13 (2d6 + 5)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	14 (+2)	6 (-2)	6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 1/2 (100 XP)

Noble Disregard. Creatures struck by Tempting Goblet have Disadvantage on attacks against the Bone Courtier until the Bone Courtier's next turn. A Creature cannot be affected by Noble Disregard more than once per minute.

Actions

Tempting Goblet. *Ranged Weapon Attack:* +4 to hit, reach 20ft., one target. *Hit* 5 (1d6 + 2) Acid.

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

BONE CAPTAIN

The largest, most imposing of The Unholy's forces. Bone Captains stand on the frontlines, and swing their maces with such crushing force as to cause creatures to stumble. They also wear the heaviest armor of any of The Unholy's forces, making them a true terror to behold on the battlefield.

BONE CAPTAIN

Large Undead, Unaligned

Armor Class 18 (Full Plate)
Hit Points 45 (6d10+12)
Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	2 (-4)	18 (+4)	6 (-2)	6 (-2)	6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 2 (450 XP)

Actions

Crushing Blow. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 12 (2d6 + 4) Bludgeoning

Ground Pound. All creatures within 20 feet of the Bone Captain must make a DC12 Constitution saving throw. If they fail, they are Stunned until the end of their next turn.

BONE BEARER

Not so much a combatant as a Force Multiplier, the Bone Bearer rallies other Undead to its side, spurs them on, and can even return them from their graves, like the Necromancers. Fortunately, these creatures are rare, and their ability to resurrect allies is limited. Like the Courtier, they retain their full sentience they had in life.

BONE BEARER

Medium Undead, Lawful Evil

Armor Class 14 (Half-Plate)
Hit Points 22 (3d10+6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	14 (+2)	14 (+2)	6 (-2)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft.
Languages Common.
Challenge 1 (100 XP)

Rallying Flag. If the Bone Bearer is not Surprised, Allies within 30 feet of the Bone Bearer cannot be Surprised.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 (1d4 - 1) Piercing

Unholy Surge. Target ally within 30 feet of the Bone Bearer has Advantage on one attack this round.

Unholy Rally. (1/day) The Bone Bearer can raise an undead that died within 1 round of its destruction, restoring it to full hp.



THE NECROMANCERS

Necromancers, the origin of The Unholy, were originally brought to this land by your ancestor, as were many of the evils corrupting it. They are, despite their undead state, intelligent, viciously strong, and can endlessly revive or summon their undead allies to make any adventurer's life a living hell.

NECROMANCER

Medium Undead, Neutral Evil

Armor Class 16 (Mage Armor)

Hit Points 112 (15d8+45)

Speed 30ft.

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

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 5 (1,800 XP)

Necromancy. Whenever an Undead ally is slain, The Necromancer can use its reaction to restore it to life with 1 hp. Any specific Undead cannot have this used on them more than once.

Actions

The Clawing Dead. *Ranged Weapon Attack:* +6 to hit, reach 30ft., two targets. *Hit* 9 (1d10 + 3) Slashing damage, summons a Skeleton Soldier (Longsword)

The Flesh is Willing. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 12 (2d8 + 2) Slashing damage, summons a Skeleton Rabble.

Summon Advanced Undead. The Necromancer summons a Bone Bulwark, Bone Courtier, Bone Pikeman, or Bone Arbalist.

Summon Bone Captain (1/day) Summons a Bone Captain.

Six Feet Under All creatures within 30 feet of the Necromancer see a momentary vision of their death. They must make a DC14 Wisdom save or take 4d8 Psychic damage, half on success. Undead are immune to this effect.



THE PROPHET

Once a preacher, this man spent his days calling for a mob to stop your ancestor's work. Eventually, your ancestor had him put in chains... he escaped. After that, assassins were dispatched to deal with the man. He survived. Attempt after attempt was made on the prophet's life, but he lived through them all. Your ancestor relented, and brought the man to the dig site to show him the truth. After gazing into that abyss, the prophet ran, screaming, into the ruins. Whatever became of that man... he is no longer human.

THE PROPHET

Medium Undead, Chaotic Neutral

Armor Class 18 (Natural Armor)

Hit Points 126 (11d12+55)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	12 (+1)	20 (+5)	6 (-2)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 5 (1,800 XP)

Calamitous Prognostication. At the top of initiative, The Prophet marks a 15 foot radius circle on the ground.

Pews. The Prophet hides among the ruined Pews, which are Large objects with 60, 45, and 30 hp. They have resistance to Piercing damage but weakness to Acid, and 0 ac.

Rubble of Ruin. At the bottom of initiative, a pile of rubble falls from the ceiling in the location marked by Calamitous Prognostication. Each creature within the area must make a DC15 Dexterity saving throw or take 10d10 Bludgeoning damage as they are crushed beneath the falling stone.

Actions

Eye on You. *Ranged Spell Attack:* +8 to hit, reach 30ft., one target. *Hit* 17 (3d6 + 5) Psychic damage. Creatures hit by this attack must make a DC15 Wisdom saving throw or be Stunned until the end of their turn.

Fulminate. The Prophet vomits forth a spray of poisonous bile. All creatures within a 15 foot cone from the Prophet must make a DC 15 Dexterity saving throw or take 3d6 Acid damage. Creatures that fail this saving throw must then make a DC 15 Constitution saving throw or be Poisoned until the end of their next turn.



THE SWINE

Deep in the warrens, the swine grow numerous. Their vile home is filled with disease, filth, and the masses of corpses of their own fallen and those they take from the surface, both sources of food. They are the most aggressive faction, almost always attacking all trespassers on sight. They are the least likely faction to ally with any other. Due to your ancestor's experiments, these creatures originate from creatures beyond the ken of man, forced into the minds of pigs. These warped abominations are a threat to all life on this planet, and must be routed. Adventurers with weak Constitutions should stay away, for fear of the plagues and other maladies that thrive in the warrens.

SWINE SLASHER

Arguably the most intelligent of the swine, this creature has learned the importance of armor to protect its otherwise weak frame. It also uses a meathook as a weapon, Lunging forwards to bring down opponents with practiced precision.

SWINE SLASHER

Medium Monstrosity, unaligned

Armor Class 16 (Scrap armor, Shield)
Hit Points 19 (3d8+6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities None
Senses passive Perception 9
Languages Deep Speech.
Challenge 1/2 (100 XP)

Retreating Strike. When the Swine Slasher attacks, it can move up to 1/3 its movement speed. This movement does not provoke attacks of opportunity from the creature the Swine Slasher attacked.

Actions

Meathook. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 2) Piercing.

SWINE CHOPPER

One of the more physically robust swine, This monster carries a heavy butcher's cleaver, reinforced with spikes. It also swings a ball and chain around in its off-hand, making this creature a threat both in melee and at short range.

SWINE CHOPPER

Medium Monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 27 (5d8+5)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	4 (-3)	6 (-2)	6 (-2)

Condition Immunities None
Senses passive Perception 18
Languages Deep Speech
Challenge 1/2 (100 XP)

Actions

Butcher's Cleaver. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) Slashing. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 1d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC13 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Ball & Chain. *Ranged Weapon Attack:* +1 to hit, reach 30ft., one target. *Hit* 4 (1d8-1) Bludgeoning. Creatures struck must make a DC12 Constitution saving throw or be Stunned until the end of their next turn.



SWINE WRETCH

Beware the Wretches, identifiable by their small size but utterly vile method of attack. Because they are too frail to physically assault targets, they heave large amounts of bile at their foes, which while not terribly damaging in and of itself, it is highly virulent. Best to carry a way to deal with diseases while these creatures may be near.

SWINE WRETCH

Small Monstrosity, Unaligned

Armor Class 15 (Natural Armor)

Hit Points 9(2d4 + 5)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	6 (-2)	6 (-2)	6 (-2)	6 (-2)

Condition Immunities None

Senses passive Perception 10

Languages Deep Speech

Challenge 1/4 (50 XP)

Actions

Vomit. *Ranged Weapon Attack:* +5 to hit, reach 20ft., one target. *Hit* 5 (1d6 + 2) Acid damage. Creatures struck must make a DC11 Constitution saving throw or be diseased with Swine Plague.

SWINE PLAGUE

It takes 1d4 days for swine plague's symptoms to manifest in an infected creature. Symptoms include fatigue, headaches, an inability to focus, and in severe cases, vomiting. The infected creature suffers one level of Exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a Long Rest. While infected, a creature also has Disadvantage on Concentration Checks.

At the end of each Long Rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of Exhaustion. On a successful save, the character's Exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of Exhaustion below 1, the creature recovers from the disease.

SWINE DRUMMER

Among the Swine, much like the Unholy, there are creatures that rally the others to their cause. The Swine Drummer with its thundering music echoing through the claustrophobic tunnels of the warrens, call out targets for their less intelligent kin.

SWINE DRUMMER

Medium Monstrosity, Unaligned

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	14 (+2)	8 (-1)	10 (0)

Condition Immunities None

Senses passive Perception 9

Languages Deep Speech

Challenge 1/2 (50 XP)

Actions

Marking Screech. The Swine Drummer screams, marking a target within sight. For 12 seconds, all swine have Advantage on one attack against that target per round.

Drums of Doom. The Swine Drummer beats his drum, sending an echoing thud through the warrens, causing fear and panic among its enemies. Up to four target creatures must make DC12 Wisdom saves, taking 2d6 Psychic damage on failure.



CARRION EATER

Not so much allies of the swine as the natural consequence of so much meat in the area, Carrion eaters are worm-like creatures that feast on the dead that the swine create. Their bites are poisonous, and they excel at grouping to bring down prey.

CARRION EATER

Small beast, Unaligned

Armor Class 12
Hit Points 15 (2d8+6)
Speed 15 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	3 (-3)	8 (-1)	8 (-1)

Condition Immunities None
Senses Tremorsense 20 ft.
Languages None
Challenge 1/8 (25 XP)

Poisonous Coordination Against poisoned creatures, the Carrion Eater has Advantage on one attack per round.

Actions

Lunging Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) Piercing damage, Target must make a DC11 Constitution save or take 1d8 Poison damage and be Poisoned until the end of the Carrion Eater's next turn.

LARGE CARRION EATER

A carrion eater that survives its full lifespan eventually grows to such immense size that it becomes a much more violent creature than its smaller kin. This large creature first poisons its prey to weaken them, then viciously rends the victim as its spawn coordinate around it.

LARGE CARRION EATER

Large beast, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 59 (7d12+14)
Speed 25 ft., Burrow 30 ft.

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

Condition Immunities None
Senses Tremorsense 40 ft.
Languages None
Challenge 2 (450 XP)

Poisonous Coordination Against poisoned creatures, the Carrion Eater has Advantage on one attack per round.

Actions

Mark Prey. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 4) Piercing damage. Target must make a DC13 Constitution saving throw or be poisoned until the end of the Large Carrion Eater's next turn.

Rend for Slaughter. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 24 (4d6 + 8) Piercing damage. This attack has Disadvantage against targets who are not Poisoned.



SWINE SKIVER

A rarely seen but dangerous Swine, the Skiver wields a set of javelins made from spits. This creature is intelligent, fast, and vicious. It dives between ranks of its fellow Swine, darting in and out of reach to make it difficult to strike.

SWINE SKIVER

Medium Monstrosity, Unaligned

Armor Class 14
Hit Points 16 (3d8+3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	12 (+1)	8 (-1)	6 (-2)

Condition Immunities None
Senses passive Perception 9
Languages Deep Speech
Challenge 1 (200 XP)

Improved Retreating Strike. After a melee attack, the Skiver can move up to 1/2 its movement speed. This movement does not provoke attacks of opportunity from the creature the Skiver attacked.

Actions

Goring Retreat. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 1) Slashing damage.

Spit to Roast. *Ranged Weapon Attack:* +6 to hit, reach 25ft., one target. *Hit* 8 (1d6+4) Piercing damage.

Crippling Salvo. The Skiver hurls a salvo of poison-tipped javelins in an arc. Creatures within a 10 foot radius circle within 30 feet of the Skiver must make a DC12 Dexterity save or take 2d6+4 Piercing damage. Targets which fail the dexterity save must make a DC12 Constitution save or be Poisoned until the end of the Skiver's next turn.



SWINETAUR

A hulking abomination, brutal, armored, and armed with a huge lance. It is one of the strongest of the swine, save only for their 'Royalty' which stand even taller, and are even more violent.

SWINETAUR

Huge Monstrosity, Unaligned

Armor Class 19 (Scrap/Natural Armor)
Hit Points 90 (12d12+12)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	22 (+6)	5 (-3)	12 (+1)	12 (+1)

Condition Immunities None
Senses Darkvision 60 ft.
Languages Deep Speech
Challenge 3 (700 XP)

Chargeby Attack. The Swinetaur can use its Action during a move to attack a creature it is moving past.

Actions

Crushing Backhand. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 10 (2d4 + 6) Bludgeoning damage. Creatures struck must make a DC14 Constitution saving throw or be knocked backwards 10 feet and stunned until the end of their next turn.

Swine Lance. *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit* 20 (2d12 + 6) Piercing damage. Has Disadvantage against targets within 10 feet.



SWINE KING

The 'Royalty' of the Swine horde, the King is no less than the stronest among them. It is an utterly massive creature, swinging a cleaver likely brought from whatever outer plane your Ancestor brought the demon that possesses this hulking creature from. Fortunately, it is blind. Unfortunately, it is fiercely protective of Wilbur, a much smaller, but more intelligent swine that calls out targets for the Swine King.

SWINE KING

Colossal Monstrosity, Chaotic Evil

Armor Class 5
Hit Points 135 (18d8+54)
Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	1 (-5)	25 (+7)	6 (-2)	6 (-2)	6 (-2)

Condition Immunities

Senses Blind.

Languages Deep Speech

Challenge 5 (1,800 XP)

Marked Target The Swine King has Advantage on attacks against any creature **Marked** by Wilbur.

Avenging Rampage. If Wilbur is slain before the Swine King, the Swine King becomes berserk, swinging his cleaver wildly and violently. It can only use its Rampage attack while in this state.

Avenging Strike. If Wilbur takes damage and his attacker is within 15 feet of the Swine King, the Swine King can make a Cleaver Strike attack as a reaction.

Actions

Cleaver Strike. *Melee Weapon Attack:* +12 to hit, reach 15ft., one target. *Hit* 28 (5d6 + 8) Slashing damage. Has Disadvantage against targets not **Marked** by Wilbur.

Cleaver Smash. The Swine King swings his cleaver overhead at a spot within 15 feet. Any creature within 5 feet of the point of impact must make a DC15 Dexterity save or take 4d6+8 Slashing damage as the King crushes that area with his Cleaver. Targets not **Marked** by Wilbur have Advantage on this save.

Rampage. The Swine King roars, swinging his cleaver wildly. All creatures within 20 feet of the Swine King must make DC18 Dexterity saves or take 5d6+8 Slashing damage.

WILBUR

The Swine King's eyes, Wilbur is an apparently nonviolent swine that nonetheless serves as a target marker for the immensely strong Swine King.

WILBUR

Small monstrosity, Chaotic Evil

Armor Class 15
Hit Points 27 (5d8+5)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	6 (-2)	12 (+2)	12 (+2)	12 (+2)

Condition Immunities None

Senses passive Perception 9

Languages None

Challenge 1 (200 XP)

Actions

Multiattack. Wilbur makes two attacks, one of either Rend This One or Rend Them All, and one Squeal.

Rend This One. Wilbur points at a target, and **Marks** them.

Rend Them All. Wilbur **Marks** a specific group, any number of creatures within a 10 foot radius circle.

Squeal. Wilbur squeals, forcing a target to make a DC12 Wisdom saving throw or be Stunned until the end of their next turn, and take 2d8 Psychic damage.



THE FORMLESS FLESH

Colossal Abberation, Chaotic Evil

Armor Class 16

Hit Points 136 (16d10+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	3 (-3)	3 (-3)	3 (-3)

Condition Immunities None

Senses Blindsight 40 ft.

Languages None

Challenge 5 (1,800 XP)

Amalgamate Form. The Formless Flesh is a mass of different bodyparts and creatures. There are four parts of the Flesh that can move independently, but cannot get more than 50 feet away from any other. Each is a Large Abberation. They all share hp, and have different abilities listed in (form) such as (Head) Bite. Roll initiative for the Formless Flesh's segments separately.

Formless Flesh's Head. The Head of the formless flesh has +2 strength but -2 Dexterity compared to other parts. (15 AC)

Formless Heart. The Heart of the flesh has 10 AC, and vulnerability to Slashing damage.

Formless Spine. A spire of bone and muscle, the Formless Spine has Resistance to Slashing, Bludgeoning, and Piercing damage.

Formless Tentacle. Formed from the lower half of a pig, the formless tentacle has a reach of 15 feet, and +2 Dex / -2 Str (17 AC)

Actions

(Head) Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 16 (3d6 + 4) Slashing damage. Creatures must make a DC14 Constitution saving throw, or start bleeding profusely. A creature bleeding by this effect takes 1d6 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC14 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

(Heart) Heal. The Formless Flesh heals for 2d8.

(Spine) Stunning Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 3) Bludgeoning Damage. Creatures struck must make a DC14 Constitution saving throw or be Stunned until the end of their next turn.

(Tentacle) Poisoned Strike. *Ranged Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit* 12 (2d6 + 4) Piercing damage. Targets must make a DC14 Constitution save or take 2d6 Poison damage, and be Poisoned until the end of their next turn.

(Shared) Morph. Two of the parts of the flesh swap places.

THE FORMLESS FLESH

The Formless Flesh is an amalgamate of corpses, possessed by the things your Ancestor brought to this plane through unknown means. Its mass constantly morphs, warps, and reshapes as it writhes and screams. It is not so much a part of the Swine as a maddened entity, dangerous to all life on this world. It must be stopped.



THE ROT

Your ancestor's alchemical research was benign at first, but grew more esoteric as his madness grew. A woman accompanied him in his research, until she grew so vile as to even disgust him, and she was cast out into the forests around the estate. There she lives now, creating more and more of her fungal abominations. They are the second most likely faction to assist the Cult, as the leader may even be one of the Cultists herself.

FUNGAL SCRATCHER

Created from a humanoid, these creatures are somewhere between a fungus and a zombie. The plant animates a corpse, and it stumbles forwards, serving as a durable frontline for the corruption spreading through the weald.

FUNGAL SCRATCHER

Medium plant, unaligned

Armor Class 13 (Natural Armor)
Hit Points 139(1d4 + 5)
Speed 20ft.

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

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned, Charmed
Senses Blindsight 40 ft.,
Languages None.
Challenge 1/2 (100 XP)

Poison Coordination. The Scratcher has Advantage on one attack per round against poisoned targets.

Actions

Clawing Rend. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 3) Slashing damage.

FUNGAL BOMBARDIER

Like the scratchers, these corpses are animated by a fungus created by The Hag. The mushroom on their backs launches a spine that emits a poisonous vapor, which weakens victims so the Scratchers can more easily bring them down.

FUNGAL BOMBARDIER

Small plant, unaligned

Armor Class 14 (Natural Armor)
Hit Points 62(1d4 + 5)
Speed 20ft.

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

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned, Charmed
Senses Blindsight 50 ft.,
Languages None.
Challenge 1/2 (100 XP)

Actions

Poison Mist. The Bombardier launches a spine at a space within 30 feet of it. A creature within that space must make a DC10 Dexterity saving throw or take 1d4+2 Piercing damage. Creatures within 10 feet of the point of impact must make DC10 Constitution saving throws or be Poisoned for 1 minute.



ECTOPLASM

When a corpse is too far gone for even the fungus to animate, the Hag creates an Ectoplasm. These slimes pull the skeleton into themselves, using them to give the mass form. Some Ectoplasms grow to exceptional size, pulling more and more of the weald's detritus into their mass. In combat, these creatures often perform Cytokinesis, splitting in half where both halves rapidly regenerate into full-size ectoplasms.

ECTOPLASM (MEDIUM)

Medium ooze, Unaligned

Armor Class 10
Hit Points 13 (2d10+2)
Speed 25ft.

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

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned, Charmed
Senses Blindsight 50 ft.,
Languages None.
Challenge 1/2 (100 XP)

Cytokinesis. An Ectoplasm gains 3 hp at the start of each of its turns. when one reaches 18 hp, it splits into two Ectoplasms with 9 hp. This split cannot occur more than once per minute, and only twice per Ectoplasm.

Actions

Slime Smack. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) Bludgeoning Damage.

ECTOPLASM (LARGE)

Large ooze, Unaligned

Armor Class 15 (Natural Armor)
Hit Points 33 (6d8+6)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	16 (+3)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned, Charmed
Senses Blindsight 50 ft.,
Languages None.
Challenge 1 (200 XP)

Improved Cytokinesis. The Large Ectoplasm gains 5 hp at the start of each of its turns. As a bonus action, it can spend 8 hp to create an Ectoplasm (Medium) with 8 hp.

Actions

Slime Crush. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 11 (2d6 + 3) Bludgeoning Damage. Creatures struck must make an Athletics or Acrobatics check with DC13 or be Grappled.

Engulf. The Ectoplasm (Large) engulfs a Medium or smaller creature Grappled by it. The engulfed target is Blinded, Restrained, and unable to breathe, and it must succeed on a DC 13 Constitution saving throw at the start of each of the Ectoplasm (Large)'s turns or take 13 (2d8 + 3) bludgeoning damage. If the Ectoplasm (Large) moves, the engulfed target moves with it. The Ectoplasm (Large) can have only one creature engulfed at a time.



CRONE

Students of the Hag, the crones spread the poison further, corrupt even more, and inflict the cult's dark influence over the weald. They share the ability to poison targets with Fungal Bombardiers, and can call the Scratchers to their aid to protect the corruption.

CRONE

Medium humanoid, neutral evil

Armor Class 14 (Mage Armor)

Hit Points 16 (3d8+3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
5 (-2)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Condition Immunities None

Senses Darkvision 30 ft.

Languages Common

Challenge 1/2 (100 XP)

Actions

Poison Censer. Ranged Weapon Attack: +3 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 3) Poison damage. Targets must make a DC12 Constitution saving throw or be Poisoned for 1 minute.

Embrace The Dark (3/Day). The hag casts a magical darkness over a 20 foot radius sphere. Any creature within must make a DC12 Wisdom save or take 3d8 Psychic damage.

Summon Fungal Scratcher (1/Short Rest). The Crone summons a Fungal Scratcher to her side.

BLIGHTED GIANT

A hulking man, turned into a blighted abomination by the fungal corruption. He is still alive, despite the blight growing from his back. While his intelligence has suffered from the corruption, his skin has hardened, and his strength is beyond anything he could have hoped for in life.

BLIGHTED GIANT

Large humanoid, Chaotic Neutral

Armor Class 15 (Natural Armor)

Hit Points 90 (12d12+12)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	4 (-3)	6 (-2)	10 (0)

Condition Immunities None

Senses Darkvision 30 ft.

Languages Common

Challenge 2 (450 XP)

Actions

Treebranch Smackdown. Melee Weapon Attack: +8 to hit, reach 10ft., one target. *Hit* 16 (2d8 + 6) Bludgeoning Damage

Poisoned Fog. The Blighted Giant's back erupts with a poisonous mist. He gains a 10 foot radius spherical aura, and any creature which starts its turn within this aura must make a DC14 Constitution save or take 2d4 Poison damage and be Poisoned for 1 minute. Failing this save a second time resets the duration to 1 minute.



HATEFUL VIRAGO

The daughters of the Hag, the Viragos are as blighted and corrupted as she is. Some are abducted from the hamlet, some are willing as they join the Hag's coven and become fanatical, throwing themselves into her cauldron to be reborn. They are some of the most dangerous of the forces within the weald, and their Necrotic Fungi can make it even more difficult to deal with poison and wounds. If you plan on ressurecting a fallen ally, keep their body well away from her.

HATEFUL VIRAGO

Medium Humanoid, Chaotic Evil

Armor Class 16 (Mage Armor)

Hit Points 34 (4d10+12)

Speed 30ft.

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

Condition Immunities Poisoned

Senses Darkvision 60 ft.

Languages Common

Challenge 1 (200 XP)

From Death, Life. As a Reaction, the Virago may touch a corpse. That corpse immediately bursts into a Necrotic Fungus (10 hp, 8 AC) Creatures within 10 feet of a Necrotic Fungus have Disadvantage on constitution saves to avoid being poisoned, take 1d6 extra damage from sources that deal poison damage, and cannot have their hp healed. They also have Disadvantage on Death saving throws.

Actions

Will of Corruption. The Virago curses a target within 30 feet of her. The target must make a DC13 Wisdom save or be Poisoned for 1 minute, and take 2d8 Psychic damage.

Putrid Breath (Recharge 3). The Virago exhales a cone of poisonous breath. Creatures inside a 20 foot cone must make a DC13 Constitution saving throw or be poisoned for 1 minute, and take 4d8 Poison damage, half on success.

Summon Corrupt Creature (Recharge 10) The Virago summons an Ectoplasm (Medium), Fungal Scratcher, or Fungal Bombardier. This summoned creature lasts for 1 minute or until slain.



THE HAG

One of the first corruptions your ancestor created, the Hag was the result of years of alchemical research gone wrong. Once she was expelled from the manor, she retreated into the weald, and continued her esoteric research, experimenting on herself as well as anyone she could capture. Somewhere along the way, she turned to cannibalism, as the easiest source of food was her own failed experiments...

THE HAG

Large Humanoid, Chaotic Evil

Armor Class 16
Hit Points 126 (12d10+60)
Speed 30ft.

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

Condition Immunities None
Senses Darkvision 60 ft.
Languages Common
Challenge 5 (1,800 XP)

Strength Mutation. The Hag has +9 on Athletics checks.

The Pot. The hag is always with her large Cookpot. It has 300 hp and 14 AC. If a creature is in the Pot, they are released if it takes more than 20 damage in a round. Creatures inside the pot take 2d8 Acid damage at the start of each of their turns, and can only attack with Light weapons to attempt to break out.

Actions

Multiattack. The hag makes three attacks, two Meat Tenderizers, and either a Seasoning or Taste The Stew. Either Meat Tenderizer can be exchanged for an Abduct.

Abduct. The hag makes an Athletics check to Grapple a target. If she succeeds, as a bonus action, she can dump them into her Pot. Cannot be used if there is already a creature in the pot.

Meat Tenderizer. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 10 (2d6 + 3) Bludgeoning Damage

Seasoning. The Hag hurls a pile of soup seasonings, poisonous wildlife, and other corruption at a target. They aren't damaging, but are disgusting. The target must make a DC14 Dexterity save or be poisoned for 1 minute and take 1d8 Acid damage, 1d8 Psychic damage, and 2d8 Poison damage.

Taste the Stew. If there is a creature in the pot, the Hag heals for 2d10+3.



THE PELAGIC

Deep in the ocean, the Pelagic grow their numbers. They are an ancient, unknowable race of bipedal fish in service to eldritch deities better left unknown. Their interest in the island is surely not for any reason we should allow to continue. They are the least likely faction to be seen outside their homes in the cove, as they are dependent on seawater to survive. They are the most likely faction to ally with outside forces, and may even be willing to strike a deal with you provided you find the right leverage.

PELAGIC GROUPEUR

Approximately human-sized, these aquatic footsoldiers wield harpoons and cutlasses in combat, They work well in groups to take down targets. Getting surrounded by a swarm of grouper is almost certain death for even trained fighters.

PELAGIC GROUPEUR

Medium Abberation, Neutral Evil

Armor Class 14 (Natural Armor)

Hit Points 17 (5d6)

Speed 20ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	8 (-1)	12 (+1)	8 (-1)

Condition Immunities None

Senses Darkvision 90 ft.

Languages Deep Speech, Abyssal

Challenge 1/4 (50 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Blood In The Water. If a creature has already been damaged by one of the grouper's allies this round, the grouper may make one attack against that creature with Advantage. If that attack critically hits, it does triple damage instead of double.

Actions

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) Slashing damage.

Harpoon. *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. *Hit* 5 (1d6 + 1) Piercing damage.

PELAGIC SHAMAN

Shamans fill a support role among the Pelagic forces. They can strengthen allies, heal wounds, and assault enemies with their eldritch knowledge. Their outright combat capabilities, however, are largely lacking.

PELAGIC SHAMAN

Medium Abberation, Neutral Evil

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 25ft., 50 ft. swim

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

Condition Immunities None

Senses Darkvision 90 ft.

Languages Deep Speech, Abyssal

Challenge 1/4 (50 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Spellcasting. The Pelagic Shaman is a 3rd level Spellcaster, and has the following spells prepared. Wisdom is its casting stat.

Cantrips (At will): Shape Water, Druidcraft, Resistance.

1st level (4 slots): Cure wounds, Create or Destroy Water, Fog Cloud

2nd level (2 slots): Barkskin, Lesser Restoration.

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 1) Piercing damage.

Stress Waves. The Pelagic Shaman selects up to two target creatures. Both creatures must make a DC 12 Wisdom save or take 2d8 Psychic damage.



PELAGIC BULWARK

Serving as the only Pelagic creature to wear any real armor, the Bulwark is their most durable soldier. It stands between their enemies and them, shield at the ready, and a sharp caestus in its grip.

PELAGIC BULWARK

Medium Abberation, Neutral Evil

Armor Class 18 (Shield, Natural Armor)

Hit Points 31 (7d8)

Speed 15ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	14 (+2)	10 (0)	14 (+2)	10 (0)

Condition Immunities None

Senses Darkvision 90 ft.

Languages Deep Speech

Challenge 1/2 (100 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Guardian The Pelagic Bulwark can use its reaction to take all the damage an adjacent ally would. If it does, it has Resistance to this damage.

Actions

Caestus. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) Slashing. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 1d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC13 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

SEA MAGGOT

Little more than an overgrown snail, the sea maggot is just a feral creature who has been trained by the Pelagic to fight for them. It can spew acid from pores on its underbelly, adventurers should be wary of it as it can slow their movements.

SEA MAGGOT

Small Beast, Unaligned

Armor Class 18 (Natural Armor)

Hit Points 9(2d4 + 5)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	14 (+2)	3 (-4)	8 (-1)	4 (-3)

Condition Immunities None

Senses Blindsight 20 ft.,

Languages None

Challenge 1/8 (25 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Actions

Brine Spray. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2) Acid damage. Creatures struck must make a DC9 Constitution saving throw or have their speed reduced by 10.



DEEP STINGER

Beware seemingly innocent pools of water in the coves! They may hide Deep Stingers; Large, aggressive jellyfish with a taste for meat. They hide in the water and lash out with tentacles at approaching enemies, either stunning them with paralytic poison or slashing them open with anticoagulating spines on their longest tentacles.

DEEP STINGER

Medium Beast, Unaligned

Armor Class 13
Hit Points 16 (3d8+3)
Speed 0ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	6 (-2)	3 (-3)	15 (+3)	10 (0)

Condition Immunities None
Senses Blindsight 20 ft.
Languages None
Challenge 1/4 (100 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Actions

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 7 (1d6 + 3) Piercing damage. Target must make a DC13 Constitution saving throw or be Stunned until the end of its next turn.

Spines. *Melee Weapon Attack:* +5 to hit, reach 15ft., one target. *Hit* 7 (1d6 + 3) Slashing damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 1d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC13 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

DROWNED THRALL

Enraptured by some spell of the Pelagic, these people willingly walked to their doom deep in the sea. They drowned, bloated, and were filled with an unholy, eldritch power. Now they are used as a self-destructing disruptor that rushes down targets, grabs them, then detonates. Luckily, they are slow, and have no real strength behind their blows.

DROWNED THRALL

Medium Undead, Neutral Evil

Armor Class 8
Hit Points 21 (6d6)
Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	10 (0)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 30 ft.
Languages Common.
Challenge 1/4 (50 XP)

Actions

Lunging Slap. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 1) Bludgeoning damage. Creatures hit are Grappled.

Eruption. If a Drowned Thrall starts its turn with a creature grappled, it can roar and explode. Creatures within 15 feet of the Thrall must make a DC13 Dexterity saving throw or take 4d8 Bludgeoning damage, half on success, as the creature violently tears itself apart. The grappled creature automatically fails this save.



UCA MAJOR

An immense crab of prodigious strength and wielding incredibly sharp pincers. They prowl the cove looking for prey, and are occasionally trained by the Pelagic to use as an incredibly durable frontline.

UCA MAJOR

Large Beast, Unaligned

Armor Class 18 (Natural Armor)

Hit Points 67 (9d8+27)

Speed 20ft.

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

Condition Immunities None

Senses Darkvision 90 ft.,

Languages None

Challenge 2 (450 XP)

Aquatic Dependence. For every hour the creature goes without submerging itself for at least 1 minute, it loses 2 con. All con lost this way is restored upon submerging for at least 5 minutes.

Amphibious: The Uca Major can breathe air and water.

Actions

Claw Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 3) Bludgeoning damage. Target must make a DC14 Constitution saving throw or be pushed backwards 20 feet, and stunned until the end of its next turn.

Shredding Pincer. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 10 (2d6 + 3) Slashing damage. Creatures struck are Grappled, and must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 1d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC13 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

SQUIFFY GHAST

A pirate fallen in the cove, cursed by eldritch creatures to rise again. He remembers his life, and still plays his violin, sat atop his barrel. While he very rarely moves from his spot, he is incredibly fast when he does, and though he does not attack physically, his magic is nothing to discount.

SQUIFFY GHAST

Medium Undead, Chaotic Evil

Armor Class 15

Hit Points 39 (6d8+12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	12 (+1)	10 (0)	10 (0)	16 (+3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 1 (200 XP)

Spellcasting. The Squiffy Ghast is a 4th level Spellcaster. Charisma is his casting stat, and he has the following spells prepared:

Cantrips: Vicious Mockery, Thunderclap, Message

1st level: (4/day) Tasha's Hideous Laughter, Thunderwave, Dissonant Whispers, Bane

2nd level: (3/day) Blindness/Deafness, Hold Person, Invisibility

Actions

Bow Swing. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 4 (1d6) Bludgeoning damage.



THE SIREN

Once just a young woman, your ancestor was courted by the siren, followed, and otherwise pursued. Eventually, she became a nuisance to him. By the light of the moon, he made a deal with the Pelagic. They would provide him with income, and he would provide them with her. They took the girl, dragged her into the deep, and turned her into the abomination she is now. She is their queen... and their slave.

THE SIREN

Large Abberation, Chaotic Neutral

Armor Class 16 (Natural Armor)

Hit Points 135 (18d10+36)

Speed 20ft., 40 ft. Swim

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	20 (+5)

Condition Immunities None

Senses Darkvision 60 ft.,

Languages Deep Speech, Common

Challenge 5 (1,800 XP)

Actions

Call To The Deep. The siren's song echoes through a character's mind. They must make a DC15 Wisdom saving throw or be controlled as if by Dominate Person until the end of the siren's turn 3 rounds later. Only one creature can be Controlled at a time.

Call the Pelagic. (Recharge 5) The Siren summons a Pelagic Grouper, Pelagic Shaman, Pelagic Bulwark, Deep Stinger, or Drowned Thrall. It appears within 30 feet of her, and lasts for 1 minute or until slain, at which point it disappears into dust.

Devouring Wrath The siren blows into her conch and awakens the creature inside. It lashes out in a 15 foot cone in front of the siren. Creatures within the cone must make a DC15 Dexterity saving throw, taking 4d8 Slashing damage on failure and half on success. Creatures which fail the save must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Pressure Crash. The siren blows into her conch and a discordant, echoing noise flows out. Creatures who can hear the noise must make a DC15 Wisdom saving throw or take 3d8 Psychic damage.



THE DROWNED CREW

Deep beneath the waves, the wreck of the Traitor Empress sits, filled with the echoing cries of the damned crew, endlessly resurrected by the cursed anchor your ancestor placed upon their ship. They are drowning forever, but will never taste the release of death.

THE DROWNED CREW

Huge Undead Congregate, Chaotic Evil

Armor Class 18 (Shipwreck)

Hit Points 126 (11d12+55)

Speed 0ft.

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

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 5 (1,800 XP)

The Anchor. The Drowned Crew can, as a reaction, summon a Drowned Anchorman.

Actions

Multiattack. The Crew makes two attacks, one Harpoon Strike and one of either Keelhaul or Mutiny.

Harpoon Strike *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit* 17 (3d6 + 5) Piercing or Slashing damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Keelhaul. Only usable against creatures Grappled by the Drowned Anchorman. The creature and the anchorman are pulled to any spot adjacent to the Drowned Crew and the grappled creature takes 1d6 Bludgeoning damage for each tile they're pulled through.

Mutiny. Target creature must make a DC15 Wisdom save or have thoughts of betrayal and murder fill their mind. They take 2d8 Psychic damage and until their next turn, allies provoke opportunity attacks moving past them.

DROWNED ANCHORMAN

Bound permanently to the Anchor, the Anchorman hurls it at targets, trying to drag them down to share in the Traitor Empress' doom.

DROWNED ANCHORMAN

Medium Undead, Chaotic Evil

Armor Class 13

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 1 (200 XP)

Actions

Drowning Anchor. The Drowned Anchorman throws the anchor at a target within 15 feet. He makes an Athletics check against the target, they are Grappled on success, being pulled Adjacent to the Anchorman, taking 1d6 Bludgeoning damage for each tile they pass through. When a creature Grappled by the Anchor starts their turn, they take 2d8 Psychic damage and The Drowned Crew heals for the same amount.



BRIGANDS

Of course, to think you and the cult are the only groups attempting to gain control of the manor and the surrounding areas would be naive. A veritable army of brigands has swarmed across the land, and their leader, the Vvulf, may be even more of a threat than any of the horrors already living in this terrible place. They are the most likely faction to be seen exploring areas, and often in teams of similar size to your adventuring parties as they try to loot and slay the terrors within. If pressed, they may even be willing to help you face down a stronger foe.

BRIGAND CUTTHROAT

The common footsoldier of the Brigand army, the Cutthroat wields his swords with practised ease. They are moderately armed and armored, but not exceptionally so as the army is large, and granting them all exceptional gear would strain even the Vvulf's funding.

CUTTHROAT

Medium Humanoid, Chaotic Evil

Armor Class 14 (Leather Armor)
Hit Points 27 (5d8+5)
Speed 30ft.

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

Condition Immunities None
Senses passive Perception 11
Languages Common, Thieves' Cant
Challenge 1/4 (50 XP)

Actions

Multiattack. The Cutthroat makes two shortsword attacks.

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

BRIGAND FUSILIER

Armored in light leathers and armed with a Blunderbuss, the Fusilier launches a spray of pellets to suppress and damage. Like the Cutthroats, his equipment is powerful but not exceptional.

FUSILIER

Medium Humanoid, Chaotic Evil

Armor Class 14 (Leather Armor)
Hit Points 22 (4d8+5)
Speed 30ft.

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

Condition Immunities None
Senses passive Perception 11
Languages Common, Thieves' Cant
Challenge 1/4 (50 XP)

Actions

Salvo. The Fusilier loads a large powder blast, and fires a cone of buckshot. Creatures within a 15 foot cone must make a DC10 Dexterity saving throw or take 1d6+2 Piercing damage.

Panicked Shot. The Fusilier loads a shot and fires against a point blank target. This shot detonates almost immediately after being fired, firing a 5 foot cone that forces a DC11 Dexterity saving throw. Targets take 1d12 Piercing damage on failure.



BRIGAND BLOODLETTER

A hulking brute of a man, The bloodletter wields a cat o' nine tails and a pistol, and can take significantly more punishment than most of Vvulf's forces. However, do not mistake his brute strength for idiocy. This man is a tactician, and can organize Vvulf's forces around him.

BLOODLETTER

Large Humanoid, Chaotic Evil

Armor Class 12 (Leather Armor)
Hit Points 45 (6d10+12)
Speed 20ft.

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

Condition Immunities None
Senses passive Perception 11
Languages Common, Thieves' Cant
Challenge 1 (200 XP)

Coordination. If the Bloodletter is not Surprised, none of his allies within 30 feet can be Surprised.

Rallying Strength. Allies within 30 feet may add the Bloodletter's Strength modifier to their initiative instead of their Dexterity modifier.

Actions

Cat o' Nine Tails. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 10 (2d4 + 4) Slashing damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Pistol Shot. *Ranged Weapon Attack:* +2 to hit, reach 60/300ft., one target. *Hit* 11 (2d10) Piercing damage.

TRAINED DOG

Brigands have begun training dogs to coordinate in their attacks. They're small and fast, but have no armor to speak of. Many of the Brigand's dogs catch rabies at some point in their lives, which only makes them more threatening.

TRAINED DOG

Small Beast, Unaligned

Armor Class 14
Hit Points 7 (2d6)
Speed 50ft.

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

Condition Immunities None
Senses Low Light Vision 60 ft.
Languages None, Understands Common.
Challenge 1/8 (25 XP)

Organization. The Trained Dog's allies can mark a target as a Bonus Action, giving the Dog advantage on its next against that creature.

Actions

Savage. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 4) Slashing Damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.



BRIGAND RAIDER

Elite Cutthroats, the Raiders are more heavily armored, better armed, and stronger than their standard footsoldiers. Often serving as leaders of bandit groups, Raiders are a lethal threat on the battlefield.

RAIDER

Medium humanoid, Chaotic Evil

Armor Class 16 (Breastplate)

Hit Points 39 (6d10+6)

Speed 30ft.

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

Condition Immunities None

Senses passive Perception 11

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Brutal Critical. If a Raider critically hits, the target must make a DC12 Constitution save, being Stunned until the end of their next turn on a failure.

Actions

Multiattack. The Raider makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) Slashing damage.

BRIGAND HUNTER

Elite Fusiliers, Hunters track targets from a distance, and can organize the trained hunting dogs around them. They are never without at least one of their dogs, often leading a party of Cutthroats.

HUNTER

Medium humanoid, Chaotic Evil

Armor Class 16 (Studded Leather)

Hit Points 33 (5d10+6)

Speed 30ft.

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

Condition Immunities None

Senses passive Perception 11

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Marking Call. As a Bonus Action, the Hunter can mark a target for all Trained Dogs within 30 feet of him, granting them Advantage on their next attack against that creature.

Actions

Aimed Salvo. The Hunter loads buckshot and fires. Make an attack roll (+6) against each creature within a 15 foot cone. Deals 2d8+4 Piercing damage on hit.

Practiced Shot. The Hunter loads a shot and fires against a point blank target. Make an attack roll (+6) against all creature in a 5 foot cone from the hunter. Deals 2d12+4 Piercing damage on hit.



THE BRIGAND 16-POUNDER

A war machine originally funded by your ancestor, The Brigands now bring this monster as a siege weapon. It is immense, difficult to damage, and devastatingly powerful, but completely inert without its Matchman.

16-POUNDER

Huge Construct, Unaligned

Armor Class 18 (Steel Frame)
Hit Points 84 (8d10+40)
Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	20 (+5)	-- (-)	-- (-)	-- (-)

Damage Immunities Psychic, Poison
Damage Resistances All except for Psychic and Poison
Condition Immunities All
Senses None
Languages None
Challenge 5 (1,800 XP)

Inanimate Can only be moved if the Matchman is also moving. The Cannon acts only on the bottom of initiative. It can only use **BOOM** if the Matchman has used Light The Fuse earlier in the round. Has no mind to affect with Psionics or Magic.

Reinforcements! At the bottom of initiative, summons a Matchman if one isn't currently alive, along with a Cutthroat, Fusilier, or Bloodletter.

Actions

BOOM. The cannon fires, targeting a location within 50 feet. Any creature between the cannon and that spot must make a DC15 Dexterity save or be struck by the cannonball itself and take 4d8 Bludgeoning. When the cannonball reaches its target or strikes a creature, it detonates, forcing all creatures within 30 feet of the point of detonation to make a DC15 Dexterity save, taking 10d8 Fire damage on failure, half on success.

THE MATCHMAN

The operator of the cannon, the man behind the machine. This man wields no weapon in combat, but has the Matchstick required to ignite the cannon.

MATCHMAN

Medium humanoid, Chaotic Evil

Armor Class 13 (Padded armor)
Hit Points 16 (3d8+3)
Speed 20ft.

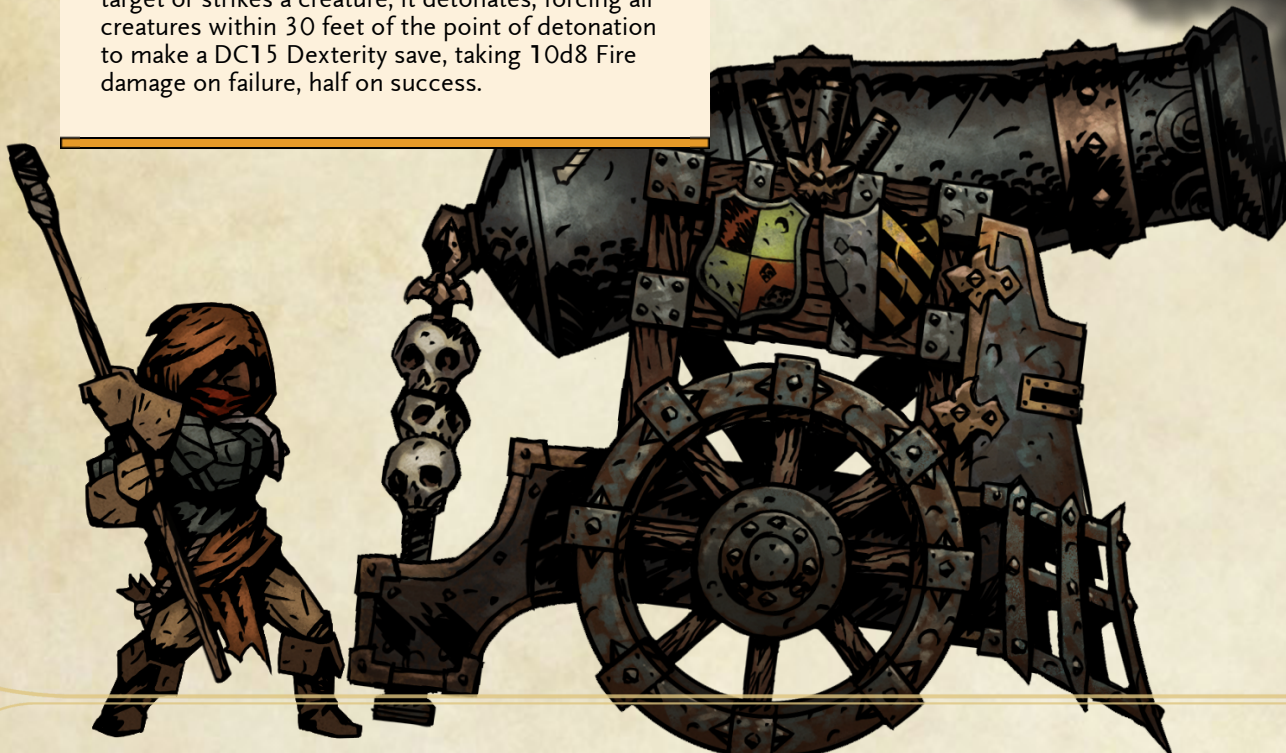
STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	14 (+2)	14 (+2)	14 (+2)

Condition Immunities None
Senses passive Perception 11
Languages Common, Thieves' Cant
Challenge 1 (200 XP)

Preparation. The Matchman always acts on initiative 1, just before the 16-Pounder.

Actions

Light the Fuse. Ignite the cannon, allowing it to use **BOOM**.



THE BRIGAND VVULF

Leader of the brigands, this man is a tactician, a warrior, and a terrifying force on the battlefield. He is brutal, shows no mercy, and has no qualms attacking civilians to demoralize his foes. His armies are rabidly loyal, and he repays their loyalty with protection.

VVULF

Medium Humanoid, Chaotic Evil

Armor Class 19 (Splintmail, Shield)

Hit Points 157 (15d12+60)

Speed 30ft.

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

Condition Immunities None

Senses passive Perception 11

Languages Common, Thieves' Cant

Challenge 7 (2,900 XP)

Coordination. If Vvulf is not Surprised, none of his allies within 30 feet can be Surprised.

Rallying Strength. Allies within 30 feet may add Vvulf's Strength modifier to their initiative instead of their Dexterity modifier.

Tower Shield. Vvulf can use his Reaction to guard an adjacent ally, taking the damage they would. If he does, he has Resistance to all damage from the attack.

Barrel O' Bombs Vvulf has a Barrel O' Bombs. It has 100 HP, and 13 AC. At the top of each initiative, he throws a bomb into a tile within 40 feet of him. At the bottom of initiative, the bomb detonates and forces all creatures within 20 feet of the blast to make DC17 Dexterity saves, taking 8d6 Fire damage on failure, half on success.

Actions

War Cry. (Recharge 3) Vvulf lets out a rallying cry, summoning brigands to his side. He can summon any of the following: Two Cutthroats, Two Fusiliers, a Bloodletter, a Raider, or a Hunter with two Trained Dogs.

Stunning Blow. Melee Weapon Attack: +8 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 4) Slashing damage. Vvulf bashes a target in melee with his shield. The creature must make a DC17 Constitution saving throw or be Stunned until the creature's next turn.



THE CRIMSON COURT

The Court your ancestor held was once a noble gala, a party for the most elite of society. When the corruption spread, the Crimson Curse took hold, turning all of the court's partygoers into vampiric insects, puppeting their old human forms. They thirst for The Blood, blood fouled by the Curse, the only thing that can slake their thirst. Due to their nature, they swarm out of the Courtyard, always seeking more Blood to sate their endless thirst. Most of the court's denizens do not bother with armor.

SUPPLICANT

The weakest of the monsters of the court, Supplicants are large ticks puppeting corpses. They collect The Blood, and return with it to the Courtyard, where it is bottled into vials of The Blood. They are individually weak, but their every bite risks infection.

SUPPLICANT

Medium Monstrosity, Unaligned

Armor Class 10

Hit Points 19 (3d10+3)

Speed 20ft.

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

Condition Immunities None

Senses Darkvision 60 ft.

Languages None

Challenge 1/4 (50 XP)

Crimson Curse. Every melee attack the Supplicant makes risks infection. When struck by a melee attack, creatures must make a DC8 Constitution save VS the Crimson Curse.

Actions

Bloodsucking Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2) Slashing damage. The Supplicant heals for the same amount.

Vomit. *Ranged Weapon Attack:* +2 to hit, reach 15ft., one target. *Hit* 6 (1d6 + 2) Acid damage.

THE CRIMSON CURSE

When bitten by a Cursed creature or otherwise exposed to The Curse, creatures must make a Constitution save. On a failure, they are infected with **The Crimson Curse**.

The symptoms of the **The Crimson Curse** take 1d8 days to manifest, and include a strange, unslakeable thirst, bloodlust, a feeling of starvation, and in severe cases, even death. Cures are rare, and **The Crimson Curse** can even resist magical attempts at curing diseases. If a creature does not consume The Blood within a week of symptoms showing, they begin to starve.

While starving, they take -2 to all physical stats. If they do not consume The Blood for another week, they begin to waste away. A Wasting creature takes -4 to all stats, has disadvantage on skill checks and saves. When a creature attempts to remove the disease through magical means such as Lesser Restoration, they must roll a d20. On a 15 or lower, the disease is not cured and another attempt cannot be made for a week. Once symptoms have begun to show, infected creatures gain a Natural Attack that has the Finesse trait, and deals 1d6+STR/DEX Piercing damage as they bite down. This exposes the target to **The Crimson Curse**, heals the attacker for the same damage it deals, and slakes their thirst.

If a druid transforms into a Beast that can infect others with The Crimson Curse, s/he is automatically infected and will begin to show symptoms as soon as they return to their normal form.



SYCOPHANT

Immense mosquitos infected with the curse, Sycophants are unintelligent but dangerous nonetheless, as like Supplicants, every bite risks infection.

SYCOPHANT

Small beast, Unaligned

Armor Class 14

Hit Points 10(3d6)

Speed 10ft., 40ft. fly

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

Condition Immunities None

Senses Darkvision 60 ft.

Languages None

Challenge 1/8 (25 XP)

Crimson Curse. Every melee attack the Sycophant makes risks infection. When struck by a melee attack, creatures must make a DC7 Constitution save VS the Crimson Curse.

Actions

Bloodthirsty Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 5 (1d2 + 4) Piercing. Heals the Sycophant for the same amount.



MANSERVANT

The lowliest of the court's denizens, the manservants serve as bodyguards and waiters. They protect the other creatures of the court, and are often carrying vials of The Blood to sate the thirst of those currently wounded or otherwise unable to gather The Blood.

MANSERVANT

Small monstrous humanoid, neutral evil

Armor Class 14 (Makeshift Shield)

Hit Points 22 (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	8 (-1)	14 (+2)

Condition Immunities None

Senses Darkvision 60 ft.

Languages Common

Challenge 1/4 (50 XP)

True form When under 50% hp, the Manservant may use The Thirst to attempt to heal himself. If he succeeds, his monstrous true form is revealed. It gains a 30 foot fly speed, and a multiattack that allows it to strike twice.

Guardian. The Manservant can take damage instead of adjacent allies as a reaction.

Actions

The Thirst. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) Piercing damage. Heals the Manservant for the same amount. Can only be used while at 11 hp or less. Targets must make a DC9 Constitution save VS the Crimson Curse.

Cleaver. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 1) Slashing damage.

Insulting Retort. *Ranged Spell Attack.* +4 to hit, reach 30 ft., one target. *hit* 9 (1d8 + 2) Psychic damage.



ESQUIRE

A duelist from the court, the Esquire still remembers much of his former fighting style. With a paired rapier and duelling pistol, the Esquire is a formidable foe even without his Vampiric strengths.

ESQUIRE

Medium Monstrous Humanoid, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 32 (5d8+10)

Speed 30ft.

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

Condition Immunities None

Senses Darkvision 60 ft.

Languages Common

Challenge 1/2 (100 XP)

True form When under 50% hp, the Esquire may use The Thirst to attempt to heal himself. If he succeeds, his monstrous true form is revealed. He gains 2 AC from Natural Armor, and his attacks deal 1d8 extra Piercing damage, but he loses the ability to hold his Dueling Pistol.

Actions

The Thirst. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 2) Piercing damage. Heals the Esquire for the same amount. Can only be used while at 16 hp or less. Targets must make a DC10 Constitution save VS the Crimson Curse.

Lunging Advance. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) Piercing damage.

Duelling Pistol. *Ranged Weapon Attack:* +5 to hit, reach 60/300ft., one target. *Hit* 10 (1d12 + 3) Piercing damage.

COURTESAN

One of the various party-goers, the Courtesan's once beautiful face, now marred by her vampiric transformation. While she is not outwardly a combatant, her true form is not to be underestimated.

COURTESAN

Medium Monstrous Humanoid, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 30 (5d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (0)	18 (+4)

Condition Immunities None

Senses Darkvision 60 ft.

Languages Common

Challenge 1/2 (100 XP)

True form When under 50% hp, the Courtesan may use The Thirst to attempt to heal herself. If she succeeds, her monstrous true form is revealed. She gains 1 AC from Natural Armor, and she gets a multiattack to attack twice.

Spellcasting. The Courtesan is a 1st level spellcaster, her casting stat is Charisma, and she has the following spells prepared.

Cantrips: Vicious Mockery, Dancing Lights

1st Level (2/Day) Dissonant Whispers, Charm Person

Actions

The Thirst. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) Piercing damage. Heals the Courtesan for the same amount. Can only be used while at 15 hp or less. Targets must make a DC10 Constitution save VS the Crimson Curse.

Moonlit Waltz. The Courtesan sings, and she and any allies within 10 feet of her may switch places. This movement does not provoke attacks of opportunity unless enemies pass a DC12 Wisdom save.

Clawing Strike. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) Slashing damage.

CHEVALIER

This creature's human form is gone entirely, leaving a large centipede-like insect with two large, sharp forelegs. It clings to rocks and walls, able to climb across them as easily as walking on the ground. Even in this form, it seems to somewhat recall its humanity, if the wig stuck awkwardly to its head is any indication. However, its mandibles are not sharp enough to bite through flesh easily, so it carries no risk of transferring The Curse.

CHEVALIER

Medium Abberation, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 41 (6d8 + 5)
Speed 30ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	10 (0)	13 (+1)	12 (+1)

Damage Resistances Slashing
Condition Immunities None
Senses Darkvision 60 ft.
Languages Common
Challenge 1 (200 XP)

Actions

Spearing Limb. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 12 (2d6 + 4) Piercing damage.

Erupting Strikes. reach 50 ft. Each creature within a 15 foot radius circle of the Chevalier's choice must make a DC14 Dexterity saving throw or take 4d8 Piercing damage as the Chevalier's legs are first plunged into the earth, then erupt outwards underneath the targets.

CROCODILIAN

A monstrous abomination, the Crocodilian is what remains of a Crocodile corrupted with the Curse. Its body has been turned into a hive of mosquitos, though luckily, it is too far gone to infect others with the curse.

CROCODILIAN

Large Abberation, Chaotic Neutral

Armor Class 16 (Natural Armor)
Hit Points 120 (16d8+48)
Speed 20 ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Condition Immunities None
Senses Darkvision 60 ft.
Languages None
Challenge 4 (1,100 XP)

Aquatic Recovery. While Submerged, the Crocodilian recovers 10 hp at the start of each of its turns.

Murky Hide. While Submerged, the Crocodilian has +2 AC and is moderately concealed.

Erupting Assault. While Submerged, the Crocodilian can charge, allowing it to attack with its Crushing Bite attack.

Actions

Multiattack. The Crocodilian makes one Rending attack and one Swarm.

Rending. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 5) Slashing damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Swarm. The Mosquito hive on the Crocodilian's back begins to swarm. Creatures within 10 feet of the Crocodilian must make a DC12 Dexterity saving throw, taking 2d8 Piercing damage on failure, half on success.

Crushing Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 12 (1d12 + 5) Piercing damage, 7 (1d12) Bludgeoning damage. Can only be used while Submerged, and only if the Crocodilian moves more than 20 feet in a straight line towards a target.



THE COURT'S BARON

Medium Monstrosity, Chaotic Evil

Armor Class 14

Hit Points 126 (12d10+60)

Speed 30 ft., 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Condition Immunities None

Senses Darkvision 90 ft.

Languages Common

Challenge 5 (1,800 XP)

Curtain Call. At the beginning of combat and every four rounds, the baron burrows into the ground, and four eggs burst from the ground. The baron is inside one, and the rest contain Sycophants, Supplicants, Esquires, Courtesans, or Chevaliers at random. When an egg is damaged, its occupant bursts out. If more than a full round passes without an egg being attacked, The Baron bursts all remaining eggs on his initiative as a bonus action.

Let The Games Begin. The Eggs have a 10 foot choking aura. Within this aura, creatures cannot regain hp, and have Disadvantage on death saving throws.

A Veil Lifted. When the baron dies, a wave of healing passes from his corpse as one of the sources of the curse is purged. Any creature infected with the curse within 30 feet is cured.

Actions

The Thirst. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 14 (2d8 + 4) Piercing damage. Heals the Baron for the same amount. Can only be used while at 58 hp or less. Targets must make a DC14 Constitution save VS the Crimson Curse.

Multiattack. The Baron makes three attacks, one Whip, one Screeching Retort, and one The Thirst.

Whip. *Melee Weapon Attack:* +6 to hit, reach 15ft., one target. *Hit* 10 (3d4 + 4) Slashing damage. The Baron can use this attack on allies to grant them an extra Action on their next turn.

Screeching Retort. *Ranged Spell Attack:* +6 to hit, Reach 30 ft., one target. *Hit* 15 (3d8) Psychic damage.

THE COURT'S BARON

Baron of the Crimson Court, this man was an entertainer, a sadist, and a psychopath. Now far gone to the curse, his inane games have only gotten more twisted since he became infected. He spreads eggs around the battlefield that burst into new monsters, forcing those who face him to deal with them as well.



THE VISCOUNT

Medium monstrosity, Chaotic Evil

Armor Class 15

Hit Points 133 (14d10+56)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	18 (+4)	14 (+2)	14 (+2)	12 (+1)

Condition Immunities None

Senses Darkvision 90 ft.

Languages Common

Challenge 5 (1,800 XP)

A Veil Lifted. When the viscount dies, a wave of healing passes from his corpse as one of the sources of the curse is purged. Any creature infected with the curse within 30 feet is cured.

Endless Hunger. Three hanging bodies sit in the Viscount's Lair. one is Large, has 150 hp and 3 AC, one is Medium, has 100 hp and 5 AC, and one is small, with 50 hp and 8 AC. The viscount can, as an action that provokes attacks of opportunity, drain any amount of hp from one of these bodies to heal himself if he is adjacent to one.

Actions

The Thirst. (Recharge 1) Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 15 (2d8 + 5) Piercing damage. Heals the Viscount for the same amount. Can only be used while at 66 hp or less. Targets must make a DC14 Constitution save VS the Crimson Curse.

Multiattack. The Viscount makes four attacks, split freely between any of his attacks.

Paring Knife. Melee Weapon Attack: +8 to hit, reach 5ft., one target. *Hit* 10 (1d8 + 5) Slashing damage.

Hungry Eyes. (Recharge 1) The Viscount screeches and glares at a target, forcing them to make a DC14 Wisdom save or be Stunned until the end of their next turn. Creatures that fail also take 2d8 Psychic damage.

Violent Lunge. (Recharge 2) Melee Weapon Attack: +8 to hit, reach 10ft., one target. *Hit* 17 (3d6 + 5) Piercing damage.

Unholy hunger. (Recharge 1) The Viscount bites into one of the hanging bodies, dealing 4d8 damage to it, healing for the same amount.

Body Throw. The Viscount throws one of the hanging bodies it is adjacent to, sending it flying across the room in a line. Any creature in its path must make a DC14 Dexterity saving throw or take 2d8 Bludgeoning damage.

THE VISCOUNT

The Viscount is a gourmet turned insectile abomination. His food once the most rare of delicacies, now whatever he can restrain long enough to bite into. The curse has given him immense speed for his size, and his appetite is absolutely unending.



THE COUNTESS

Colossal Monstrosity, Chaotic Evil

Armor Class 14 (Natural Armor)
Hit Points 178 (17d10+85)
Speed 30ft.

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

Condition Immunities Charmed
Senses Darkvision 90 ft.
Languages Common
Challenge 10 (5,900 XP)

Legendary Resistance (3/day) When the Countess fails a saving throw, she can choose to succeed instead.

The Dance Begins. When first attacked, the countess does not bother to dodge attacks. She moves and flows as if dancing, pulling those around her into the dance. All creatures within 10 feet of the countess at the start of their turns or who enter this aura must make a DC18 Wisdom save or spend their Action on their turn enthralled in her dance. During this dance, she can only use attacks marked (Dance)

The Veil Consumed. When she reaches 150 HP, the countess ceases to dance, and begins the battle in earnest. Her AC becomes 18 as her Dexterity rises to 20. She can use any attack not marked (Dance) or (Berserk) in this state.

The Last Dance When the Countess reaches 75 HP, she loses all composure, and becomes berserk. Her AC drops to 12, but her Strength becomes 25, giving her an attack modifier of +10 and +7 damage. She can use any attack marked (Berserk) in this state.

Actions

(Dance) Discordant Laughter. The countess laughs, the hollow sound echoing in the mind of all who hear it. Any creature within 30 feet of the countess must make a DC18 Wisdom save or take 2d8 Psychic damage.

(Dance) Fan. (Recharge 2) The countess fans herself, healing for 3d8.

Lunging Claw. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 18 (4d6 + 2) Slashing damage.

Dissonant Song. (Recharge 2) The countess sings, and all who hear it must make DC18 Wisdom saves or take 3d8 Psychic damage.

(Berserk) Multiattack. The Countess makes two (Berserk) Claw attacks.

(Berserk) Claw. Melee Weapon Attack: +10 to hit, reach 5ft., one target. *Hit* 23 (4d6 + 7) Slashing damage.

THE COUNTESS

The progenitor of The Crimson Curse, she joined the court of your ancestor for unknown reasons. Under the light of the pale moon, she prepared to attack him, but he struck first. Thought slain, he performed the first of his fatal experiments, mixing her blood into the wine, serving it to the Court. The courtgoers mutated, becoming the monsters that now infest the Crimson Court.

Once the countess has met her end, the curse is not gone forever, and people can still be infected by existing infected creatures, but the Curse loses its resistance to being cured. Attempts at curing the Curse no longer have to roll a d20 to check for success.



THE GARDEN GUARDIAN

Colossal Construct, Unaligned

Armor Class 10

Hit Points 247 (15d20+90)

Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	30 (+10)	7 (-2)	9 (-1)	1 (-5)

Damage Immunities Fire, Poison, Psychic

Damage Resistances Bludgeoning, Piercing, And Slashing From Nonmagical Weapons That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Tremorsense 100 ft.

Languages None

Challenge 15 (13000 XP)

Hate Beyond Time. When the shield falls, the Statue enters a rage. At the top of each initiative, it adds 1d6 damage to all of its attacks. This stacks indefinitely.

Three Sections. The Statue is three huge constructs, a Spear, a Body, and a Shield. They all share the same HP total, with the Shield having 67 HP and 18 AC, the Spear having 50 HP and 15 AC, and the body having 130 HP. If the body reaches 0 HP, it can drain any amount of hp from either other section to restore itself as a reaction. However, it cannot Destroy any other section of its body, only capable of reducing them to a minimum of 1 hp. Each section attacks independently, with abilities marked (Spear), (Shield), or (Body)

False Appearance. While the statue remain motionless, it is indistinguishable from a normal statue.

Reorient The Statue can move the shield and spear around its body freely, rotating on the spot.

Actions

(Spear) Blood lance. *Ranged Weapon Attack:* +9 to hit, reach 30ft., one target. *Hit* 17 (4d6 + 5) Piercing damage.

(Spear) Sweep. The spear creates a bolt of blood that shoots down and sweeps across the ground, creating a blast of deadly blood. Creatures in a 10 foot sphere around the spear must make a DC19 Dexterity saving throw or take 6d8 Psychic damage as the blood spray hits them, half on success.

(Body) Rage of The Abandoned. *Ranged Weapon Attack:* +9 to hit, reach 30ft., one target. *Hit* 21 (8d4 + 5) Psychic damage.

(Shield) Slam *Melee Weapon Attack:* +4 to hit, reach 15ft., one target. *Hit* 17 (4d6 + 5) Bludgeoning Damage.

Guardian. The shield uses its Reaction to take damage for the Spear or Body.

THE GARDEN GUARDIAN

An ancient statue of unknown import, the statue too became corrupted by the spreading Crimson Curse. It remains keeping to itself, but an endless font of The Blood flows from its base. No matter how many times it is destroyed, it always slowly repairs itself beneath the murk, and eventually must be destroyed again.



UNALIGNED CREATURES

Some creatures are not beholden to any of the factions currently trying to take control of the lands around the manor. Many creatures are simply trying to survive on their own, or are feral monsters that even the Swine or the Cult could not control.

WEBBER

A large spider with orange patterns on its back, the Webber is a dangerous creature due simply to the fact that it travels in groups with its sibling species, the Spitter.

WEBBER

Medium Beast, Unaligned

Armor Class 15 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 30ft., 40 ft. climb

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

Condition Immunities None

Senses Darkvision 60 ft., Tremorsense 20 ft.

Languages None

Challenge 1/4 (50 XP)

Marking. Webbers attacks deal an additional 1d6 Piercing damage against restrained targets.

Actions

Web. *Ranged Weapon Attack:* +5 to hit, reach 15ft., one target. The target is Restrained on hit. Escape DC10.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 1) Piercing damage. Target must make a DC10 Constitution saving throw or be Poisoned for 1 minute and tke 1d6 Poison damage.

SPITTER

A related species to the Webber, Spitters often travel in the same groups. They cannot spin webs, but are far more aggressive, and can spit long distances.

SPITTER

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 30ft. 40 ft. climb

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

Condition Immunities None

Senses Darkvision 60 ft., Tremorsense 20 ft.

Languages None

Challenge 1/4 (50 XP)

Marking. Spitters attacks deal an additional 1d6 Poison damage against restrained targets.

Actions

Spit. *Ranged Weapon Attack:* +6 to hit, reach 15ft., one target. *Hit* 4 (1d6) Piercing damage. Targets must make a DC10 Constitution save or take an additional 2d6 Poison damage and be poisoned for 1 minute.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 1) Piercing damage. Target must make a DC10 Constitution saving throw or be Poisoned for 1 minute and tke 1d6 Poison damage.



MADMAN

The Madmen have been driven insane by the stress and corruption filling these lands. They rave and rant about the end of the world, unable to tell that they have become monsters themselves in their madness. They are the men that stared too long into the abyss, and when the abyss stared back, it took control.

MADMAN

Medium Humanoid, Chaotic Neutral

Armor Class 15 (Straight jacket)

Hit Points 9(1d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	14 (+2)	6 (-2)	14 (+2)

Condition Immunities None

Senses passive Perception 8

Languages Common

Challenge 1/8 (25 XP)

Actions

Madman's Raving. The madman screams unintelligible rantings, his haunting cries echoing in the minds of all who hear him. Target creature must make a DC9 Wisdom save, or take 1d8 Psychic damage. Creatures which fail this save can't take Reactions this turn.



MAGGOT

The Maggot is little more than an overgrown vermin, writhing through the filth looking for carrion to consume.

MAGGOT

Small beast, Unaligned

Armor Class 8

Hit Points 11 (2d8+2)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	12 (+1)	6 (-2)	2 (-4)	8 (-1)	6 (-2)

Condition Immunities None

Senses Blindsense 30 ft.

Languages None

Challenge 1/8 (25 XP)

Actions

Grave Nibble. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 3 (1d4 + 1) Piercing damage.

GHOUL

The Ghouls infesting the land have grown large on their diet, but remain lean as they sprint across the island, always on the search for meat to feed their endless hunger.

GHOUL

Large Undead, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 82 (11d8+33)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	14 (+2)	14 (+2)	6 (-2)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.

Languages Common.

Challenge 3 (700 XP)

Actions

Rend. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 12 (2d6 + 4) Slashing damage. Creatures struck must make a DC12 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 1d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC13 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

Skull Toss (Recharge 2) The Ghoul hurls a skull from its skull belt. *Ranged Weapon Attack:* +4 to hit, reach 50ft., one target. *Hit* 9 (2d6+1) Bludgeoning damage. Creatures struck must make a DC12 Constitution save or be stunned until the end of their next turn.

Howl (Recharge 4). The Ghoul howls, forcing all creatures within 15 feet to make a DC12 Wisdom save or take 2d8 Psychic damage.

GARGOYLE

A Statue controlled by Eldritch Influence, gargoyle prowls the halls of the manor, attacking anything that comes into reach. The cult sometimes takes control of these creatures to meet their own ends.

GARGOYLE

Medium Construct, Unaligned

Armor Class 16 (Stone Skin)

Hit Points 68 (8d10+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	4 (-3)	18 (+4)	7 (-1)	14 (+2)	1 (-4)

Damage Weaknesses Bludgeoning

Damage Immunities Poison, Psychic

Damage Resistances Slashing, Piercing

Condition Immunities Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft.

Languages None

Challenge 1/4 (50 XP)

Actions

Multiattack. The Gargoyle strikes twice with its claws.

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



PLISKIN

A large snake with a hood. Its scales shift and change to match the colors around it, allowing it to blend into environments perfectly. These snakes aren't native to the island, and it's a mystery where they're coming from.

PLISKIN

Medium Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+2)	3 (-4)	7 (-2)	10 (0)

Condition Immunities None

Senses Darkvision 60 ft.

Languages None

Challenge 1/4 (50 XP)

Stealthy. These creatures have +6 and Advantage on stealth rolls.

Actions

Fangs. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) Piercing damage. Targets must make a DC10 Constitution save or take an extra 1d6 Poison damage and be poisoned for 1 minute.

RATTLER

A snake that rings a warning cry, and uses its tougher scales to protect its allies. Its venom is anticoagulating, but not a dangerous venom.

RATTLER

Medium Beast, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	18 (+4)	3 (-4)	7 (-2)	10 (0)

Condition Immunities None

Senses Darkvision 60 ft.

Languages None

Challenge 1/4 (50 XP)

Guardian. The Rattler can guard allies as a reaction, taking damage for an adjacent ally.

Actions

Fangs. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) Piercing damage. Targets must make a DC10 Constitution save or take an extra 1d6 Poison damage and be poisoned for 1 minute.



DEATH ADDER

A colossal, two-headed snake. It seems to be the strongest of the snakes plaguing this area, a poisonous bite, paralytic spines, and the ability to rapidly slough off its skin to heal superficial wounds, make this snake a dangerous threat.

DEATH ADDER

Huge Monstrosity, Unaligned

Armor Class 18 (Natural Armor)

Hit Points 97 (13d10+26)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Condition Immunities None

Senses Darkvision 60 ft., can't be surprised.

Languages None

Challenge 4 (1,100 XP)

Molt. As a reaction, once per day, the Death Adder can Molt, purging itself of all non-mind affecting conditions, and healing for 3d8+3.

Actions

Multiattack. The Death Adder makes two attacks, one Adder's Fang, and one Paralytic Spines.

Adder's Fang. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit* 16 (3d6 + 4) Piercing damage. Targets must make a DC14 Constitution save or take an additional 2d10 Poison damage.

Paralytic Spines. *Ranged Weapon Attack:* +3 to hit, reach 30ft., one target. *Hit* 13 (3d6 + 1) Piercing damage. Targets must make a DC14 Constitution save or be stunned until the end of their turn.



THE SHAMBLER

If you venture into the depths of the estate, be sure to keep the torch lit. Unknowable, deadly creatures wander the unlit places. They lie in wait, and spring from the darkness to slaughter, destroy, and disappear again. However, it's said their blood can be used to enhance magical items, and that some of the most valuable treasures in the estate are found in their clutches.

SHAMBLER SPORE

Small Abberation, Chaotic Evil

Armor Class 14 (Natural Armor)

Hit Points 13 (2d8+4)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	14 (+2)	16 (+3)	10 (+0)	13 (+2)

Condition Immunities Charmed

Senses passive Perception 16

Languages None

Challenge 1/4 (50 XP)

Teleportation. The Shambler Spore moves by teleporting. As a Bonus Action, It can move up to 30 feet.

Actions

Clapperclaw. The shambler spore screams, and a target creature who can hear the noise must make a DC12 Wisdom save or take 2d8 Psychic damage.



THE SHAMBLER

Huge Abberation, Chaotic Evil

Armor Class 20 (Natural Armor)

Hit Points 230 (20d12+100)

Speed 30ft.

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

Condition Immunities Charmed

Senses Darkvision 90 ft.,

Languages Abyssal, Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Legendary Resistance (3/day). The Shambler can choose to succeed at a save which it failed.

Shambler Spores Whenever the shambler attacks, it casts off a spore that rapidly grows into a fully grown Shambler Spore. Up to two Shambler Spores can exist at a time.

Move through the Void. The Shambler can vanish into the void as a bonus action, reappearing up to 50 feet away. This movement does not provoke attacks of opportunity.

Void Prison. The Shambler creates a 100 foot wide dome of force when it appears, and within the dome, all light is snuffed out. The only light source in the dome is a swirling vortex floating in the air. It casts a pale purple light across the dome, dim light spreading out from it.

Actions

Multiattack. The Shambler makes up to four attacks. They can be split in any way between its abilities.

Obdorous Advancement (Recharge 1). The Shambler roars, swinging its tentacles in an arc. Creatures in a 10 foot circle around the Shambler must make DC 17 Dexterity saves, taking 6d6 Slashing on failure, half on success.

Undulating Withdrawal (Recharge 1). The Shambler moves backwards, expelling a poisonous mist in a circle. Creatures within 10 foot circle must make a DC 17 Constitution saving throw, taking 6d6 Poison damage on failure, half on success. creatures that fail are also poisoned for 1 minute.

Stentorious Lament (Recharge 3). The Shambler lets out a cry that echoes painfully through the shadowy void. Creatures within 50 feet must make a DC 17 Wisdom Save or take 5d8 Psychic damage, and be randomly teleported around the void. They end up switching places with a random ally.

Tentacle Slap *Melee Weapon Attack:* +8 to hit, reach 20ft., one target. *Hit* 20 (4d6 + 4) Slashing Damage.

THE COLLECTOR

One of the various threats plaguing the estate, the Collector has a habit of decapitating his prey, ripping their spines from their body, and reanimating them as undead monsters. He also is known for carrying incredibly valuable gemstones, so some adventurers intentionally seek him out for them. Who knows, maybe you can strike a deal...

THE COLLECTOR

Medium Abberation, Chaotic Neutral

Armor Class 16 (Mage Armor)
Hit Points 144 (17d8+68)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	18 (+4)	12 (+1)	16 (+3)

Condition Immunities None
Senses Darkvision 90 ft, passive Perception 20
Languages Common, Abyssal, Deep Speech
Challenge 5 (1,800 XP)

Spellcasting. The collector is a 6th level spellcaster. It is capable of casting Rituals, Intelligence is its casting stat, and it has the following spells prepared:

Cantrips: Minor Illusion, Blade Ward, Dancing Lights, Message

1st Level: (4/day): Detect Magic, Identify, Mage Armor, Fog Cloud, Shield, Tenser's Floating Disc

2nd Level: (3/day): Darkness, See Invisibility, Locate Object, Detect Thoughts

3rd Level: (3/day): Animate Dead, Major Image, Vampiric Touch

Actions

Collect Call. The Collector summons Junia, Barristan, and Dismas. Only one of each can exist at a time, and they vanish into dust when slain, ready to be summoned again.

Lifesteal. (Recharge 3) Ranged Spell Attack: +7 to hit, reach 20ft., one target. *Hit* 16 (3d6 + 4) Psychic damage. The Collector is healed for the same amount.

COLLECTED HEADS

The three collected heads the collector summons are those of adventurers past. They float silently through the estate, hunting down any sign of treasure for The Collector.

COLLECTED HEAD

Small Abberation, Chaotic Neutral

Armor Class 14
Hit Points 22 (5d8)
Speed 0 ft., 20 ft. fly

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

Condition Immunities None
Senses Darkvision 90 ft.
Languages None
Challenge 1 (200 XP)

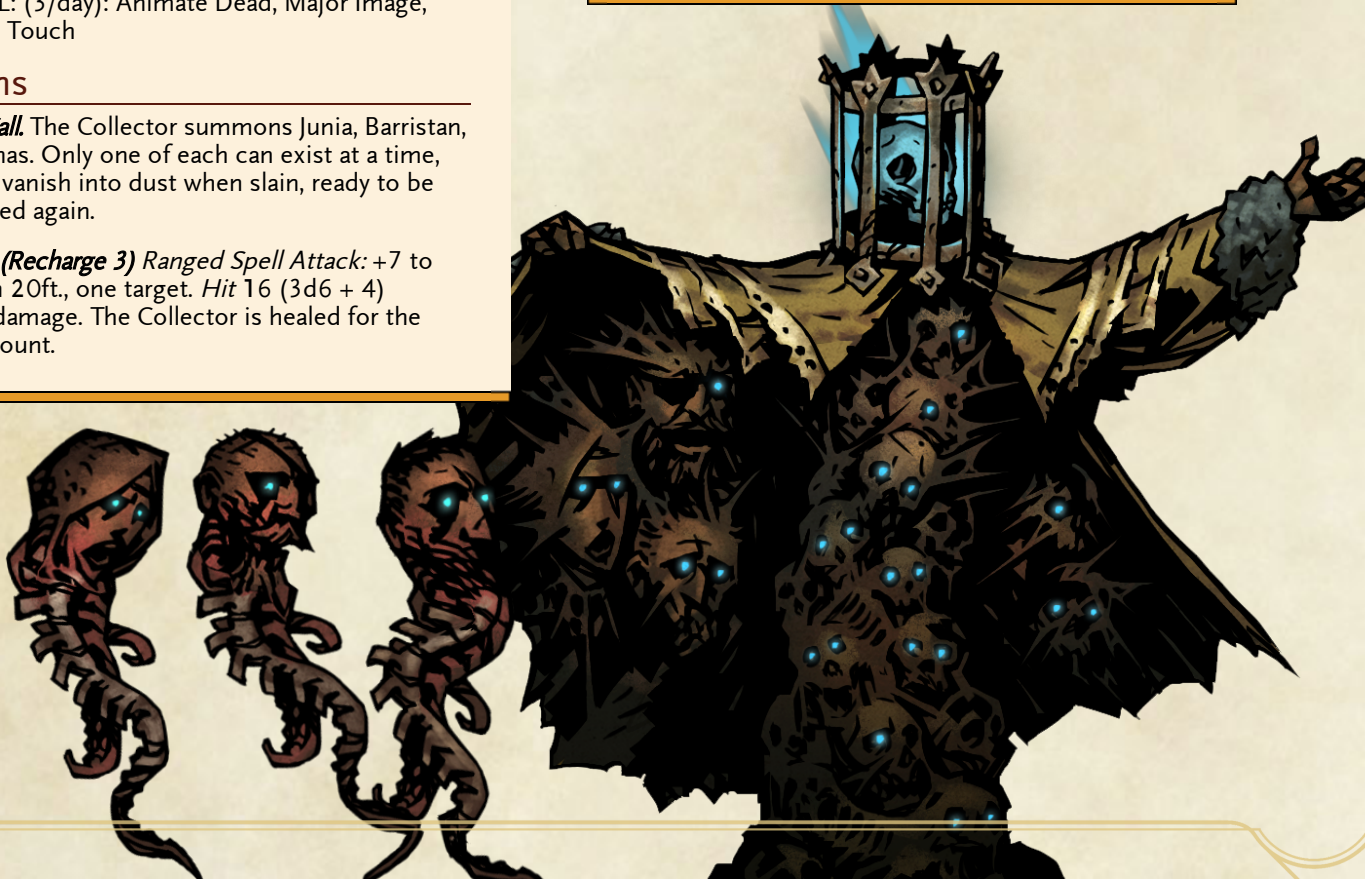
Three heads There are three heads, Dismas, Junia, and Barristan. Each one has its own abilities. Dismas has +2 Str, -2 Con over the standard statistics, Junia matches the standard, and Barristan has +2 con, -2 str. The heads act independently.

Actions

(Dismas) Phantasmal Dagger. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) Piercing damage.

(Junia) Cure Wounds. Junia heals an ally for 1d8+1.

(Barristan) Defender Barristan defends an adjacent ally, taking all damage they would.



THE FANATIC

There is heresy in the blood.

The Fanatic stalks the estate, out to hunt down all of those infected with **The Crimson Curse**. He has an unnatural sense to hunt them down, and his weapons are enchanted to slay them faster. Any party travelling with a **Cursed** creature must be wary, for the Fanatic sees no difference between the monsters, and the infected.

THE FANATIC

Large Humanoid, Lawful Good

Armor Class 18 (Chain Mail of Resistance (Piercing) +2)
Hit Points 136 (16d8+64)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	12 (+1)	20 (+5)	13 (+1)

Condition Immunities None
Senses passive Perception 19
Languages Common, Celestial
Challenge 10 (5,900 XP)

Legendary Resistance (3/day). The Fanatic can choose to succeed at a save which it failed.

The Pyre. The Fanatic will target **Cursed** Creatures with a Grapple. If he succeeds, he throws them onto **The Pyre**. Escaping **The Pyre** is a DC15 Acrobatics or Athletics check, or they can be cut down by dealing 15 or more Slashing damage to it. It has AC14. It is a Large object. While on **The Pyre**, creatures are Restrained, and, at the start of each of their turns, take 1d8 Fire damage, 1d8 Radiant damage, and an additional 1d8 Radiant damage if they are infected with **The Crimson Curse**.

Detect Curse. As a bonus action, the Fanatic can cast a cantrip that allows him to sense the direction to the nearest creature infected with **The Crimson Curse**.

The Cure. The Fanatic carries a single vial of The Cure, a miraculous potion that can cure **The Crimson Curse** without a chance for failure.

Spellcasting. The fanatic is a 10th level spellcaster. Wisdom is his casting stat, and he has the following spells prepared:

Cantrips: Word of Radiance, Sacred Flame, Light

1st Level: (4/Day) Bane, Bless, Burning Hands, Sanctuary, Shield of Faith, Guiding Bolt

2nd Level: (3/Day) Hold Person, Lesser Restoration, Silence

3rd Level: (3/Day) Fireball, Reviviy, Dispel Magic

4th Level: (3/Day) Banishment, Freedom of Movement, Guardian of Faith, Locate Creature

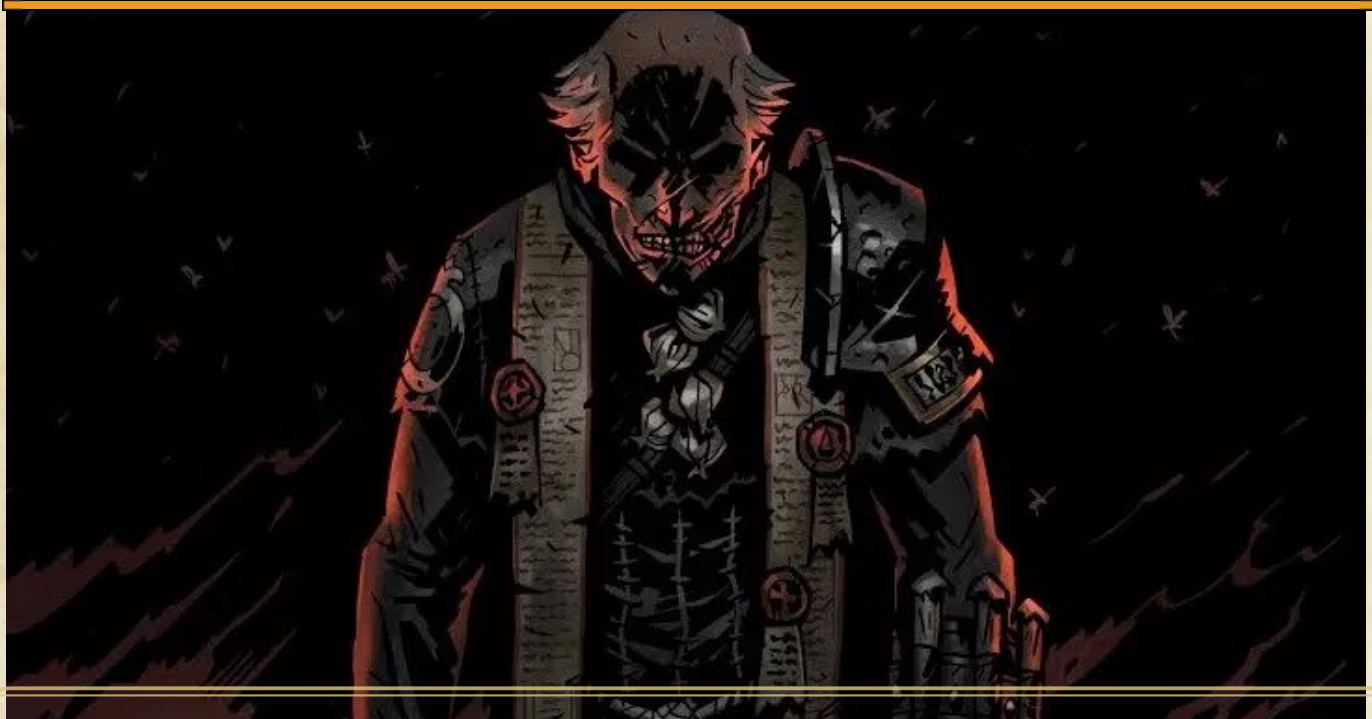
5th Level: (2/Day) Holy Weapon, Flamestrike

Actions

Smite The Monstrous. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 18 (2d12 + 4) Bludgeoning damage. Creatures infected with **The Crimson Curse** take an additional 1d12+5 Radiant damage as his hammer burns their accursed flesh.

Sentence Rendered. The Fanatic makes a grapple attempt against a creature. If it is infected with **The Crimson Curse**, he may attempt another grapple to put it on the Pyre if he is adjacent.

Faith's Reward (1/Day) The fanatic raises his staff, and the icon on its head glows as light passes through it. The light is focused into a beam of pure, radiant light, sending a beam scorching across the earth. Creatures in a 50 foot line from the fanatic must make a DC15 Dexterity save, taking 8d6 Radiant damage on failure, half on success. Creatures infected with **The Crimson Curse** fail this save automatically.



THE SHRIEKER

A great raven of unknown lineage, this once proud creature has nearly lost its mind to the eldritch corruption. It still follows its old instincts, collecting anything that catches its interest. Seeking out its nest may be profitable, if you can survive the eldritch rage long enough that it realizes what it's doing and flees.

THE SHRIEKER

Large Monstrosity, Chaotic Good

Armor Class 20

Hit Points 180 (16d8+108)

Speed 15 ft., 120 ft. fly

STR	DEX	CON	INT	WIS	CHA
12 (+1)	30 (+10)	16 (+3)	12 (+1)	17 (+3)	14 (+2)

Condition Immunities None

Senses Darkvision 90 ft.

Languages None

Challenge 10 (5,900 XP)

Shrieking Flight. The longer the battle wears on, the more the shrieker's instinct wins out over the eldritch corruption. Each round, the Shrieker must make a DC25 Wisdom save, the DC decreasing by 2 each round. When it passes, it returns to its senses and flees.

Shrieker's Prize. When the Shrieker flees, it leaves behind its prize, a pile of nonmagical and magical items, collected since its last appearance.

Actions

Peck. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 18 (2d6 + 10) Piercing damage.

Call the Flock. The Shrieker calls a murder of crows. It is a Large swarm of Tiny beasts,



THE DARKEST DUNGEON

Deep beneath the manor, beneath the earth, The cult prepares their final rituals. They defend these halls with their lives, their bodies warping and contorting as they've seen the Truth about this world. Some are so far gone to no longer even be able to be called human. The further into this blackest hell you go, the worse the visions become. And below it all, the echoing sound of a beating heart...

ASCENDED BRAWLER

The cultists writhe and contort, their bodies wracked by the Truth they saw beneath the manor. Even as mutated as they now are, they continue their vigil against all trespassers. Their new forms grant them strength previously unknown in men, and the kind of fortitude even solid stone would envy.

ASCENDED BRAWLER

Medium Abberation, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 90 (12d12+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	15 (+2)	12 (+1)	16 (+3)

Condition Immunities None
Senses Truesight 50 ft.
Languages Common, Deep Speech
Challenge 2 (450 XP)

The Warping Truth. When the Ascended Brawler is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Brawler's body contorts and warps.

Actions

Rend For the New God. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 22 (4d6 + 6) Slashing damage.

Charging Rend. If the Ascended Brawler moves more than 20 feet in a straight line, he may make one Rend For the New God attack with Advantage.

ASCENDED WITCH

The Priestesses of the cult too, have seen the Truth deep below. They too are warped, and corrupted beyond any sense of humanity. If this is their goal for the entire world, perhaps death at their hands is a mercy.

ASCENDED WITCH

Medium Abberation, Chaotic Evil

Armor Class 19 (Natural Armor)
Hit Points 76 (9d10+27)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	24 (+7)	16 (+3)	19 (+4)

Condition Immunities None
Senses Truesight 50 ft.
Languages Common, Deep Speech
Challenge 2 (450 XP)

The Warping Truth. When the Ascended Witch is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Cultist's body contorts and warps.

Actions

Summon Vision of Truth(1/Short Rest): The cultist witch summons a creature to assist her in combat. It disappears into dust when destroyed or after 1 minute. She can summon a Bone General, Uca Major, Swinetaur, or Blighted Giant. It gains **The Warping Truth**.

Fate's Reveal: The Ascended Witch chants, and forces a target creature within 30 feet to make a Wisdom saving throw with DC 14. On failure, that creature takes 4d8 Psychic damage. Targets who speak Deep Speech have Advantage on this saving throw.



The deeper into this hell you go, the more of this... document... appears. Who is its author? How do they know what lives in this world's blackest depths?

RAPTUROUS CULTIST

The Rapturous are the civilians who joined the cult yet were not fit for combat. They rejoice in the Truth beneath the manor, their twisted bodies gyrating and contorting as their face is warped into a rictus grin.

RAPTUROUS CULTIST

Medium Abberation, Chaotic Evil

Armor Class 5

Hit Points 67 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	10 (0)	6 (-2)	6 (-2)	6 (-2)

Condition Immunities None

Senses Truesight 50 ft.

Languages Common, Deep Speech

Challenge 1/8 (25 XP)

The Warping Truth. When the Cultist is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Cultist's body contorts and warps.

Actions

Flesh to Flesh. The Rapturous Cultist deals 2d8 damage to itself to heal an ally for 4d8.

CULTIST PRIEST

Their bodies no longer even have a form that could even be called humanoid. Perhaps the larval stage of some greater abberation, these Priests hide under their robes until the perfect moment to strike. When they find it, their entire body warps and lashes out as a singular weaponized limb. In an instant, they revert, leaving nothing but the question if the transformation ever occurred... and an impossibly deep wound.

CULTIST PRIEST

Medium Abberation, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 114 (12d10+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (0)	19 (+4)	18 (+4)	17 (+3)	14 (+2)

Condition Immunities None

Senses Truesight 50 ft.

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

The Warping Truth. When the Cultist is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Cultist's body contorts and warps.

Actions

Wrath's Finger. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 27 (5d6 + 7) Piercing damage.



MALIGNANT GROWTH

And here we thought iron and stone immalleable. Unchanging. This... abomination of flesh and steel is a travesty to all natural law. If we are to succeed in this place, we must be willing to rethink how we consider the very world we live in.

MALIGNANT GROWTH

Medium Abberation, Chaotic Evil

Armor Class 18 (Natural Armor)
Hit Points 85(10d10+30)
Speed --.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	40 (+15)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison, Psychic
Damage Resistances Bludgeoning, Slashing, Piercing, Fire, Cold
Condition Immunities Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Charmed
Senses Truesight 50 ft.
Languages Deep Speech
Challenge 4 (1100 XP)

Immutable. Immune to Polymorph effects.

Abberant Construct. Counts as both a Construct and an Abberation for the purposes of effects such as Favored Enemy.

The Warping Truth. When the Growth is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Growth's body contorts and warps.

Actions

Mental assault. Target creature must make a DC14 Wisdom save or be stunned until the end of its next turn and take 6d6 Psychic damage.

Maul the Flesh. *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit* 19 (4d6 + 3) Slashing damage.

DEFENSIVE GROWTH

Another amalgam of flesh and metal. Truly, we fight the world itself the deeper we descend. Even immobile, this eldritch creature seems to be able to protect its allies.

DEFENSIVE GROWTH

Medium Abberation, Chaotic Evil

Armor Class 21 (Natural Armor)
Hit Points 93(11d10+33)
Speed --.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	40 (+15)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison, Psychic
Damage Resistances Bludgeoning, Slashing, Piercing, Fire, Cold
Condition Immunities Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Charmed
Senses Truesight 50 ft.
Languages Deep Speech
Challenge 4 (1100 XP)

Immutable. Immune to Polymorph effects.

Abberant Construct. Counts as both a Construct and an Abberation for the purposes of effects such as Favored Enemy.

The Warping Truth. When the Growth is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Growth's body contorts and warps.

Actions

Bolster. The Growth casts Haste on an ally within 30 feet.

Grand Guard. As a reaction, the Growth can take damage for an ally within 30 feet.

Ritual Restoration. The Growth heals an ally for 4d8.

Unbearable Tremors. The very room shakes and warps! All creatures within 50 feet must make a DC14 Wisdom save. Creatures who fail take 4d8 Psychic damage.



FLESH HOUND

It seems animals are just as vulnerable to the Truth as humans. What was once a dog is now a crawling mass of tentacles and fangs. It runs the tunnels of the Darkest Dungeon, ever seeking trespassers to devour.

FLESH HOUND

Small Abberation, Chaotic Evil

Armor Class 14
Hit Points 22 (4d8+4)
Speed 50ft.

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

Condition Immunities None
Senses Truesight 50 ft.
Languages None, Understands Common and Deep Speech.
Challenge 1 (200 XP)

The Warping Truth. When the Hound is Critically hit, roll 1d100. If the roll is greater than 85, the Critical Hit is nullified as the Hound's body contorts and warps.

Organization. The Flesh Hound's allies can mark a target as a Bonus Action, giving the Dog advantage on its next against that creature.

Actions

Savage. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 12 (2d4 + 4) Slashing Damage. Creatures struck must make a DC13 Constitution saving throw or start bleeding profusely. A creature bleeding by this effect takes 2d4 Slashing damage at the start of each of their turns, and can use a Bonus Action to attempt to stop the bleeding with a DC15 Constitution save or Medicine check. Another creature that is Adjacent to a bleeding creature can attempt the same Medicine check as a Bonus Action.

POLYP

There truly is no words for the abominations that creep through these halls. The Polyp has no proper structure, no sensory organs, no way to move about except for its wings. How this creature even finds its way around is a mystery, let alone how it detects prey. What is known, however, is once it has identified a target it hunts them down with no rest, chasing them to the ends of the earth.

POLYP

Small Abberation, Chaotic Evil

Armor Class 15 (Nautral Armor)
Hit Points 16 (3d8+3)
Speed 0ft, 20 ft fly.

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

Condition Immunities Exhausted
Senses Blindsense 50 ft.
Languages Deep Speech
Challenge 1 (200 XP)

Unceasing Attack. Once a Polyp has identified a target, it instinctively knows which direction that target is and the distance to them. It will chase them forever, with no need to sleep, eat, or drink.

Actions

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

Phlegm Launch. *Ranged Weapon Attack:* +4 to hit, reach 20ft., one target. *Hit* 7 (1d4 + 4) Acid damage. Targets must make a DC13 Constitution save or be Poisoned for 1 minute. While poisoned in this way, the target's speed is 5 lower.

Banishing Screech. The Polyp screeches, and a target must make a DC13 Wisdom save or be Frightened of the Polyp for 1 minute.



THE TEMPLARS

Apparently the end-goal of the transformations the cultists are going under, the templars are a group of monstrosities that are the most elite of the cultists warriors. All templars have an ability called "Revelation" which adventurers will need to find a way around if they have any hope to defeat them. It is extremely rare to see more than one templar in an area.

TEMPLAR IMPALER

Large Abberation, Chaotic Evil

Armor Class 17 (Natural Armor)

Hit Points 178 (17d10+85)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (0)	20 (+5)	18 (+4)	21 (+5)	10 (0)

Condition Immunities None

Senses passive Perception 6

Languages None

Challenge 10 (5,900 XP)

TEMPLAR IMPALER

The Impaler is a Templar with a stinger carrying an extremely lethal poison. Their claws are highly lethal and their body is built for frontline combat.

TEMPLAR WARLORD

The Warlord is a Templar with a stinger that can launch a deadly spine. Their poison is less lethal than an Impaler, but their spines can be rained down over an area.

Truth. When the Templar is Critically hit, roll 1d100. If the roll is greater than 50, the Critical Hit is nullified as the Templar's body contorts and warps.

Revelation. At the top of each initiative, the Templar rears back, revealing an eye at the center of its body. A target creature who can see this eye must make a DC20 Wisdom save or take 15d10 Psychic damage.

Actions

Torment. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 19 (3d6 + 7) Slashing damage.

Impaling Stiner. *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit* 15 (2d6 + 7) Piercing damage. Targets must make a DC17 Constitution save or take 5d8 Poison damage and be poisoned for 1 minute.

TEMPLAR WARLORD

Armor Class 19 (Natural Armor)

Hit Points 178 (17d10+85)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	20 (+5)	21 (+5)	18 (+4)	10 (0)

Condition Immunities None

Senses passive Perception 6

Languages None

Challenge 10 (5,900 XP)

Large Abberation, Chaotic Evil

Revelation. At the top of each initiative, the Templar rears back, revealing an eye at the center of its body. A target creature who can see this eye must make a DC20 Wisdom save or take 15d10 Psychic damage.

Actions

Torment. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit* 18 (3d6 + 6) Slashing damage.

Launch Stiner. *Ranged Weapon Attack:* +10 to hit, reach 45ft., one target. *Hit* 15 (2d6 + 7) Piercing damage. Targets must make a DC17 Constitution save or take 3d8 Poison damage and be poisoned for 1 minute.

Stinger Rain. The Templar rains down a group of stingers. creatures in a 10 foot radius circle must make DC17 Dexterity saves or take 3d8 Piercing damage. Creatures struck must make DC17 Constitution saves or take an additional 2d8 Poison damage.

LESSER TEMPLARS

Templar Gladiators and Snipers are lesser versions of the Impaler and Warlords. While they lack the **Revelation** ability, they are otherwise the same creature.



ANTIBODY

The very walls we walk past seem to now be made of flesh. We are truly within the belly of the beast now... is what we see now a reflection of our own internal structure? It seems newly formed, and not terribly dangerous, but even so take caution.

ANTIBODY

Medium Abberation, Unaligned

Armor Class 14 (Natural armor)

Hit Points 17 (5d6)

Speed --.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	18 (+4)	18 (+4)	12 (+1)	13 (+1)

Condition Immunities Prone

Senses Truesight 100 ft.

Languages None, Understands Deep Speech

Challenge 1/2 (100 XP)

Abberant Biology This creature seems to shrug off blows that would normally be incredibly lethal. This creature cannot be critically hit.

Actions

Secretions The Antibody launches forth a spray of secretions. Creatures in a 30 foot line must make a DC12 Dexterity save or take 3d6 Acid damage and be stunned until the end of their next turn.



THE MAMMOTH CYST

An esoteric creature of unprecedented size, this Cyst constantly summons a strange, white creature that is in and of itself not dangerous, but if left alive can possibly teleport adventurers away to protect the main body of this abomination.

THE MAMMOTH CYST

Huge Abberation, Chaotic Evil

Armor Class 15 (Natural Armor)

Hit Points 212 (17d12+102)

Speed --

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-2)	25 (+7)	16 (+3)	20 (+5)	4 (-3)

Condition Immunities None

Senses Truesight 100 ft.

Languages Deep Speech

Challenge 15 (13,000 XP)

White Cell Stalk. At the top of each initiative, it summons a White Cell Stalk if one is not currently alive. (14 AC, 30 HP)

Actions

Gaze of the Infinite. The Cyst gazes at a target. That creature must make a DC18 Wisdom save or be stunned until the end of their next turn, take 6d6 Psychic damage, and have Disadvantage on attacks for three rounds.

Digestion. The Cyst vomits forth a spray of acid. Creatures in a 30 foot cone must make DC18 Dexterity saves or take 6d8 Acid damage, half on success. Creatures which fail must also make a DC18 Constitution save or take an additional 2d8 Poison damage and be Poisoned for 1 minute.

WHITE CELL STALK

The White Cell Stalk is a similar creature to the Antibody before it. It has no offensive potential, but if left alive has potent magic that can teleport victims away.

WHITE CELL STALK

Medium Abberation, Chaotic Evil

Armor Class 14

Hit Points 30

Speed --ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)

Condition Immunities None

Senses Truesight 100 ft.

Languages Deep Speech

Challenge 1/8 (25 XP)

Delayed Reaction. The White Cell Stalk acts on the bottom of each initiative.

Actions

Reconstitute. The White Cell Stalk heals a target for 3d8.

Displace. The White Cell Stalk casts a spell on two target creatures it can see. They must both make a DC22 Wisdom save. If either succeeds, the spell fails. If both creatures fail, their locations are swapped as they teleport.

Relocate Target. The White Cell Stalk casts a spell on up to 6 target creatures. They must all make a DC30 Wisdom save. If any succeed, the spell fails. If they all fail the save, they are teleported to another location of the White Cell Stalk's choice within a mile. This ability cannot be used until at least 18 seconds after the Stalk is summoned.



THE SHUFFLING HORROR

A keening cry all who have fought a shambler remember echoes down the halls of the Darkest Dungeon. It seems the Cult have brought one to heel, and exposed it to the Truth. It becomes their guardian, one of their greatest assets. The organs that once produced poison are now inert and useless.

THE SHUFFLING HORROR

Huge Abberation, Chaotic Evil

Armor Class 20 (Natural Armor)

Hit Points 230 (20d12+100)

Speed 30ft.

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

Condition Immunities Charmed

Senses Darkvision 90 ft.,

Languages Abyssal, Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Legendary Resistance (3/day). The Horror can choose to succeed at a save which it failed.

Actions

Multiattack. The Horror makes up to four attacks. They can be split in any way between its abilities.

Lacerate Advancement (Recharge 1). The Horror roars, swinging its tentacles in an arc. Creatures in a 10 foot circle around the Horror must make DC 17 Dexterity saves, taking 6d6 Slashing on failure, half on success.

Echoing Disassembly (Recharge 1). The Horror lets out a cry that echoes painfully through the shadowy void. Creatures within 50 feet must make a DC 17 Wisdom Save or take 4d8 Psychic damage, and be randomly teleported around the void. They end up switching places with a random ally, or moved up to 30 feet in any direction. (Roll d8 for direction, and d6 for distance)

Tentacle Slash Melee Weapon Attack: +8 to hit, reach 20ft., one target. *Hit* 20 (4d6 + 4) Slashing Damage.



THE ANCESTOR

So you finally reach the end. Through all your trials, all your adventures, you find yourself here. Facing me. You slew each of my mistakes, and descended into the Darkest Dungeon to put this world at peace, and for what? a sense of justice? To make right what once went wrong? Pitiful. There is a Truth staring up at you from this World's blackest depths, and I am its herald. You foolishly consider yourself an entity apart from the whole. You are *wrong*. **And I will show you.**

THE ANCESTOR

Medium humanoid, Chaotic Evil

Armor Class Irrelevant.

Hit Points Infinite.

Speed Unknown.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Damage Immunities All

Condition Immunities All

Senses Truesight 500 ft.

Languages All

Challenge 30 (155,000 XP)

Reflections. The Ancestor, at the top of each initiative, summons three Reflections, or the difference between three and the current total. If he summons 1, it is a Perfect Reflection. If he summons 2, roll 1d4. If the d4 lands on a 1, one is summoned as an Imperfect Reflection, and the other is Perfect. If he summons 3, one is Imperfect and the others are Perfect. If a total of 5 Imperfect reflections are killed, The Ancestor dies.

The Truth. When The Ancestor dies, his corpse becomes The Heart.

Actions

Time Heals All. (Recharge 4) All Reflections are healed for 2d8.

REFLECTION

Medium Abberation, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 67 (9d10+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	16 (+3)	19 (+4)	17 (+3)

Condition Immunities Charmed, Frightened, Exhaustion,

Senses Darkvision 90 ft.

Languages Common, Deep Speech

Imperfections Both types of Reflection have the same statistics, but a different ability marked (Perfect) or (Imperfect)

Actions

(Imperfect) It Chooses. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 3) Piercing damage. Creatures hit are **Marked**.

(Perfect) Reunion. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 3) Piercing damage. Creatures **Marked** take an additional 2d6 Piercing damage.

We Are The Same. (Recharge 4) Target Creature must make a DC20 Wisdom save or take 8d8 Psychic damage.



THE HEART

This is Truth. This is undeniable, ultimate power. This is the cult's salvation. This is the Heart of the world. And if there is to be any hope for survival, you must kill it here and now.

THE HEART

Colossal Abberation, Chaotic Neutral

Armor Class 10

Hit Points 596 (29d20+290)

Speed --

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	30 (+10)	24 (+7)	24 (+7)	24 (+7)

Condition Immunities Charmed, Blinded, Deafened, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Prone, Restrained, Unconscious

Senses Truesight 1 mile.

Languages All

Challenge 30 (155,000 XP)

Creator And Destroyer. The Heart is just the heart of a much larger being. If it was to fully awaken, no force on this world or another could possibly hope to stand in its way.

Alpha and Omega. Reducing The Heart to 0 hp does not slay it, only put it to rest. The Heart falls into slumber for decades equal to the party's combined Wisdom.

Deific Demand. When the Heart reaches 50% hp, it makes a demand that must be met. It is invulnerable until the following condition is met: One creature must willingly damage itself. When they do, that creature is immediately reduced to 0 hp and fails its first two death saving throws. The Heart regains twice the hp lost in this manner. This ability can only be used once.

Gestation. The Heart spends the first three rounds of its life Gestating, taking no actions.

Offering to the Ininite. Any creature can damage themselves for any amount of hp. Doing this Stuns the heart for 1 round for each 20 hp lost, but heals it for half the hp lost.

Actions

Know This (Recharge 2) Target creature makes a DC25 Wisdom save, taking 10d8 Psychic damage on failure.

Puncture (Recharge 2) *Melee Weapon Attack:* +15 to hit, reach infinite., one target. *Hit* 28 (5d6 + 8) Piercing damage.

Dissolution (Recharge 2) *Ranged Weapon Attack:* +8 to hit, reach infinite., one target. *Hit* 32 (8d6) Poison damage.



The Color of Madness

