

BAKASURA'S TEMPLE



BY ASHA PATEL

AN ADVENTURE FOR 4TH-5TH
LEVEL CHARACTERS



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SEALED UNDERGROUND, A FORGOTTEN DEMON WAITS

A 6-HOUR ADVENTURE FOR 4TH-5TH LEVEL CHARACTERS

By Asha Patel

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INTRODUCTION

This is a challenging adventure designed for a party of four, levels 4-5. It is expected to take around six hours to complete. It can be run as a one-off or incorporated into a larger story using the optional hooks. All lore relating to Bakasura is homebrew and should not be considered canon.

OVERVIEW

Bakasura's Temple begins with the party travelling through rocky hills in the middle of a heavy storm. As they're making their way forward, a sudden landslide breaks open the path in front of them, tipping the adventurers through a hole into a pool of water outside a lost temple. With their entryway covered by falling debris, the party must figure out how to escape.

OPTIONAL

Instead of having the party plunge into the temple and must try to escape, you can instead have them stumble upon the doorway or be sent to investigate from an NPC as part of a larger campaign. Be aware though, this removes the "trapped" feeling of the dungeon as the party can leave at any point.

The temple itself is broken into two parts, the upper and lower floor.

The upper floor is shielded from the lower floor by way of a seal. To break this seal the party must solve a riddle and combine various ingredients together in a stone altar. Two of the ingredients are guarded by monsters, which are the only hostile enemies throughout the upper floor. Once all ingredients have been combined, the stairs leading to the lower floor are revealed.

After descending the stairs, the party will have to swim as the first few rooms of the lower floor are submerged underwater.

Throughout the lower floor, the party will discover more about the history of the temple, including details of a specific ritual designed to summon a demon called Bakasura to the material plane.

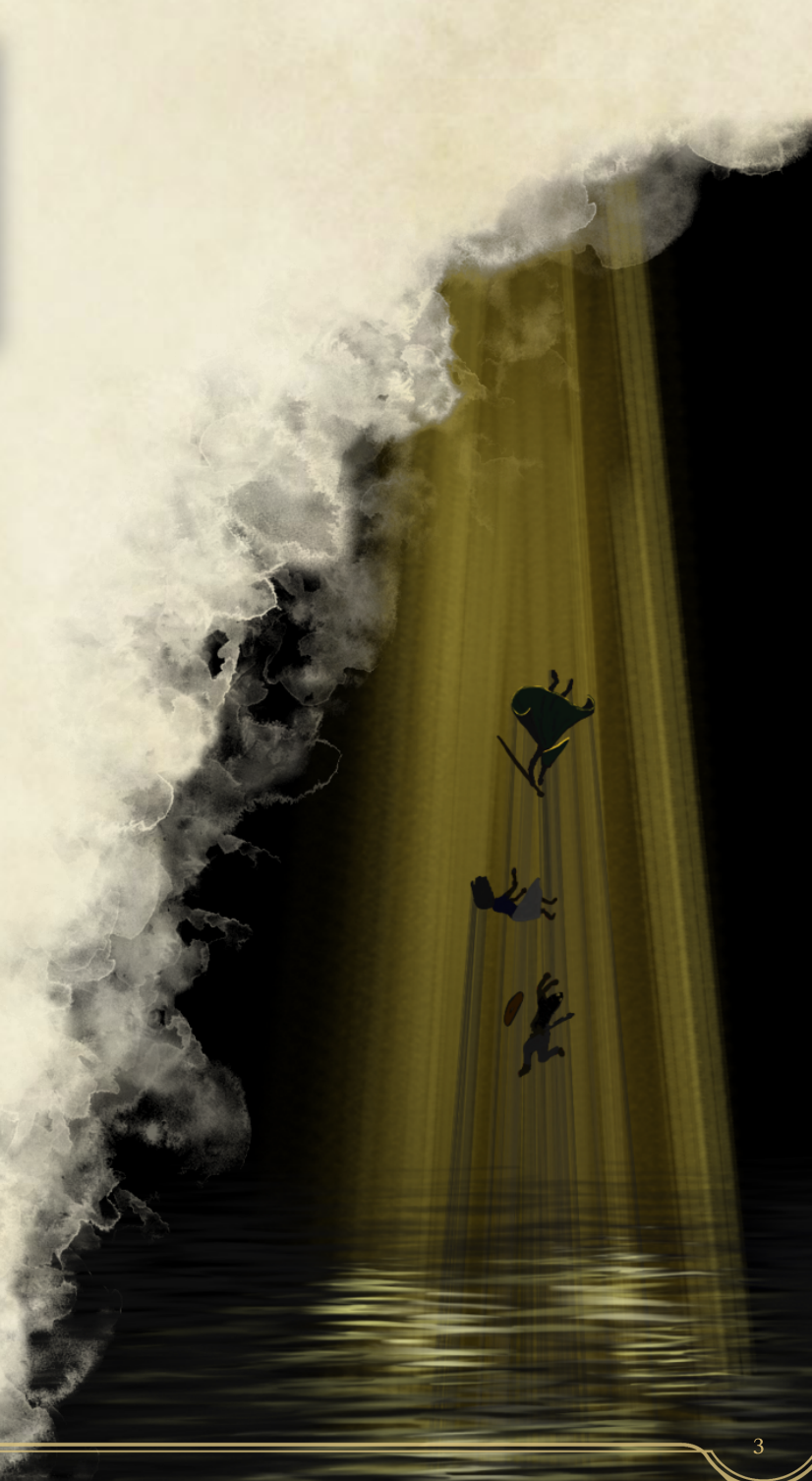
They will eventually pass through the room where the ritual was successfully performed around 200 years ago, until finally discovering and fighting a sliver of the summoned Bakasura before making their escape.

BACKGROUND

The temple the party have stumbled into is a lost temple dedicated to Baphomet, the Demon Lord who resides over the *Endless Maze* on the 600th layer of the Abyss.

Throughout the temple the party will find maze carvings and statues depicting his form - a huge, demonic, bull-headed, great-axe wielding humanoid. The entrance to the temple itself is through the maw of a giant carved face of Baphomet.

This specific temple was last inhabited 200 years ago by a cult called the Black Circle. They had found a ritual to summon a powerful demonic demi-god called Bakasura from the endless maze. Having been intentionally sealed before the Black Circle attempted their summoning, the temple has remained undiscovered since.



BAKASURA

Bakasura is an ancient demonic demi-god who appears in the form of a Tanarukk.

Originally created thousands of years ago by the Demon Lord Baphomet on the 600th layer of the Abyss, Bakasura was the first of the race of Tanarukks. Granted extreme strength and size by his master, Bakasura combines his immense physical form with a mean intelligence.

Bakasura has appeared once before on the Material Plane, over 1000 years ago. During that period he gained the title *The Devourer* as he ruthlessly hunted all living beings, drinking their strength to fuel his endless rage. It took combined forces of all the races to eventually trap Bakasura and send him back to the Abyss.

THE BLACK CIRCLE

The Black Circle was the cult devoted to Baphomet that inhabited this temple when it was built 200 years ago.

One of their members discovered an ancient ritual to summon Bakasura into the Material Plane. This ritual, considered lost from the days when Bakasura had roamed, was written in Old Abyssal - a lost language. Eventually, however, the member of the Circle succeeded in translating the language and decoded the ritual.

BAKASURA'S SUMMONING RITUAL

The ritual to summon Bakasura involved three parties; the unwilling victims, the willing victims, and the host that Bakasura would inhabit. Each played a different part during the ritual.

The unwilling victims needed to be sacrificed before beginning the ritual. Their blood, after being enhanced by various spells, would then be collected and used to create a deadly poison.

Next, the willing victims would need to give their life by drinking the poison. The elixir would stretch their flesh, transforming their faces into beasts, before taking their life. As the final willing victim expired, a tear to the Abyss would open up, through which Bakasura's spirit would be pulled forth, summoned by a ritual cast by the host.

As Bakasura's spirit entered the Material Plane, it would be forced into the body of the host. After the period of an hour, the ritual would complete and Bakasura's spirit would fully inhabit the host.

Once the ritual was completed it should then be possible for the host to impose their will on the demon within them, and channel their otherworldly powers and strength. The host would have to be strong both physically and mentally to keep control of the demon within them, as Bakasura would always be striving to break free of the host's control to again stalk the Material Plane.

When the Black Circle attempted their ritual, they were almost successful. Bakasura was indeed summoned into the host, but the chosen host was a frail man who couldn't control the demonic force inside him. As Bakasura was imprisoned he ate through the man's essence. Unable to complete the process the host only had enough time to stumble to the main worship room before expiring, expelling the sliver of Bakasura's spirit in the process.

THE FIRST FLOOR SEAL

The lower floors of the temple are guarded with a seal.

This seal was a precaution from the Black Circle when they attempted their summoning. Barring any access, including magical means, between the two levels of the temple, they made certain that if the summoning ritual went awry they wouldn't be releasing Bakasura on the Material Plane.

The seal has effectively kept the sliver of Bakasura trapped in the temple for 200 years.

PARTIALLY FLOODED

The lower floors of the temple are partially flooded, with a few encounters and traps happening underwater.

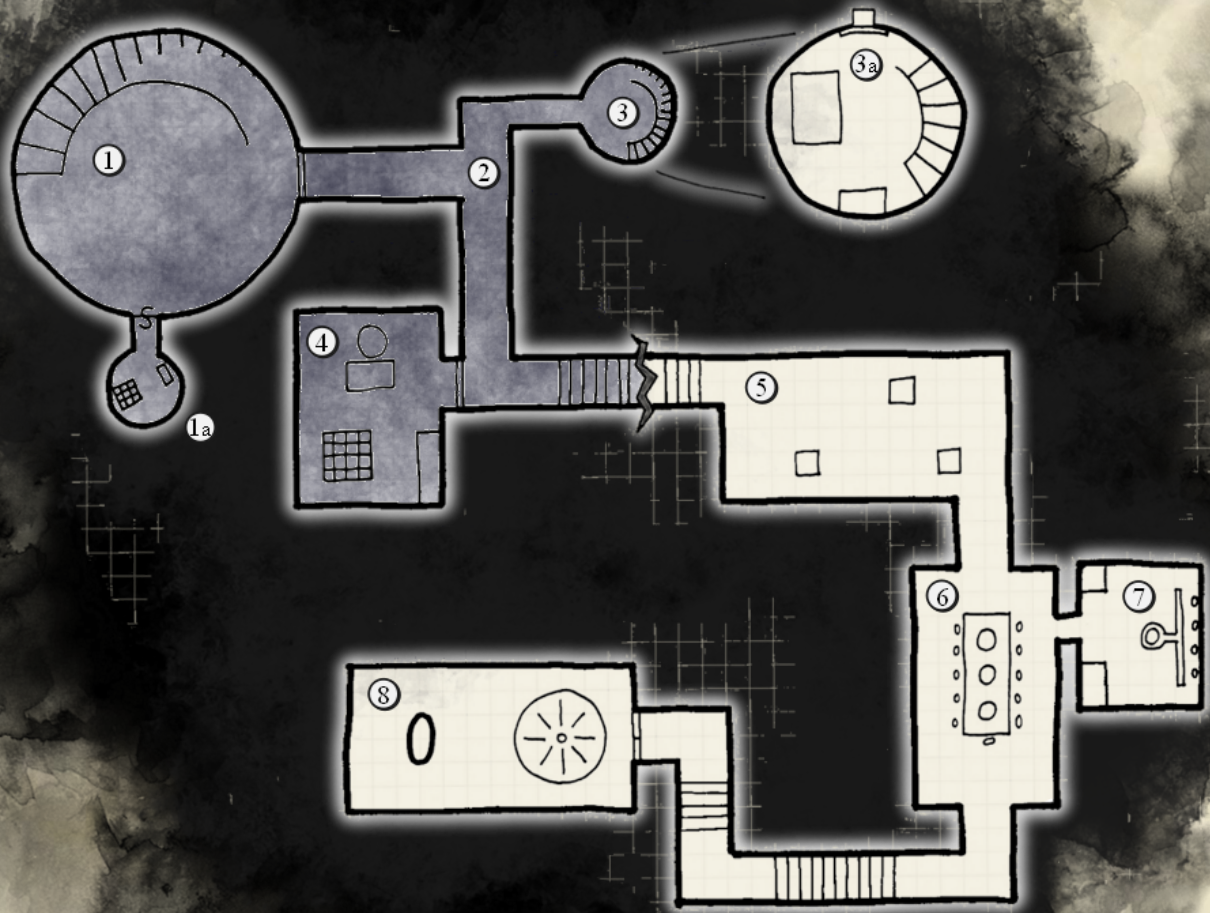
Be aware that if none of the party have any way of breathing underwater, this could significantly increase the difficulty of the adventure.



TEMPLE MAP - UPPER FLOORS



TEMPLE MAP - LOWER FLOORS



THE BEGINNING

You have been on the road for a few weeks now.

It's unpleasant going; the never-ending storm has caused a thick layer of mud that's coated itself over every surface. You've pushed on, weaving between hills and edging around boulders, all the while feeling the rain on your shoulders, icy tendrils trickling beneath your cloak to tickle your shoulder blades.

It's a lonely place. You haven't seen another soul for days.

As you make your way through a particularly narrow gully, the ground beneath your feet jolts as a resounding crash hits the air. A rock the size of a cart that was perched at the top of the hill next to you has given way and is careering towards you, splintering other rocks as it falls, causing the entire hill to shake. Before you can react, the stone beneath your feet gives way, tipping you forward into a gaping hole that suddenly opens beneath you.

Disorientated, you fall through the darkness, hearing the shouts of your companions around you, the growing roar of the rockfall ringing in your ears. In the snatches of light from the hole above you catch a brief glimmer of a reflection beneath you before... SPLASH! You hit water. Hard.

You struggle your way to the surface of the water, spluttering sounding around you as your companions do the same. Above you, the small hole through which you fell is suddenly covered, plunging you into complete darkness.

Slowly, the sound of the rockfall far above you fades, until silence reigns once again.

The pool the characters land in marks the entrance to the Upper Floors of the Temple.

THE UPPER FLOORS

1. THE ANTECHAMBER

You find yourselves floating in an ice-cold pool of water inside a roughly circular cavern. You can hear trickling water echoing through the cavern. It is completely dark, as the remnants of the rock-fall has covered the hole you fell through.

The characters find themselves in the antechamber of the Temple. The only way forward is to enter the Temple itself through the carved stone face on the far wall.

Cavern. If any characters have darkvision, or produce a light source, they can make out more details of the cavern. The walls of the cavern are rough, unworked rock, which stretch steeply upwards before forming a rough ceiling around 100ft high.

If the characters have darkvision or a light source, a DC 12 Perception check will reveal the hole they fell through has been blocked by a significant amount of rock, probably from the rockfall they saw. Attempting to blast through the ceiling is unproductive and makes very little mark against the rock. If the party persists, there could be a small rockfall from the ceiling, dealing 2d6 bludgeoning damage on a hit with a DC 15 Dexterity saving throw reducing the damage by half. It should be made clear that attempting to exit that way is fruitless.

Pool. This is the pool of water the characters landed in when they fell.

The pool takes up about half of the cavern and is filled with clean, ice-cold water. One half of the pool hugs the wall of the cavern, the other half is bordered by a small, manmade, curved rock wall, about 2ft high, that stops the water spilling into the rest of the cavern. Water trickles constantly down the rock face at the back of the pool, keeping the water level high.

Diving deeper into the pool reveals a depth of 20ft in the centre, gradually getting shallower until it reaches a depth of 2ft at the edge of the pool. There are a few rocks from the rockfall in the pool, otherwise nothing of interest.

Skeleton. A skeleton of a humanoid is lying on the ground next to the cliff wall a few feet away from the pool, it's left leg completely shattered. A successful DC 10 Medicine check is enough to know this skeleton is human in nature and over 20 years old; the victim probably fell through the roof as well but was unlucky enough to not land in the pool, breaking its leg in the process. Unable to move it is likely the victim died of thirst.

A DC 14 Perception or Investigation check will allow the party to see a small satchel resting on a small outcrop from the cliff face about 20ft off the ground above the skeleton. If they can get their hands on it, the characters will find:

- 20gp
- 2 regular healing potions
- 1 vial basic poison
- 1 pack of playing cards
- An unfinished map of the area, drawn in smudged charcoal on parchment

Temple Entrance. This is the only way forward, into the Temple itself. The stone face is a huge, 200-year-old carving of Baphomet. Heading through the entrance leads the party to **room 2**.

On the opposite side of the cavern there is a 20ft high, stone carving of the face of a horned beast, frozen in a roar of anger. The mouth gapes wide, revealing a pitch-black tunnel leading deeper inside the cliff face.



2. TEMPLE ENTRANCE

The tunnel through the carved mouth continues for about 10ft before it turns into stairs heading down. The tunnel itself is 5ft wide and roughly carved directly into the rock. Here and there are damp patches on the walls where water has trickled through, but for the most part it is dry. It is pitch black and silent apart from the occasional sounds of dripping water.

The stairs continue downwards for 30ft before abruptly opening into a small, rectangular room, about 30ft by 20ft with a low ceiling. To the right and left there are two identical archways carved into the stone of the room. There is a heavy, imposing oak door standing closed on the wall opposite to you.

Immediately to the right and left of you, flanking the archway you have just passed through, are two stone, 10ft high statues of a bull-headed humanoid wielding a greataxe. Its features look very similar to the carved face on the cliff face outside. The relief of a maze is carved into the floor and across the walls, stretching almost to the ceiling.

The archway to the left leads into **room 2b**, the archway to the right leads to **room 2a**.

The door in the Temple Entrance is the only way to access the rest of the Temple. This leads to **room 3**.

Door. The door opposite the tunnel opening is locked and can be opened with a DC 20 Dexterity check using Thieves Tools.

Statues. A successful DC 12 Religion check will reveal the statues are of the Demonic Lord Baphomet, who rules over the *Endless Maze* on the 600th layer of the Abyss.

2A. TELEPORTATION ROOM

The archway reveals a flight of stone stairs curving to the right. Following them down you emerge in a small, stone room. The room is empty apart from a circle of runes carved into the floor in front of you, and a wooden table against the left-hand wall.

This room contains an old teleportation circle. It was used by members of the Black Circle to enter and exit the Temple. In here you can also find the key to unlock the door in the Temple Entrance.

Runes. The 10ft diameter circle of symbols is definitely magical. A DC 12 Arcana check will reveal the circle to be a permanently inscribed *Teleportation Circle*.

Table. The table is covered in bits of junk, including bits of scrap parchment, a dried up inkwell, some ancient, barbed quills and some dusty, empty glass vials. There is also a large iron key which any character who looks over the table will find. This iron key will unlock the door in the Temple Entrance.

2B. INCARCERATION ROOM

You follow a flight of stone stairs curving to the left. At the bottom you find yourself in a small, stone room. Most of the room is taken up with a simple stone table in the centre of the room, upon which rests a humanoid skeleton. At the far end of the room is a large stone fireplace and a table, covered with rusted metal shards.

This room was used by the Black Circle to interrogate unexpected visitors - whether they were there intentionally or not - without having to bring them within the safety of the Temple Entrance. Many lost wanderers found their end in this room.

Skeleton. The skeleton is bound to the table with iron manacles affixed to their arms and legs that extend from the top and bottom of the table. Next to the skeleton is a *+1 dagger* which has retained its edge.

Fireplace. The fireplace is cold and filled with ash. The chimney appears to have been completely blocked by fragments of stone and rock.

Table. The party can make out fragments of knives and brands among the mess of rusted iron.

3. TEMPLE NAVE

The short tunnel leads abruptly into a large, circular stone room. More maze-like carvings cover the floor and stretch up the walls towards the domed ceiling. In the centre of the room you see a large pyre made from charred wood. There are wooden pews scattered throughout the room, with many of them pushed back to the wall. A lingering smell of smoke fills the room.

There are two closed wooden doors, one to your left and one to your right. Opposite you at the other end of the chamber you see a wide tunnel stretching further into darkness.

The door to the left leads into **room 4**, the door on the right leads to **room 6**. The main tunnel leads to **room 8**.

After the characters have unlocked the door in the Temple Entrance, they gain entrance to the heart of the Temple - the Nave. This was used as a gathering and worship area by the Black Circle but is now in disrepair.

The room was last used to sacrifice a mutated human by burning them to death as a form of worship to Baphomet. It is completely dark in this room.

Pyre. The pyre of charred wood and ash is built around a thick, partially-burned, 10ft high wooden mast. A few blackened and cracked bones can be seen scattered amidst the pyre, along with hints of unburned, frayed rope. Lying half buried in ash is the skull of a beast, with elongated canines, the hint of fangs, and an abnormal bone growth stretching over the forehead.

A DC15 Medicine or Nature check will reveal the bones are in fact from a human, and the skull seems to have undergone a mutation to make it appear beastlike. This transformation probably took place before the creature met its end.

Pews. The pews are made out of a sturdy wood and so most are still able to hold weight. They are simple in design but have been varnished and look well used. It looks like some have been hacked to pieces, however, and others are missing large chunks of wood. They were probably used to create the pyre in the middle of the room.

Most of the pews have been pushed back to the edge of the room to allow room for the pyre in the middle.

Walls. The carvings on the walls match the relief in the Temple Entrance - there doesn't seem to be any pattern to it. The carvings cover the entire floor, stretching up the walls to about waist height. The rest of the walls are unmarked stone that curve towards a domed ceiling maybe 40ft high at its peak. Sconces dot the walls at regular intervals.

4. LEFT PASSAGEWAY

The door to this passageway is not locked, leading into a long stone corridor which ends in another small, stone room. There is a small chest against the wall, with a simple wooden door opposite it. This door leads to **room 5**.

There is a secret passageway in the room. A character notices the secret passageway with a DC13 Perception (or passive perception) check.

Chest. This chest isn't locked or trapped. Inside it there are shards of rusted metal along with a handful of loose change equating to about 10gp.

Secret Door. The secret door is a carefully carved stone door made to look like the wall around it. It is not locked - you need only push on it and it swings open. This leads to **room 4a**.

4A. SECRET ROOM

This room was used for storage of more valuable items. There isn't much left as the Black Circle cleaned it out before they left. There is a large chest against the right-hand wall, and a cupboard against the left wall.

Chest. The chest is locked. It can be unlocked with a DC10 Dexterity check using Thieves Tools, or broken open after taking 15 points of damage. If the chest is broken, however, some of the vials inside will break. Inside the chest, there is:

- 1 regular healing potion
- 2 acid vials (1 if the chest was broken open)
- 2 antitoxin vials
- 3 standard poison vials (1 if the chest was broken open)

Cupboard. Inside the cupboard the characters will find:

- 3 pairs of finely made, black, silk robes
- 1 pair of purple robes, made from a thicker, lined silk
- 1 mask made out of iron in the shape of a beast. Designed to cover the top half of the face it has slits for eyes above a fanged, snarling mouth.

5. COBBLED ROOM

The door opens revealing a circular stone room. You immediately see a glow of light, and look up to see a colourless gem emanating a faint light which is suspended from the end of a stalactite high above you in the centre of the room, otherwise the room appears completely empty.

There is a narrow border of unmarked stone around the floor at the edge of the room, with smooth cobblestones covering the rest of the floor. The walls are plain, unworked stone.

This room contains a gemstone - one of the ingredients that the characters will need to get in order to break the seal and progress to the lower floors of the Temple. The cobbled area of the floor is trapped with stone hands disguised as cobblestones.

Gemstone. The gemstone is completely smooth, pale white in colour, about 2 inches diameter, and gives off a gentle flickering light. It is attached to the end of a stalactite in the centre of the room 50ft above ground. If the stalactite takes any damage, the gemstone is released and falls to the ground. If it touches the cobbled ground it activates the cobblestone trap. The gemstone is immune to any damage.

COBBLESTONE TRAP

The room looks innocuous at first glance, but there is a trap; the stones on the floor that look like cobblestones are actually transmuted stone hands. They cover a 20ft diameter area in the centre of the 30ft diameter room, leaving a 5ft border of stone around the perimeter of the room. In the hands natural state they remained curled over, displaying the back of their hand to give the appearance of cobblestones. A creature that can see them and succeeds on a DC 20 Intelligence (Investigation) check can discern their true nature.

As soon as they are disturbed, the hands unfurl and begin grasping and pulling at anything standing on top of them.



Trigger. As soon as any creature or object touches the cobblestones, any stone hands within 5ft unfurl and begin to grasp at the target. If the target moves away, the hands remain grasping at the air for a round before curling again into their cobblestone form.

Action. A creature touching the hands must make a DC15 Dexterity saving throw at the beginning of their turn or be restrained by the hands. The creature makes the saving throw at disadvantage if they were unaware of the hand's presence. Any unrestrained creature must remake the save at the beginning of their next turn or anytime they move onto a different area of the cobblestones. Any object automatically fails the saving throw.

While restrained, the hands grasp the target and begin to drag them down into the ground. The hands can drag a target 1ft into the ground per round, to a maximum of 10ft. A target caught in this manner takes 1d4 bludgeoning damage at the start of each of its turns. A target can pull free from the restraint with a successful Strength (Athletics) check, where the DC starts at 12 and increases by 1 for every foot they've been pulled into the ground.

If a target is pulled completely into the ground, they are completely submerged within grinding rock. While submerged, the target gains full cover, takes 1d6 bludgeoning damage at the start of each of its turns, and is blinded and at risk of suffocating. Once submerged, a target can escape by pulling free with a DC20 Strength (Athletics) check.

Countermeasures. The cobblestone hands can be destroyed. A 5ft square patch of hands has an AC of 18 and 30HP. They are immune to poison and psychic damage, have resistance to piercing damage, vulnerability to bludgeoning damage, and immunity to all conditions. When reduced to 0HP the hands crumble to dust, leaving scattered, broken rock behind.

6. RIGHT PASSAGEWAY

The door to this opens into a long stone corridor which ends in a small, stone room. There is a chest against the wall, with a simple wooden door next to it. This door leads to **room 7**.

Chest. This chest isn't locked or trapped. Inside it there are:

- Scraps of cloth
- Two simple black robes. Inside one of the robes is a letter (below) written in common on old, faded parchment.

A successful DC 14 History or Religion check will reveal the name Bakasura to be the name of a demonic demi-god, created by Baphomet himself, who rampaged through the material plane over 1000 years ago.

7. THE WELL

A slightly acrid smell hits your nose as you push open the door to a plain, circular stone room. In the middle of the room you see a circular wall, only a couple of feet high. Apart from this, the room seems empty.

This room contains a small nugget of purified gold, an ingredient used to break the seal to the lower floors of the Temple. The party needs to retrieve the nugget of gold which is at the bottom of a well filled with acid.

Well. The wall surrounding the well is about 10ft diameter and 2ft high. The well itself is 40ft deep. There is enough room for a small/medium creature to fit comfortably inside the well.

As you approach the wall you see the glint of liquid and realise it is in fact a low set well, filled almost to the brim with a colourless liquid. The inside of the well appears completely clean and free of any plant growth or dirt. You just about make out the glinting of a golden coloured object resting at the bottom of the well.

The liquid inside the well is a mild acid. Anyone in contact with the acid takes 1d4 acid damage per round.

Vorrel,

May you never be far from his Princely gaze.

I hope this letter finds you and our brethren in good health. You will be pleased to know we have been making excellent progress in our research. Transcribing Lost-Abyssal continues to be slow, but we have finally found a tome which gave us the breakthrough we needed. We are certain that this time we have accurately translated the text.

As we had suspected, the ritual to raise Bakasura requires a large number of blood sacrifices, however a key point we now understand is that we need a mixture of both willing and unwilling victims. I have enclosed a translated copy of the writings - this contains details with which to concoct the potion and the specific requirements of all sacrifices, both willing and unwilling. It also contains information on the host Bakasura will eventually inhabit.

It makes for fascinating reading. The unwilling victims must have their visage forcibly marked as beasts, whereas the willing victims will actually undergo a physical transformation to savagery, changing them both inside and out.

We shall discuss more on my return - I hope you can make progress with my notes until then. I await my return as I await his; with impatience.

May you walk the true path in the Endless Maze.

Balthazar

8. ALTAR ROOM

Climbing the stairs, you find yourselves in a large, circular room. The room seems a lot more polished than the other rooms you have entered. The entirety of the walls, floor and ceiling are covered with delicate carvings of an intricate maze.

In the centre of the room is a cubic slab of engraved marble, upon which stands a large, beaten brass bowl. At the other end of the room you see another stone statue, of the same bull-headed, greataxe-wielding humanoid that you had seen by the entrance, except this statue looms over 15ft high.

There are two identical tunnels leading from the room, one on your right and one on your left.

The tunnel to the left leads to **room 9**, the tunnel to the right leads to **room 10**.

The bowl on the marble altar is where the ingredients need to be combined in order to break the seal to access the lower floors of the Temple. Carvings on the marble reveal a riddle which lists the necessary ingredients.

Statue. A successful DC 12 Religion check will reveal the statue is of the Demonic Lord Baphomet, who rules over the *Endless Maze* on the 600th layer of the Abyss. If the party identified the statues earlier in the Temple, then they automatically succeed on the identification.

Marble slab. The heavily polished marble has runes carved into its surface spiralling out from the brass bowl. As you examine the runes they seem to shift before your eyes, transforming themselves into writing. This writing details the ingredients necessary to break the seal of the Temple and reach the lower floors.

A star yearned for by grasping hands
Untainted gold cleansed of all impurities
Skull of a beast cleansed in anguish and flame
The final breath of a faded soul
The blackened heart of a once great lord
A cup of the purest water

These ingredients can be collected from various locations within the upper floors of the Temple.

- *A star yearned for by grasping hands* refers to the gemstone in **room 5**
- *Untainted gold cleansed of all impurities* refers to the golden nugget at the bottom of the well in **room 7**
- *Skull of a beast cleansed in anguish and flame* can be collected from the burnt pyre in **room 3**
- *The final breath of a faded soul* is revealed after defeating the monster in **room 9**
- *The blackened heart of a once great lord* is revealed after defeating the monster in **room 10**
- *A cup of the purest water* can be gathered from the antechamber to the Temple in **room 1**

Brass bowl. The currently empty bowl is unadorned with carvings, and rests within a slight recess in the marble. If any of the party cast *Detect Magic* they can sense the bowl is infused with Abjuration magic. When the party has collected all the ingredients mentioned in the riddle and placed them in the bowl, the seal is broken and the ingredients burst into flame, quickly turning to ash.

ACCESS TO THE LOWER FLOORS

As all the ingredients are burning in the brass bowl, the 10ft wide perimeter of the floor around the edge of the chamber cracks into large steps which shift downwards, revealing a spiral staircase beginning at the statue which descends into darkness.

Following this staircase leads to the **lower floors** of the Temple. As the seal is broken, so does the brass bowl lose its magic and become completely benign.

9. THE TOMB

The corridor ends in a plain, dark wooden door. There is no lock, just a small silver door handle.

The door is not locked. As you open it a blast of icy air hits you before immediately dissipating. You find yourselves in a square, stone room. Constant eddies of freezing wind waft around you, disturbing the thick cobwebs that plaster every inch of the walls. The room seems empty apart from a stone sarcophagus standing vertically against the opposite wall.

Sarcophagus. The sarcophagus is about 6ft high and 3ft deep. On closer inspection the rough walls of the sarcophagus seem to be made from a highly polished, dark marble.

There are no markings or fastenings anywhere on the outside, but the lid seems to be tied onto the body of the sarcophagus with a thick, dark twine that looks like it hasn't been untied in a long time.

The characters will need to open the sarcophagus and defeat the monster within to gain one of the ingredients to break the seal to the lower floors.

When the sarcophagus is opened, a **Banshee** (MM page 23) rises from the floor in the centre of the room and attacks.

When the Banshee is defeated she vanishes, leaving behind a small, glowing orb of blue light suspended in the air. This is the *faded breath* that is needed to pass to the lower floors. Although the orb has no physical substance, it can be picked up or captured in a vial.



BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws WIS +2, CHA +5

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

DREAD LORD

Medium undead, chaotic evil

Armor Class 14

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	16 (+3)	8 (-1)	5 (-3)

Saving Throws INT +6

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Common and Abyssal but can't speak

Challenge 4 (1,100 XP)

Cloak of Darkness. The Dread Lord cloaks himself in a thick, black, globulous cloud. While the Dread Lord has half its Hit Points or more (rounded down), all attacks against him are at disadvantage. At half health or below, the cloud dissolves into wisps revealing the skeletal form below.

Spellcasting. The Dread Lord is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Dread Lord has the following wizard spells prepared:

Cantrips (at will): chill touch, dancing lights, mage hand, mending

1st level (4 slots): magic missile, ray of sickness, shield

2nd level (3 slots): blindness/deafness, ray of enfeeblement, misty step

3rd level (3 slots): bestow curse, vampiric touch

4th level (1 slot): Evard's black tentacles

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (2d4) necrotic damage.

10. THE PRISON

The end of the corridor reveals a heavy, iron door. Beyond is a dark room. The only illumination emanates from a square lattice of crackling red bars of a magical force field set into the ground in the centre of the room. Through the gloom you can make out a stone lever set into the wall to the left of you. Apart from that the room seems empty.

Magical forcefield. This 10ft square force field exists to imprison the **Dread Lord** within a 10ft deep pit under the room. The space beneath the forcefield is filled with magical darkness due to the Dread Lords *Cloak of Darkness* however with a successful DC 20 Perception check, the characters can make out a hint of movement within the darkness.

While the forcefield exists nothing can pass through it, magical or otherwise. Creatures attempting to touch or walk on the forcefield will feel an invisible barrier covering the entire 10ft area an inch from the crackling energy, allowing a character to walk over it unscathed.

The magical forcefield is dispelled when the stone lever is pulled. It can also be dispelled with *Dispel Magic* (DC 19).

Lever. This stone lever turns off the magical force field of energy. When this is turned off, the Dread Lord trapped beneath attacks.

Dread Lord. This undead Lord has been trapped for decades within his prison. Having lost all memories of his life before becoming an undead, his final prized possession is a shining golden crown atop his skull. Beneath his *Cloak of Darkness* he is revealed as a skeleton dressed in expensive yet tattered robes, draped with heavy rings and ornate jewellery which complement his crown.

These possessions are sustained by the Dread Lord's necromantic energy - on death, all the possessions of the Dread Lord crumble into dust, apart from the crown which tarnishes and blackens with age yet remains whole. This crown is one of the ingredients necessary to pass to the lower floors.



THE LOWER FLOORS

1. FLOODED CHAMBER

You begin making your way down the heavy, stone steps. A few revolutions down, the inner wall stops and gives way to open air, revealing the spiralling staircase continuing into the gloom far below you, now only enclosed by the outer rock wall. You keep going, your feet making heavy echoes in the cold air that reverberate down below you.

After a few minutes of travel, you notice the air start to feel damper. The steps beneath your feet start to grow slippery with moisture, moss coating the stone. A few more revolutions you abruptly stop. The bottom of this chamber is completely flooded, the stairs plunging into brackish water, seeming to continue onwards below the surface.

The rest of the stairway to the bottom of the chamber 60ft below is flooded with water. The party must figure out a way to reach the bottom of the chamber to continue, whether that be swimming or other means.

Locked door. At the bottom of the chamber on the East side there is a locked, wooden door. This allows access to the rest of the Lower Floors. The door is rotten through, allowing it to be broken open with a successful DC12 Strength check. Otherwise the lock can be picked with a successful DC10 Dexterity check using Thieves Tools. This leads to **room 2**.

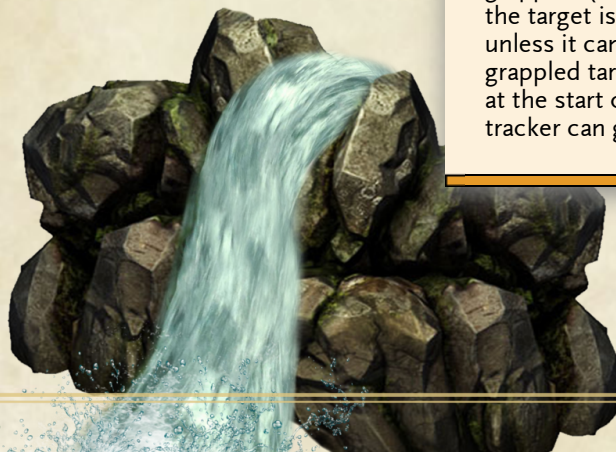
Secret door. At the bottom of the chamber to the south of the room is a stone door that blends into the stonework of the chamber. Over time as water has eroded at the stonework it's become more obvious to the eye; a character can spot this with a successful DC13 Perception check. The door is not locked, leading to **room 1a**.

1A. SECRET ROOM

This small, circular, stone room is completely submerged under water. There is a mouldy-looking wooden chest against the left wall. To the right sits a small metal cage; you can make out bones resting within.

Chest. This chest is unlocked. Opening it reveals a handful of assorted coin worth 100gp in total, and a small, carved, black stone that can be identified as a *luckstone* (DMG page 205). A **Slithering Tracker** (VGM p191) resides within the chest, and will attack the nearest character when the chest is opened.

Cage. This rusted 5ft by 5ft cage is locked and can be unlocked with a successful DC 12 Dexterity check using Thieves Tools. It can also be broken open with a DC 12 Strength check. Inside are the bones of a humanoid, nothing else.



SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	4 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities Cold, Fire

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

Senses Blindsight 120 ft., Passive Perception 12

Languages Understands Common but can't speak
Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

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

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

2. SUBMERGED PASSAGEWAY

This stone corridor is also completely filled with murky water. There is the presence of a slight current pushing against you, but nothing to impede movement. Fronds of weeds grow from beneath the cracks in the stone, brushing against you as you move past.

Coming from the direction of **room 1**, this corridor splits into two passageways heading left and right. The left-hand passageway leads to **room 3**. The right-hand passageway leads to a rotten wooden door (behind which is **room 4**) before taking a left turn into some upwards-heading stairs leading to **room 5**.

Rotten door. This wooden door hasn't stood up well to being submerged underwater. Although it is locked, it is extremely fragile and disintegrates on touch. *Note: this door is also described in room 4*

Stairs. The stairs lead upwards, out of the water and into breathable air. Halfway up the stairs the ceiling has partially collapsed, allowing a flood of water to rush down the stairs. This water is the source of the flooded area.

3. BASE OF TOWER

This circular stone room only measures about 20ft in diameter, but it has a set of stairs spiralling around the outside wall. These stairs ascend 60ft underwater before breaking the surface and continuing for another 20ft (80ft upwards in total).

Continuing up the stairs leads to **room 3a**.

3A. TOWER ROOM

Reaching the top of the stairs you find yourselves in a bedroom. A dusty four-posted bed stands to the wall on your right. Against the wall opposite you is a heavily varnished desk strewn with papers, a cushioned chair sitting neatly in front of it.

A picture dominates the wall to your left, an oil painting almost completely black but with a pair of glowing red eyes amidst the gloom. A moth-eaten rug rests on the floor in the centre of the room.

Painting. A small brass plaque embedded in the wall next to the painting reveals the painting is called "The Devourer". A successful DC14 History check will reveal that "The Devourer" was a name given to Bakasura during his rampage.

A successful DC15 Investigation check will reveal the picture is on hinges, secured by a small hook. Unhooking the picture and swinging it open reveals a small safe built into the wall.

The painting is trapped however - there is an additional thread attached to the painting. If the painting is swung forward without this being disconnected, jets of flame shoot from valves next to the safe. Everyone within 5ft of the painting must make a DC15 Dexterity saving throw, taking 2d6 fire damage on a failure and half on a success.

Safe behind painting. Although untrapped, this metal safe is securely fastened. It requires a DC18 Dexterity check using Thieves Tools to unlock. Within, there is:

- 1 greater healing potion
- 1 spell scroll of *Fly*

- A small pouch containing 120gp assorted gems

Rug. On the floor beneath this rug lies a modified *glyph of warding*. This glyph is practically invisible and requires a successful DC17 Investigation check to see it.

Anyone walking over the glyph must make a DC17 Wisdom saving throw. On a failure they are instantly teleported to the inside of the cage in **room 4**. The glyph does not lose its magic after it is triggered but will continue to operate unless dispelled (DC17).



Desk. There are papers and books strewn across the surface of the desk amidst a mess of quills and dried-up ink bottles. Most of the parchment is scrunched up and covered in faded ink too faint to read.

On the front of the desk there's an unlocked drawer. Within the drawer there is:

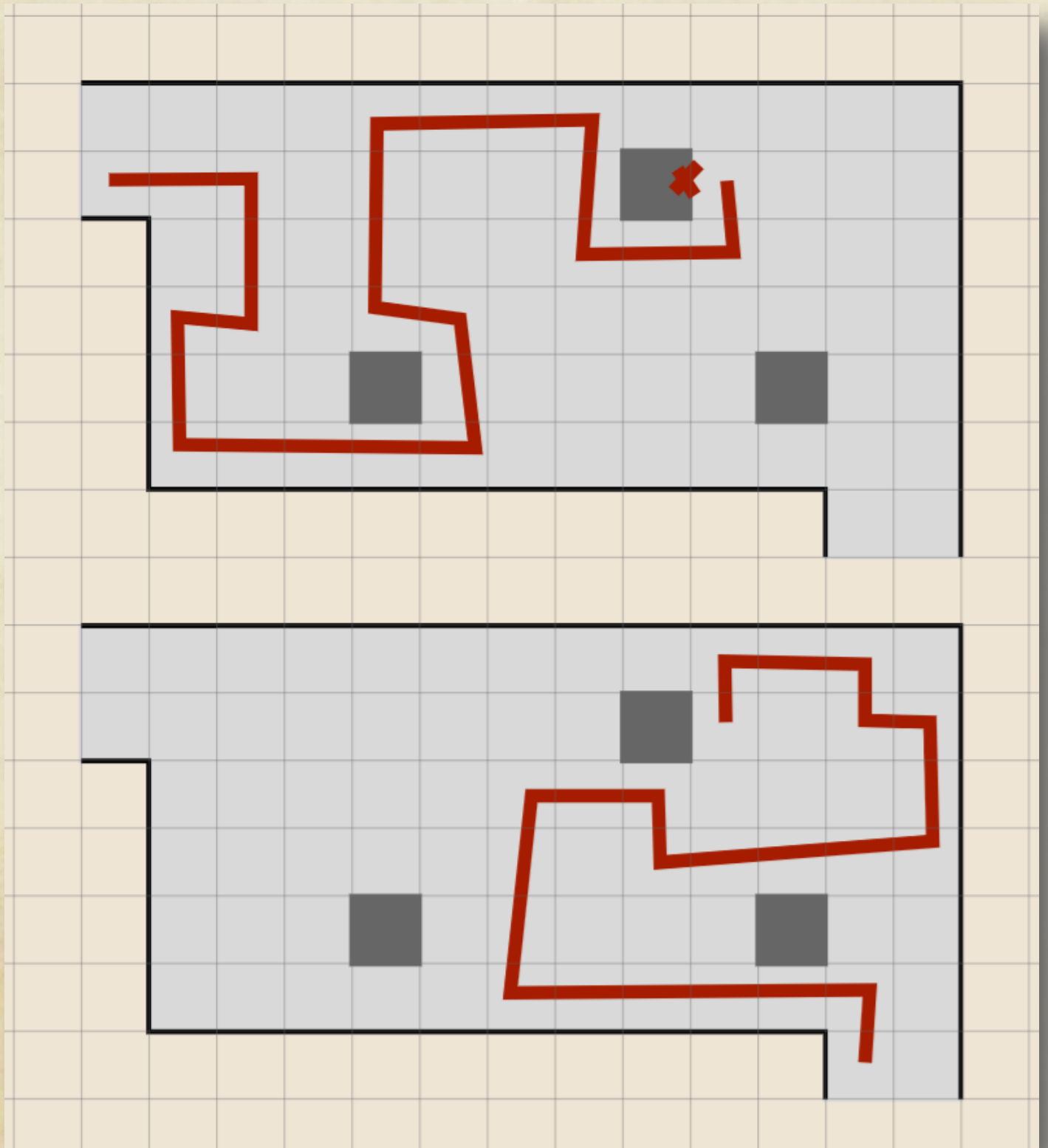
- A book entitled "The Demon Rises" which discusses the history of Bakasura in depth
- A sheaf of notes with a list of rituals for summoning. There are scribbles in the margins about altering the rituals to be for powerful demons, specifically mentioning Baphomet and the Abyss.
- A piece of parchment with scrawlings on it almost like a map (see insert on next page). This is the key to safely pass through **room 5** without triggering any traps.

OPTIONAL

If you are integrating this adventure into your campaign setting you can provide information here as to how Bakasura fits into your world.

You can also provide extra detail about Bakasura's history, or The Black Circle as described in the introduction.

MAP FROM ROOM 3A



4. OFFERING ROOM

Similarly to earlier rooms, this room is completely dark and submerged with water. To the North of the room there is a huge statue of Baphomet on a circular pedestal looming over a stone altar. The rest of the room is dominated by a 10ft by 10ft, heavily rusted iron cage. There is a disintegrating bookshelf in the bottom corner of the room, filled with waterlogged books. The door to the room is made of extremely rotten wood.

Statue and altar. The statue of Baphomet stretches almost 20ft high, brushing the ceiling. Its claws reach out to encircle the stone table in front of it, as though to ensnare anything on the altar. The altar itself is empty, although close examining will reveal dark stains and scratch marks etched into the stone surface.

A successful DC15 Perception check reveals the eyes are made from obsidian gems, each worth 50gp if prised out (DC18 Strength check).

Cage. Unsited for its time underwater, this cage is heavily rusted in extremely poor condition. The bottom of the cage is littered with bones.

The door is locked and can be unlocked with a DC12 Dexterity check using Thieves Tools. Alternatively, the door can be broken open with a DC10 Strength check.

It is possible for a character to get trapped in here if they trigger the teleportation glyph trap in **room 3a**. In this case, allow the character to take a deep breath before finding themselves in the cage. This trap is meant to be scary instead of deadly; it should be relatively easy for the character to break out of the cage.

Rotten door. This wooden door hasn't stood up well to being submerged underwater. Although it is locked, it is extremely fragile and disintegrates on touch.

5. FIRE TRAP ROOM

The corridor opens into a large, rectangular room. You're standing just outside the doorway against the left-hand wall, you can see another passageway leading from the room in the opposite corner from you, against the right-hand wall.

There are three, square, stone columns dotted through the room, in seemingly random places. The stone walls are covered in minute carvings of a maze, stretching all the way from the floor to the ceiling across all walls. The floor is made from heavy stone slabs. The air in here feels dry, a smoky tang sticking to the back of your throat.

Each 5ftx5ft floor slab is on a pressure plate. When pressure is applied to a non-safe floor slab, fire shoots from around the slab, causing everyone on the slab to make a DC15 Dexterity saving throw or take 1d6 fire damage each round they remain on the slab.

The dimensions and placement of the pillars in the room matches the map taken from **room 3a**. This map shows the safe pathway needed to traverse the room.

The safe path marked with a red line in the first half of the map leads to one of the pillars, marked with a cross on the map.

A lever is hidden within the carvings of a maze and can be found with a DC13 Investigation or Perception check (with advantage if the players are reading from the map). Pulling this lever does nothing perceptible to the room but shifts the safe path to match the red line on the second half of the map.

Following the path on the second half of the map allows the party to exit the room safely and move onto **room 6**.



6. RITUAL ROOM

You enter what appears to be a large dining room, the walls covered in heavy tapestries, a thick red carpet underfoot. In the centre of the room, stretching away from you, is a long dining hall. The table is strewn with tarnished silver plates and goblets, encrusted in mouldered remains of food.

Thirteen chairs sit around the table; six on each side and one at the head, opposite you. Twelve of the seats around the table are occupied by skeletal remains, but the seat at the head of the table is vacant.

Opposite you at the end of the hall is a wide archway, trimmed with maze-like carvings. On the left hand wall is a smaller archway.

The main archway at the end of the room leads to **room 8**. The smaller archway to the left leads to **room 7**.

This is the room where the final ritual to summon Bakasura was completed. The doorway leading to **room 7** is where the blood from the unwilling victims was gathered and prepared into the poison, which can be found in the goblets on the table.

The seat at the head of the table is where Bakasura's host would sit. Not partaking in the poison himself he remained until the ritual was completed here, then moved to **room 8** for the final summoning.

Occupied seats. Twelve of the seats are occupied with withered remains swathed in a moth-eaten, red cloak. On closer inspection it appears that the skulls of each of these humanoids are deformed. The bones of their skulls are stretched unnaturally into bestial features, revealing a muzzle-like snout and long, thick canines, stretching their faces into a hideous snarl.

Some figures have their hands clasped around the base of their goblet, in which sits an inch or so of a thick, deep-red colour liquid.

Goblets. The goblets on the table and clutched in the hands of the desiccated remains each contain a thick, deep-red colour liquid. This is a very strong poison. On ingestion, a character needs to make a DC18 Constitution saving throw, taking 2d10 poison damage on a failure. There is no goblet in front of the head seat at the table.

7. ROOM OF SACRIFICE

The doorway immediately opens up into a smaller, square room. Opposite you against the wall are four, dried-out humanoid bodies, each clad in a tattered tunic. Each is manacled by their wrists to the wall above their heads, leaving them slumped in an almost standing posture.

There are deliberate grooves carved into the stone floor. A deep trough just in front of the four manacled figures leads to a hollow in the centre of the room.

Small tables stand against the wall to your left and right. You can make out metallic objects to the table on your left, and the glint of glass to your right.

This is where the blood from the unwilling victims was prepared for the ritual. After a ceremonial full-face branding, the throats of the victims would be cut and the blood gathered in the centre of the room. Over many hours a spell was then cast to transform the blood and crystallise it, transforming the remaining liquid into the poison required for the ritual found in **room 6**.

Manacled figures. These creatures are so old and desiccated it's difficult to tell what race they were. Closer inspection a branding covering the entire face of each of the bodies. The brand is in the shape of a beast, with a wide jaw and fangs burned into the cheeks and chin, a furrowed brow, and hints of horns along the forehead.

Each figure has a deep gash in their throat, almost reaching the spinal column in the neck. They must have bled out relatively quickly, although the bodies are too dried to make any detailed medical analysis.

Hollow. The depression in the centre of the room is stained black, with red crystals clustered around the edge of the basin. There are similar stains throughout all the grooves in the floor. A hint of dark-red liquid remains in the bottom of the hollow, the same liquid as found in the goblets in **room 6**.

Tables. The table on the left side of the room contains a various mix of metal implements. There are some steel daggers here, along with a silver knife coated in a sticky, dark substance, and an iron, full-face brand on the end of a metal pole, matching the burn marks displayed on all four manacled bodies.

The table on the right contains some glass vials filled with what appears to be old spell-components. None of the bottles are stoppered, the herbs and other materials having degraded over time to nothing more than dust.

OPTIONAL

This is another good place to tie in any knowledge that may link to the outside world. If there is a specific ritual the party will need to discover, or some hints about the ingredients used in the initial summoning, you can mention them here.



8. SUMMONING ROOM

The corridor widens the further down you go, the floor underneath clad with black cloth, your footsteps muffled. The passageway makes an abrupt turn to the right before you begin to ascend stairs. Eventually the corridor ends in a pair of heavy, oak doors, standing closed before you.

Pushing open the doors you advance into another large chamber. The stone walls are carved with lifesize, ornate figures; a mixture of capering imps, beast-like creatures with terrible claws, and fleeing humanoids. Above you the ceiling stretches into the gloom of a thick, oily cloud that's coalesced many feet above you at the top of the chamber, obscuring your vision. It swirls as though caught in an eddy, washing against the walls.

Immediately ahead of you about 30ft away, a prostrate body of a humanoid kneels within the centre of a wide circle of sigils. Clothed in a purple cloak, there is no movement at the sound of your arrival.

Towards the end of the room stands another statue, this one significantly taller than any others you've seen. Stretching at least 60ft high the top of the statue is just caught in the black cloud swirling above you. The statue is of a giant creature, huge horns jutting from the side of its head, long talons grasping a giant, two-handed axe stretched out before it. Its eyes are creased in anger, its gaping, beast-like mouth caught in a snarl of rage.

The room is silent and still. There's no movement apart from the shifting of the dark cloud above you.

This is the room where the final summoning took place. After the ritual was completed in **room 6** and all victims had perished, the leader of the Black Circle, who was to be the vessel for summoning Bakasura, rose from his seat at the head of the table and headed into this room. Alone he completed the final step of the ritual, offering himself amid Abyssal runes to summon Bakasura to the plane once more.

Unfortunately for the Black Circle, their chosen vessel proved too weak to sustain Bakasura's power for long. Within a few minutes the force of the demon had ripped through the summoner, partly allowing Bakasura into the plane but not allowing him to inhabit the body. The majority of Bakasura's powers remained trapped in the abyss but a sliver of it did manage to escape into the Material Plane, coalescing into the oily black cloud floating against the ceiling.

Only partially sated by the essence of the summoner, the sliver of Bakasura has been trapped in this room for decades, waiting for its opportunity to escape.

Black cloud. This cloud is the physical representation of Bakasura's power on the Material Plane.

Arcane circle. The wide circle of arcane sigils seem to have been scrawled on the floor in charcoal. The runes are difficult to make out and seem to be a mixture of arcane sigils for summoning intertwined with Abyssal symbols.

Prostrate figure. This dead body is extremely old and doesn't seem to have any external injuries. He is wearing a metal mask in the shape of a beast and clad in a well-made purple cloak, his fingers adorned with rings.

Investigating the body reveals he is wearing a *Ring of Mind Shielding* (DMG p191).

OPTIONAL

If you want to continue the adventure, a possible hook is that the *Ring of Mind Shielding* worn by the summoner contains another sliver of Bakasura's soul.

This sliver would not communicate with the wearer of the ring unless it was confident their mind could be easily manipulated. Always attempting to regain its power, this ring could exert demonic influence, or spawn a new cult attempting to get their hands on it.

The possibilities are endless!

As soon as the party step close to the prostrate body in the room, the black cloud coalesces into a **Sliver of Bakasura** in the centre of the room, mimicking the appearance of the statue. The Sliver of Bakasura who speaks to them, encouraging them to lay down their lives so he can feed and grow stronger on their life force. If his persuasion proves fruitless, he eventually attacks, his insatiable hunger yearning for a taste of the life in front of him.

At the beginning of combat the Sliver of Bakasura animates three of the beast-like carvings on the walls, causing them to pull themselves from the rock and become **Stone Servants**. A hole in the wall left by one of these Stone Servants reveals a crack in the rock, through which the party can eventually escape.

CONCLUSION

If the Sliver of Bakasura is killed the remaining Stone Servants crumble into dust. The dark cloud that was initially present in the room disappears.

Looking around the rest of the room it is immediately apparent to the party that a gap in the wall left by one of the Stone Servants opens into a narrow fissure in the rock.

The fissure is barely 5ft wide, but as you continue to squeeze along it slowly widens into a comfortable tunnel following a gentle slope downhill. Water begins to rush along the bottom of the fissure. You begin to make out rivulets of water running down the walls of the tunnel, joining the torrent washing around your ankles. Hints of moss and greenery cling to the rock face around you.

After about 20 minutes of winding travel, you begin to see glimmers of daylight ahead. After a few more minutes the tunnel ends abruptly; the water, which is now halfway up your shins, rushes out of the tunnel into a waterfall which plummets to a pool about 10ft below.

After such a long time below ground, the fresh air and the wind in your face is sweet. You have successfully escaped *Bakasura's Temple*!



SLIVER OF BAKASURA

Large fiend (demon, orc), chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 105 (10d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	18 (+4)	9 (-1)	16 (+3)

Skills Intimidation +6, Persuasion +6, Insight +3
Damage Resistances Fire, Poison
Senses Darkvision 60 ft., Passive Perception 12
Languages Abyssal, Common, Orc
Challenge 6 (2,300 XP)

First of the Tanarukks. Bakasura was the first of the race of Tanarukks, created by Lord Baphomet in the Abyss. Larger than its brethren it was also granted a keen intelligence and influence over weaker minds.

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

Magic Resistance. The Sliver of Bakasura has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Sliver of Bakasura's innate spellcasting ability is Intelligence (spell save DC 15). The Sliver of Bakasura can innately cast the following spells, requiring no material components:

At will: Command

Actions

Multiattack. The Sliver of Bakasura makes two attacks: one with its bite and one with its greataxe.

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

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the Sliver of Bakasura can make one melee weapon attack with advantage against the attacker.

STONE SERVANT

Medium construct, lawful evil

Armor Class 17 (Natural Armor)
Hit Points 19 (3d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	8 (-1)	7 (-2)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned
Senses Darkvision 30 ft., Passive Perception 9
Languages None
Challenge 1 (200 XP)

Grip of Rock. The Stone Servant has advantage on Strength checks when making a grapple check.

Actions

Multiattack. The Stone Servant makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the Stone Servant's next turn.



