

EMBERS OF HUBRIS - PART 1



In this two-part adventure, characters find themselves trapped in Mourninghold Cathedral, an ever-expanding basilica created by a being known as The Architect. To escape, they must work with a small group of survivors to discover the secrets of their prison and the weaknesses of its creator.

Suggested Level: 12

In the first part of this adventure, characters are tasked with investigating a growing cult—known as the Cult of Hubris—and locating a missing survivor named Kyla Clearwater. Following breadcrumbs left by Kyla, they find her about to be the victim of a ritual sacrifice to a terrible monster.

After the rescue attempt of Kyla (successful or not), the second part of this adventure kicks off where Kyla's plan to escape Mourninghold is revealed. Along with the remaining survivors, the characters must work to lay an ambush for The Architect, as their only way home is nestled deep within the creature's glowing core.

BACKGROUND

Nine months ago, Greyfort was a small farming village known for its crops of wheat and the quality of its horseshoes. Its residents laid their heads down to sleep on a day like any other, and woke to find their village not under a blue sky and rising sun, but trapped instead within an immense hall of towering columns and crumbling masonry. Their home had been absorbed and transported to Mourninghold Cathedral.

Most of the villagers quickly succumbed to the plane's roaming undead and bands of cultists. Soon, the few remaining Greyfort survivors barricaded themselves inside the last untouched structures, only venturing outside the safety of their walls during early morning hours to scavenge supplies.

Eventually, the cultists dispersed, leaving the settlement to rot.

Desperate to find a way out of this dreaded domain before the cultists returned, a priest-turned-adventurer named Kyla Clearwater took charge of the survivors and began planning their escape. Baptized through combat with the roaming undead that sought to consume them, warriors were forged from blacksmiths, merchants, gardeners, and farmhands. Thus, the Lost Blades were born.

THE LOST BLADES

The Lost Blades are a group of survivors, led by Kyla Clearwater. Each member has their own particular talents, and all are studious combatants, having had to adapt to the unforgiving nature of Mourninghold with little to no prior combat experience.

Kyla Clearwater. The leader of the Lost Blades, Kyla (NG half-elf **priest**) was a healer and priest of the local church in Greyfort. Her time in Mourninghold has left her guarded and cynical when dealing with outsiders. Kyla fights with a fervor many struggle to match, and is known to members of the Cult of Hubris as "She, The Unkillable." When fighting cultist members with Kyla present and visible in the conflict, the cultist's Cult Fanatic ceases to function.

Elici Von May're. A talented blacksmith and inventor, Elici (CG human **gladiator**) is responsible for the survivor's weapons and armor, as well as Greyfort's defenses. He is a calm and relaxed individual, and frequently found to be the voice of reason within the group, making him a great diplomat and tactician.

Kate Nettlewood. Before entering Mourninghold, Kate (CG human **noble**) was a talented merchant and seamstress. Now, she creates warm

clothes, bedding and bandages for survivors. Kate does not venture beyond Greyfort if she can help, choosing instead to tend to wounds and make use of any supplies brought back by Ollie or Jodie.

Ollie Vanimer. Ollie (CN halfling **scout**) works as the scout for the group, scouring the many rooms of the cathedral for vegetation and the occasional lost deer or small game.

Jodie Ironbrow. Jodie (NG dwarf **veteran**) is a tough, gritty fighter who isn't afraid of a challenge. It was thanks to her and the late village guards that Greyfort survived its initial arrival to the cathedral, and she is held in great respect by other members of the Lost Blades. Jodie is a friendly, jovial individual with a deep love for those she serves with, and is the slowest out of the group to offer any trust to outsiders.

THE ASSAULT OF GREYFORT

Three months after the Greyfort arrived in Mourninghold, residents awoke to find themselves under siege by a terrible creature constructed from a vast amalgamation of masonry and stone, and powered by a glimmering crystal heart. Beneath the mysterious drifting construct, hundreds of undead set upon the remains of the village in search of survivors. The Lost Blades watched in horror as the shadow of The Architect descended upon them, crushing their shelter under a mass of debris and rubble. After what seemed like hours, The Architect and its accompanying horde moved on in search of new prey, and silence fell.

It has been six months since that fateful day, and now, with the remaining survivors dwindling to less than a handful, scouts have discovered members of the Cult of Hubris gathering nearby. Through research, interceptions, and interrogations of cult members, Kyla came to a haunting realization: for as long as The Architect lives, so too does Mourninghold Cathedral. With this information in tow, Kyla set off in search of the terrible construct, aiming to shatter The Architect's crystal heart and bring an end to the

Mourninghold Cathedral for good. However, nobody has seen her since, and the remaining members are beginning to worry for the safety of their leader.

RUNNING THIS ADVENTURE

The Embers of Hubris is a two-part adventure. The first part is separated into three chapters.

Chapter I: On Her Trail. Characters enter Mourninghold cathedral and encounter The Lost Blades. They set forth to rescue the leader of the group from a band of cultists.

Chapter II: Siege in the Northern Quarter. After tracking Kyla to a cultist settlement, the characters attempt to rescue her from her captors, but meet with monstrous resistance.

Chapter III: The Assault on Greyfort. With or without Kyla, the characters return to Greyfort to find it under attack by more cultists.

EXPLORING MOURNINGHOLD

Mourninghold is a vast, ever-expanding cathedral. Its labyrinthine halls are filled to the brim with hazards, traps, and enemies, making it a perilous location for even the most seasoned of adventurers.

No escape. Although creatures from various planes and universes may wander into the cathedral, none of them wander out again. For as long as The Architect remains alive, so too does Mourninghold, and its hold on those within its ever-expanding boundaries. Spells that would send a being to a different plane of existence automatically fail when cast within Mourninghold.

Infinitely complex. The cathedral is an infinitely complex structure with no specific end. Sometimes, a creature exploring the grand cathedral might choose to leap through a window to escape, only to find themselves on the floor of an entirely new level, brimming with new archways,

doors, and exits to traverse. Vast, infinite staircases fold back on one another, creating a gravity-defying vertical labyrinth, flanked by twisting corridors and grand halls.

Denizens of the cathedral. In addition to the Lost Blades and various cultists, Mourninghold populated by hundreds of other creatures that have stumbled inside its walls over the years. Those who succumb to death within the cathedral are infused with embers of The Architect's crystal heart, reanimating as roaming undead, cursed to forever haunt the basilica's endless halls in search of an escape that never comes.

ENVIRONMENTAL HAZARDS

The denizens of Mourninghold aren't the only threat explorers must be wary of. The cathedral itself is a living construct, fueled by the will of The Architect, and feeds on the desperation and hubris of those who fall victim to its halls. The structure's ever-expanding hunger manifests in many ways in order to sate it—the most deadly being environmental traps built into its labyrinthine rooms and corridors, eager to be triggered by foolhardy explorers searching for a means to escape.

CATHEDRAL TRAPS

This table presents a list of traps you can use to enhance exploration within Mourninghold. Unlike normal traps, some of these traps can't be disarmed, and trigger instead when the cathedral itself feels it has the opportunity to claim another life.

The Spot DC value requires an active or passive Wisdom (Perception) check. If a trap is spotted before being activated, a character can attempt to disarm it or have the party avoid the triggered trap's effects entirely (such as getting everyone to dive away from a sudden explosion) by making an ability check detailed in the trap's entry.

ADVENTURE HOOKS

Use one of the following adventure hooks to draw characters into this adventure:

- There are rumors of a strange, ornate door, which is said to appear in the dead of night in a settlement's upper-class district. Though only a few have seen it, none have been able to decipher the structure's enigmatic locking mechanism, leading it to become something of a local legend. One night, you see the doorway in the middle of a deserted alleyway that matches the description. As you approach, it unlocks on its own and opens. Once through the door, you enter into an oversized cathedral hall littered with broken glass and masonry. Behind you, the door has disappeared.
- After bedding down for the night in a forest clearing, you and your fellow adventurers awake with a start. You do not see the open sky and stars above you, but rather a vaulted ceiling of cracked plaster hundreds of feet high. Around you, the friendly forest has been replaced by a massive chamber resembling an ornate—but crumbling—cathedral.
- An eccentric noble has called adventurers to his ancestral family home. Deep within the manor's cellar, he has uncovered a cyclopean ruin upon which the manor's foundations were built. A strange door has been excavated, and he wishes you to explore further through the doorway. You agree, but shortly after entering the narrow passageway beyond the door, you turn to find the way behind you has been replaced by solid stone. As you press forward, the narrow passageway ends at a massive chamber hundreds of feet tall that resembles a crumbling and decrepit cathedral hall.

d8	Trap Name	Spot DC	Disarm/Avoid DC
1	Shattered Glass	17 Wisdom (Perception)	10 Dexterity (Acrobatics)
	A large stained glass panel depicting a terrible act of violence shatters, showering everything in a 20-foot-cone with shards of jagged glass. Creatures in the cone's area must make a DC 13 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, and half as much on a successful one.		
2	Screaming Statue	20 Wisdom (Perception)	18 Intelligence (Arcana) or <i>dispel magic</i>
	A marble statue is home to a warding glyph. When a creature touches the statue, it explodes, emitting a banshee's wail that is audible out to 500 feet. Creatures within 20 feet of the statue must succeed on a DC 12 Strength saving throw or take 5 (1d8) bludgeoning damage, and be knocked prone and restrained by the falling rubble until they or another creature uses their action to free them.		
3	Falling Masonry	15 Wisdom (Perception)	14 Dexterity (Acrobatics)
	Segments of crumbling debris fall from the ceiling. Choose a point on the ground. All creatures within 20 feet of that point must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) bludgeoning damage from the falling masonry.		
4	Crumbling Floor	18 Wisdom (Perception)	13 Wisdom (Perception)
	A 10-foot-square area of the ground is extremely weak. If a creature steps on the area, the floor immediately collapses, plunging the creature 20 feet down into a set of ruins below. The ruins may be populated with loot, enemies, or even another trap.		
5	Living Chains	18 Wisdom (Perception)	16 Intelligence (Arcana) or <i>dispel magic</i>
	1d6 chains or ropes come loose from the walls and animate, swinging to entangle characters within reach. Make a melee weapon attack (+7 to hit) against a creature within 30 feet of a wall. On a hit, the target takes 3 (1d6) bludgeoning damage, and is restrained by the chain (escape DC 15). While restrained, the character is unable to breathe, and takes an additional 3 (1d6) bludgeoning damage at the end of each of its turns until freed. The chain has AC 10, 15 hit points, and takes its turn on initiative 10 during combat.		
6	Endless Corridor	20 Wisdom (Perception)	15 Intelligence (Investigation) or <i>remove curse</i>
	A corridor or room the characters are traveling through is filled with a malignant, illusory curse that causes it to become unnaturally long. The curse triples the distance creatures must go in order to reach its exit. If a creature chooses to travel the additional distance, they must succeed on a DC 14 Constitution saving throw, or suffer a level of exhaustion.		
7	Collapsing Wall	17 Wisdom (Perception)	15 Intelligence (Survival)
	The mortar that binds the walls together in this area is as loose as quicksand. The wall trap is triggered when a creature comes within 10 feet of it. The mortar suddenly gives way, smothering a 10-foot cube in front of it with metal and marble. Medium or smaller creatures that are in the area when the trap is triggered must succeed on a DC 14 Dexterity saving throw or be knocked prone and restrained by the debris (escape DC 15). The ground in that area is then considered difficult terrain.		
8	Noxious Fumes	16 Wisdom (Perception)	14 Dexterity (Sleight of Hand)
	A loose pipe packed with dirt extends out from a wall, floor or ceiling. When a creature interacts with the pipe or ends its turn within 10 feet of it, the pipe bursts, filling a 50-foot radius with acidic smog. The smog heavily obscures the area and can be dispersed with a strong wind of 10-15 miles per hour. A creature beginning its turn in the smog, or who moves into it for the first time on a turn, must make a DC 17 Constitution saving throw. A creature takes 7 (2d6) poison damage and is blinded for 1 hour on a failed save, or takes half as much damage and isn't blinded on a successful one.		

CHAPTER I

ON HER TRAIL

Upon being transported to Mourninghold, a group of three **zombies** appear from behind a nearby ruin and begin sprinting towards the characters with hunger in their eyes. After dispatching the zombies, the characters are free to explore the cathedral at their leisure—eventually stumbling across the ruins of Greyfort a few hours into their exploration.

When arriving at Greyfort for the first time, read or paraphrase the following:

A dim glimmer of torchlight flickers in the gloom of the grand cathedral, betraying the presence of an iron bunker, deep in the center of a ruined village. A few figures, clad in armor and carrying torches, can be seen meandering around the village ruins, picking through the rubble for supplies. Sharpened stakes mark the borders of their territory, and the bodies of robed figures can be seen impaled on iron railings stolen from the cathedral's once-magnificent chapel altars.

Within the ruins stands the squat iron structure which gave the village its name, and where the Lost Blades now make their home. Greyfort is a somber locale, populated by a meager group of individuals. They are armed with swords and spears crafted from scavenged materials, and have very few resources to spare for outsiders. The people who reside here are hardy, hopeless folk, barely clinging to life and fearsomely protective of their meager supplies.

Upon their arrival, the characters are greeted by Elici Von May're—a tall, imposing figure, with a wiry black beard. He wields a greatsword crafted from sharpened masonry, which he lifts onto his shoulder in a wary position as the characters approach. Elici questions the characters on their intentions before eventually letting them pass, realizing they are as lost as the Blades were when they first arrived in the cathedral.

Once inside, Elici introduces the characters to the three other remaining members of the Lost Blades: Kate Nettlewood, Ollie Vanimer, and Jodie Ironbrow.

The Missing Leader. The party overhears Jodie asking Ollie for an update on their missing leader, Kyla. Ollie reveals he found a lead on Kyla's whereabouts at a cultist camp in the West Wing of the cathedral. Seeing the characters are better equipped than the Blades, Elici requests that they make the journey to the camp in their and suggests that, if they can infiltrate the West Wing and remove the growing threat of the cultists there, it might offer Greyfort enough of a respite to organize a dedicated search party for Kyla.

Ollie provides the characters with a hastily drawn map of the area and directions to the cultist camp. He recommends the characters make their move at first light while the bulk of the camp members are likely to be out scavenging, and to keep a watchful eye out for the hordes of roaming undead and giant bats infesting the halls.

The Lost Blades can offer the following information on the Cult of Hubris and its members:

- The cult was first formed by a group of lost adventurers who went mad while searching for a way out of the cathedral. Eventually, they were set upon by The Architect—the monstrous spirit-construct that stalks the halls of the cathedral—and those who survived saw the creature as a mighty god of the cathedral that must be worshiped and appeased in exchange for mercy and power.
- The cult members are fanatical when in large groups, but are easy to frighten away when their numbers dwindle.
- The cultists don't tend to use ranged weapons, preferring to fight their enemies in close-quarters.

THE WEST WING

When arriving at the West Wing for the first time, read or paraphrase the following:

The distant garbled sounds of Mourninghold's denizens echo around the halls of the cathedral's West Wing. Roaming zombie hordes can be seen marching away into the gloom, their hungry howls reverberating off the hall's marble walls. Ruins of long-abandoned villages populate the halls' debris-filled chambers, while colonies of giant bats can be seen roosting amidst its rafters, flanked by stained-glass windows of ancient nobles and forgotten battles. Gigantic hanging tapestries flutter in the stagnant air, ripped and frayed by collapsing rubble, casting shifting shadows across the hall's blood-stained floor.

This area is a collection of crumbling ruins, entombed inside grand decorative halls lined with massive stained glass windows depicting ancient wars and viscous acts of violence. Three halls sit alongside each other, interconnected by long corridors containing moth-eaten carpets and grisly murals. Each hall covers around 5,000 square feet, is upwards of one hundred feet tall, and is filled with crumbling debris, ruins of long-forgotten villages, and the skeletal remains of lost explorers. Each connecting corridor measures twenty feet wide, thirty feet long, and around fifty feet high.

Two **swarms of zombies** meander around the halls, feasting on the bodies of dead or dying cultists. If a horde detects the characters, they are quick to attack. However, they can be easily distracted, returning to their roaming state after a few minutes if unable to locate a viable target.

Direct combat with the zombie hordes is discouraged. Not only is such an encounter unwieldy, but that number of zombies is likely to bring down even the toughest adventurers. Encourage players to distract the zombies, outsmart them, sneak past them, or outrun them.

The West Wing contains the following notable locations:

The Cultist Camp. The Cult of Hubris' camp is located in the central hall, surrounded by village ruins and decaying bodies. A group of ten **zealots** patrol the area, passing each of the camp's four entrances every twenty minutes. If the patrol detects the characters, they attack, attempting to flee and raise the alarm if reduced to three members or fewer.

The Bat Roost. The left-most hall contains a colony of twenty **giant bats**, which roost in the rafters and can be seen searching through the piles of debris for food. If the bats detect the characters, five of them descend and attack. If the characters emit bright bursts of light, such as that from a *fireball* spell, the entire colony descends to attack in waves of five at a time, fleeing once all waves have attacked at least once, or if the characters take shelter.

Hidden Treasures. If characters loot the left-most hall, they find a pair of dead adventurers hidden beneath a pile of collapsed masonry. One adventurer is carrying two *potions of healing* and a leather pouch containing 30 gp. The other is slumped against the wall and clutching a *spell scroll of revivify* in one hand and a *Trumpet of Deadcalling* in the other.

Trumpet of Deadcalling

Wondrous item, very rare

This old brass trumpet contains one charge. You expend a charge to blow the horn and emit a loud, off-pitch howl, audible out to 1,000 feet. Any undead of challenge rating 1 or lower that hear the trumpet's horn are immediately drawn to its location, and are hostile to all living creatures upon their arrival. The trumpet regains expended charges the following dawn.

THE CULTIST'S CAMP

When arriving at the cultist's camp for the first time, read or paraphrase the following:

A flicker of dull light can be seen emanating from within the ruins of an abandoned logging village, now the lair of a sinister cult. Through the gloom, a ramshackle wall of wood, stone, and bone can be seen encircling the encampment. Soft chuckles of laughter can be heard beyond the walls, and the foul smell of burning meat tinges the air.

The Cult of Hubris' camp is located in the center of the ruined hall, established within the remains of an abandoned logging village. A seven foot wall of broken masonry, skeletal corpses, and rotting wood encircles the camp's perimeter, and offers entrances to the north and south. A Cult of Hubris **zealot** stands guard at each entrance, keeping a keen eye on passing threats.

There are six buildings within the camp: a storehouse, a sawmill converted into a mess hall, a privy, and three shacks which serve as sleeping quarters. A large fire pit sits in the center of the camp. Over the coals hang rows of spits, cooking slaughtered giant bats.

The camp contains the following population:

- Five Cultist of Hubris **masons**.
- Thirty Cult of Hubris **zealots**, fifteen of which are out scavenging during the day.
- Four **wolves**, one guarding each entrance.
- Two domesticated **giant bats** which live inside the storehouse.

INFILTRATING THE CAMP

Characters can infiltrate the outskirts of the camp with a successful DC 15 Dexterity (Stealth) check. If the characters are detected outside the walls, a group of 5 **zealots**, led by 2 **masons**, are dispatched to subdue and capture them. If detected inside the grounds, the entire camp's population is rallied to attack the characters and subdue them.

The confrontation at the camp can take many forms, depending on how the characters interact with the cultists, however the most likely scenarios are noted below:

What the cultists know. Characters can overhear conversations within the camp or interrogate captive cultists to reveal the following information:

- "She, the Unkillable," has been captured and taken to the Northern Quarter. A DC 10 Wisdom (Insight) check reveals that they are referring to Kyla Clearwater.
- She is due to be sacrificed during a ritual ceremony one day from now.
- She is going to be fed to a creature called "The Prowling Chaos", which is believed to be powerful enough to draw the attention of The Architect itself.
- The cult plans to assault Greyfort after the sacrifice has been made.

Undead Assault. If the characters use the *trumpet of deadcalling* or another method to attract the zombie hordes (such as shouting, luring them over to the camp, or creating bright flashes of light), a vicious fight breaks out, during which the characters are free to loot the camp or aid in its destruction. Eventually, the cultists break and retreat from the undead attack, and can be heard shouting the order to flee to the camp in the Northern Quarter.

CHAPTER II

SIEGE IN THE NORTHERN QUARTER

After learning of Kyla's capture, the characters may choose to return to Greyfort and deliver the news (see "Returning to Greyfort"), or they may head straight to the Northern Quarter (see "To the Northern Quarter").

RETURNING TO GREYFORT

Learning of Kyla's possible death at the hands of the Northern Quarter cultists, the Lost Blades gather what few armaments they have and begin discussing a plan to retrieve their leader. Unwilling to leave Greyfort undefended, Elici suggests the characters make haste to the Northern Quarter alone. Should the characters wish to bring aid with them, the Lost Blades cautiously agree, eager to help Kyla, but insisting on leaving two of their members behind to protect Greyfort in their absence.

Recruiting Elici. If the characters bring Elici with them, he provides tactical knowledge throughout the rescue, granting all party members a +1 bonus to ability checks and Dexterity, Intelligence, and Wisdom saving throws for the duration of the adventure.

Recruiting Kate. If the characters choose to bring Kate with them, she provides additional medical aid for the group, granting the characters advantage on Death Saving Throws and 10 temporary hit points to each party member.

Recruiting Jodie. If the characters recruit Jodie, she brings with her an unstoppable fervor that inspires those around her. While she accompanies the characters, they can't be frightened and they have a +1 bonus to their attack and damage rolls.

Recruiting Ollie. If characters recruit Ollie, he brings with him a wealth of knowledge about Mourninghold and its dangers, granting the characters advantage on Intelligence (History and Arcana) checks during the adventure.

TO THE NORTHERN QUARTER

Characters can follow the trail left by the fleeing cultists in order to make their way to the Northern Quarter, which takes two hours by foot.

THE HALL OF DEVOTION

The Northern Quarter is a vast network of intertwining, labyrinthine corridors which surround a central chamber, known as The Hall of Devotion. A large shanty town covers most of the inner hall. In the center of this town sits The Great Mound, a colossal structure built by the Cult of Hubris as a shrine to The Architect.

Upon entering the Hall of Devotion for the first time, read or paraphrase the following:

Howls and chants of reverence can be heard echoing down the labyrinthine corridors of the Northern Quarter. Undead creatures kneel before grand tapestries, worshipping the structures painted onto the cloth as if in a trance. Monstrous predators stalk across the cathedral's once-beautiful marble floors, their footsteps stained with the blood of their most recent kill. At the center of this maze of corridors lies a large shanty town, constructed around a towering golden shrine of metal, its structure held together with a mortar of flesh and support struts of bone. Corpses hang from the shrine's many outstretched limbs like marionettes, swinging to the chanting rhythm of a hundred croaking voices.

THE GREAT MOUND

A grand shrine to The Architect sits within the center of the Hall of Devotion, crafted from gleaming golden pillars, cracked marble statues, and countless pieces of debris from around Mourninghold Cathedral, all piled together.

Bodies are hung from the shrine as offerings to the **Prowling Chaos**—a monstrous entity with a hunger for humanoid flesh. From time-to-time, it meanders around the shrine and nearby buildings, plucking hanging bodies off of the shrine's protruding branches like fruit. The cultists offer these bodies to divert the monster's attention from themselves.

A poorly constructed shanty town surrounds the shrine in a circular pattern. The buildings in the town are packed together in tight bunches, and have expanded over time to take over most of the hall. The town is home to approximately one hundred cultists.

As the characters arrive at the outskirts of the town, they see the easily recognizable figure of Kyla, fighting for her life on the rooftops near the shrine. Read or paraphrase the following:

Traversing across the bloodstained carpets and cobblestone streets leading towards the entrance of the cultist's northern town, a shriek of pain and clash of iron emanates from a near vast shrine of bone, blood and debris constructed at its center. Suddenly, a humanoid figure, their hands clasped in irons, leaps a gap in the rooftops, the remains of a severed rope trailing behind them. A crowd of cultists can be seen pursuing from the streets below, eager to find a way up to their target. Another clang of iron sounds from the rooftops, followed by the wounded grunts of a woman in pain. She throws herself at her captors with a confident fervor, fighting for her life.

Saving Kyla. The characters have ten minutes to infiltrate the town and save Kyla before she succumbs to exhaustion, at which point she is recaptured and sacrificed to The Prowling Chaos

at The Great Mound. Once characters arrive at Kyla's location, they find her fighting off a group of fifteen **zealots** and five **masons** who are attempting to drag her off a nearby rooftop. Kyla isn't quiet about her predicament, often screaming obscenities at her attackers and making as loud of a scene as possible. She is easy to locate, as too is the crowd of cultists gathering beneath her. Once the characters join the fray, Kyla calls down to them for help, warning them of The Prowling Chaos' arrival.

EVENT: EMERGENCE OF CHAOS

After two rounds of combat, the characters hear a loud clanging bell ringing from atop the shrine, which draws the attention of The Prowling Chaos. When encountering The Prowling Chaos for the first time, read or paraphrase the following:

Above the din of battle, a booming clang of an iron bell rings from atop the grisly shrine. As it tolls, the cultists appear to fight with renewed vigor, excitement filling their eyes. A chant, echoing in a bizarre, unrecognizable tongue, fills the air, as a monstrous, muscular mass of flesh and bone emerges from behind the nearby houses. With a howling shriek, it slithers and scabbles across the cobblestone streets towards the ringing bell with an unnatural grace, its eyes scouring the area for prey.

The **Prowling Chaos** is a monstrous creature with little to no interest in the cultists. It is drawn to the shrine by the clanging of the bell and, once it detects Kyla or the characters, lunges in for the attack. As soon as it arrives, Kyla orders the characters to retreat, insisting the creature is far too much of a threat to handle themselves. Should the characters choose to remain and fight, Kyla picks up a nearby sword, severs the rope still tied around her leg, and then flees to the town entrance. She remains at the entrance in the hopes that the characters follow, fending

off cultists until The Architect is summoned (see “The Architect Arrives”), at which point she flees back to Greyfort, leaving the characters to their fate.

EVENT: THE ARCHITECT ARRIVES

Once the **Prowling Chaos** has been reduced to 50 hit points or fewer, or if the characters choose to flee from it, the ensuing noise and chaos attracts The Architect, which proceeds to attack the Prowling Chaos and lay waste to the settlement. Kyla orders the group to flee back to Greyfort.

The cultists, overjoyed at the appearance of their god, flock to The Architect, ignoring the characters completely.

Losing to The Architect. If all characters are reduced to 0 hit points, but not killed outright by The Architect or devoured by the Prowling Chaos, the party wakes 1d4 hours later, buried beneath the debris of The Architect’s rampage. The characters are greeted by a grisly scene: zombies can be seen picking through the smoldering wreckage of the town, feasting on the bodies of dead and dying cultists trapped beneath fallen structures. The carcass of the Prowling Chaos can also be seen shredded and strewn across the landscape, its fleshy form providing a vile feast for the hordes of roaming undead.

Choosing to fight The Architect.

At this stage in the adventure, it is unlikely the characters will have enough resources left to be able to fight The Architect at full strength, nor is it intended for them to reliably combat it. That said, if the characters choose to attack instead of retreating, The Architect returns the action in kind—attacking the characters until they are knocked unconscious, or forced to retreat.

CHAPTER III

THE ASSAULT AT GREYFORT

Upon the character’s return to Greyfort, they find it under siege by members of the Cult of Hubris. The attacking group consists of five **zealots**, two **masons**, and three **wolves**. The Lost Blades have put up a fight, and the zealots are at half hit points. The wolves and masons appear to be unharmed.

The cultists are desperate for shelter after the loss of their settlements, and fight to the death.

AFTERMATH

Depending on the actions of the characters in Chapter III, there are two possible consequences that the characters have to face.

Recruited Party Members. If the party recruited members of the Lost Blades to help rescue Kyla, two of the remaining members that stayed behind are killed while defending Greyfort. While the other NPCs don’t blame the characters for their comrades’ deaths, Kyla’s return is a somber one, fraught with grief. Nobody celebrates her return. Instead, two more bodies are added to the Greyfort graveyard.

Making Haste. If the characters went straight to the Northern Quarter to save Kyla or didn’t request the aid of the Lost Blades, they return to find the NPCs holding their own against the attack, very much alive. Though bloodied and bruised, all members of the Lost Blades survive the siege and celebrate Kyla’s return, praising the characters as heroes and welcoming them into the fold as honorary Lost Blades.

KYLA’S SILENCE

After returning to Greyfort, Kyla remains silent on the group’s next steps, refusing to divulge information she has learned until she has recovered from her ordeal and has organized her thoughts.

EMBERS OF HUBRIS - PART 2



In this adventure, characters finally learn of a way to leave Mourninghold—by stealing the heart of the cathedral’s monstrous denizen, The Architect. Working together with the remaining members of the Lost Blades, the characters must create an ambush to attack and defeat The Architect. However, should this gambit fail, the characters may find themselves trapped in Mourninghold forever.

Suggested Level: 12

CHAPTER I

JOURNEY TO THE ROAD BELOW

In this chapter, characters learn of three secret doors hidden deep within Mourninghold cathedral that could provide them with an opportunity to weaken The Architect and begin an escape from the realm’s clutches for good. The characters must journey deep into the cathedral’s underbelly in search of the mysterious doors, facing a host of long-forgotten creatures and hazards along the way.

KYLA’S PLAN

After a couple days of rest, Kyla calls a meeting with the characters and the remaining Lost Blades. During the meeting, she reveals that she has gathered information from her captors that could lead to an escape from Mourninghold. That information is held within a set of stolen maps that reveal a weakness in the grand structure of Mourninghold itself.

When you are ready to begin the adventure, read or paraphrase the following:

Kyla presents a magical scroll casing, breaking its warding and unrolling it to reveal a collection of crudely drawn maps and scribbled notes. Laying them out on a nearby table, the scroll’s contents offer directions to a set of three mysterious doorways, hidden deep in the bowels of the cathedral’s most ancient of foundations. Hasty scribbles and annotations reveal each doorway to be guarded by some sort of terrible beast, beyond which lies a chamber with a vast pillar at its center.

The scroll’s writings reveal the three pillars to be foundational supports for the cathedral’s grand structure, explaining that The Architect is bound to the cathedral, just as Mourninghold is bound to it. Destroying one or more of these pillars is likely to weaken The Architect’s connection to the cathedral, enfeebling its denizens and eroding its defenses.

Kyla continues to explain her plan, theorizing that, should the Lost Blades and the characters be able to destroy one or more of these pillars, they could plot an ambush for The Architect as it returns to repair them. Already in a weakened state, The Architect would have no choice but to face them in battle, channeling what remain-

ing power it has through its crystal heart to defeat them. In that moment, Kyla reveals the final stages of her plan—to kill The Architect and shatter its crystal heart, bringing an end to Mourninghold once and for all.

With the others in agreement, Kyla requests the characters make any final preparations, gathering rations, weapons, and survival tools for the long journey ahead. She insists they make haste towards the first of the doorways at dawn the following day, before leaving to make her own preparations.

THE ROAD BELOW

The scroll's maps contain directions to a hidden underground area of the cathedral, dubbed by the Cult of Hubris as "The Road Below." These notes, taken by Kyla in her time as a captive and scout, reveal the cult has little presence or use for the routes shown on the map, believing them to be too dangerous to traverse.

TRAVELING THE ROAD BELOW

The entrance to the road below is hidden underneath The Great Mound, back in The Hall of Devotion. Traveling back there takes a few hours by foot. During travel, the characters encounter two hidden traps (see "Cathedral Traps") and encounter a group of five roaming **ghouls**.

You can read or paraphrase the following to help set the scene for Chapter II.

The familiar scent of death, blood, and viscera fills the air. Distant groans of undead echo down the endless corridors, followed by the occasional panicked cry of dying cultists. At the center of the shanty town stands the macabre monument that the cultists built for The Prowling Chaos. Following the map, you come across a hidden opening halfway up its height, hidden under a pile of rotten meat.

The Road Below awaits.

CHAPTER II

THE FOUNDATIONS OF HUBRIS

This chapter takes the characters into the depths of Mourninghold in a search to sabotage its foundations. During the quest, characters must traverse the pitch-black underbelly of The Road Below, facing off against undead horrors, deadly traps, and a pitch-black labyrinth of intersecting caverns. The characters are also presented with an opportunity to destroy up to three foundational pillars, each with its own guardian. Once one or more pillars are destroyed, the characters must prepare for The Architect's coming retaliation, leading them towards the adventure's climax.

ENCOUNTERS IN THE FOUNDATIONS

The foundations of Mourninghold are a dreary, desolate network of crumbling architecture, more akin to a cave system than a cohesive structure. Pools of stagnant water fill sunken holes in the ground, carved out by the collapsing weight of the cathedral's ever-expanding construction. Fallen masonry and shattered metal create twisting, tight tunnels, their interiors scarred with the marks of passing creatures. No light can penetrate through the dense concrete undergrowth, making navigation without a light source all but impossible.

When exploring the tunnels in The Road Below, the environment has the following notable details:

- **Perpetual Darkness.** The tunnels are bathed in complete darkness. Creatures without darkvision or a light source are unable to see.
- **Cultist Camps.** Small pockets of cultists hide in makeshift camps, huddling around embers of small fires. Many of these camps have been detached from their cult's teachings, and may not be immediately hostile.

- **Tight Spaces.** The ground, walls, and ceilings here are considered difficult terrain. Tunnels are rarely larger than five feet wide, and can stretch for thousands of feet with many branching pathways, making it easy to be ambushed by predators or become separated.
- **Empty Ruins.** Ruins of consumed towns can be found in-between connecting tunnels. Such locations can offer space to maneuver and safe locations in which to rest. They might be populated with roaming creatures, cultists, or loot, and can serve as landmark reference points when navigating the maze of tunnels.
- **Twisted Trappings.** Just like the rest of the cathedral, The Road Below is fraught with deadly traps that can quickly see an adventurer's end, populated from the "Cathedral Traps" table.
- **Denizens of The Road.** The Road Below is populated by all manner of predatory creatures, which stalk the tight tunnels and cavernous ruins in search of food. Check for a random encounter every hour the characters spend navigating the tunnels of The Road Below (don't check if they have already had three random encounters in the last 8 hours), using the following tables:

d20	Encounter Type
1-5	Nothing eventful transpires
6-10	Cult event
11-15	Common monster
16-19	Ruins of a forgotten settlement
20	Rare monster

d4	Cult Events
	Ex-cultist camp, containing 2d6 zealots . Roll 1d6. On a 1-2, the camp is hostile to outsiders.
1	On a 3-4, the camp is cautious, but willing to trade. On a 5-6 the camp is friendly, and can offer aid.
2	2d6 zealots , led by 1 cultists mason
3	1d4 asons , directing 3d6 zombie slaves to worship or construct a shrine
4	5d6 zealots searching for new "members" to indoctrinate or sacrifice

d4	Forgotten Settlement Ruins
	A desolated village, looted and pillaged. Populate by rolling twice on the Common Monsters table
1	Ruins of a place of worship, such as a church or shrine. Roll 1d6. On a 1, the ruin is empty. On a 2-3, an ex-cultist camp has set up here. On a 4-5, the ruins are safe and contain treasures to loot. On a 6, the ruin is populated by a rare monster.
2	
3	A small ruined town with a few secured buildings. Roll 1d6. On a 1-2, the town contains an ex-cultist camp. On a 3-4, populate the town by rolling twice on the Common Monsters table. On a 5-6, the settlement contains other survivors, eager to see a friendly face.
4	Destroyed ruins, containing the lair of a rare monster, and 1d4 rare magical items.

d8	Common Monsters
1	1d4 swarms of bats
2	1d6 giant spiders
3	4d6 zombies
4	2d6 ghouls
5	1d4 giant bats
6	2d6 gricks
7	1d6 shadows
8	1d4 ghastrs

d6	Rare Monsters
1	2 vampire spawn
2	2 bulettes
3	1d4 black pudding
4	2d4 will-o'-wisps
5	1 banshee
6	1 wraith

When exploring The Road Below, you can read or paraphrase the following to help set the scene for the difficult and dangerous road ahead:

Foul air, caked with dirt and a hundred year's-worth of detritus fills the dim corridor of metal and masonry leading to The Road Below. Delving deeper into the cathedral's foundations, the grim howls of prowling undead hordes are replaced with an unnerving silence, broken only by the faint dripping of cracked pipes steadily depositing their innards overhead. Slowly, the corridor begins to narrow, warping into serpentine tunnels of crumbling masonry and jagged metal. Darkness encroaches as the tunnels deepen, bringing with it the growls and cracks of predatory creatures — a somber warning to those who walk the foundation's deadly trails.

THE THREE PILLARS

Locating the doorways that lead to the structural pillars can prove challenging. A character can attempt to navigate to one of the doorways with a DC 17 Wisdom (Survival) check. This check increases by 2 each time the characters search for a new door. If a creature has spent time familiarizing themselves with Kyla's map, this check can be made with advantage.

After a successful check, it takes two hours to arrive at the doorway. On a failed check, the journey takes four hours, and each character must consume a pack of rations and one pint of liquid or suffer a level of exhaustion.

THE DOORWAYS

Each doorway presents a different guardian for the characters to overcome. The characters have no way of knowing what guardian they might face until arriving at their chosen doorway, though it is clear from Kyla's notes that each guardian is different from the last.

Each door is locked, and the lock is magically linked to the life force of the door's guardian. The doors cannot be unlocked by any means other than destroying its guardian.

THE FIRST DOOR

The first door is guarded by two **twin terrors**, and is located at the base of a towering spire, now buried beneath rubble. A 15-foot wide, 60-foot-long, 20-foot-high tunnel through the collapsed debris leads to the door, where the twin terrors stand motionless on either side of the door. If they detect the characters, they attack immediately, but don't pursue them if they choose to flee.

THE SECOND DOOR

The second door is guarded by a **behir**, and is located at the front of the ruins of an ancient chapel. There is an open space in front of the doorway that measures 30 feet in all directions, featuring a ruined cobblestone path leading towards the chapel. The behir lurks in an alcove above the doorway where it keeps watch for intruders. The behir can be spotted by characters with a passive Perception score of 20 or higher. If it detects the characters but remains hidden, it lies in wait for them to attempt to open the door before leaping down to attack. If it was detected by the characters, it remains in its alcove hissing at them angrily, but doesn't attack unless they attempt to attack it or open the door.

THE THIRD DOOR

The third door can be found on the wall of a large cavern, constructed of metal and brass. The cavern is 100 feet wide and 40 feet high. The floor is flooded with 3 feet of stagnant water.

An **undead remorhaz** guards this door, along with three **zombies**. The remorhaz lies in wait in the center of the stagnant pool, lowering its body temperature to appear dead while the zombies meander around the cavern. If the zombies detect the characters, they attack. The remorhaz remains in wait until it can ambush the characters, or until a character harms it, at which point it attacks, igniting its body in a flaming rot and causing the water around it to rapidly evaporate into a poisonous mist. The mist lightly obscures the area in a 20-foot radius centered on the remorhaz, moving with it. Creatures beginning their turn in the mist take 3 (1d6) acid damage.



BEYOND THE DOORS

Beyond each door lies a vast chamber, stretching thousands of feet towards the upper levels of the cathedral. When arriving at any of the chambers for the first time, read or paraphrase the following:

Beyond the guardian's door lies a vast, circular stone chamber. Small fragments of glowing moss light up the gloom, revealing a thick wooden support pillar several times the width of a man, held in place by swathes of rusty iron chains. It gently creaks to and fro as the weight of the cathedral's growing structure pressing it ever deeper into the foul muck of the foundation.

A heavy wooden pillar, measuring 10 feet in diameter, stands at the chamber's center, held in place by 2d4 iron chains nailed to the floor and walls. The chains must be broken before the pillar can collapse. The chains each have AC 10 and 20 hit points, are resistant to slashing damage, and vulnerable to bludgeoning damage. The pillars each have AC 15, 100 hit points, and are flammable.

Destroying a Pillar. Once a pillar is destroyed, a distant section of the cathedral above collapses. There is a 50 percent chance for the destruction to draw the attention of The Architect, who arrives the following day to begin repairs on the pillar. For every additional support that is collapsed, the likelihood of drawing The Architect's attention increases by an additional 25 percent.

CHAPTER III

WAR FOR MOURNINGHOLD

In this chapter, characters finally come face-to-face with Mourninghold's terrible Architect, as it works its way through the foundations of the cathedral to repair the collapsed pillars. As The Architect brings with it a host of undead followers to aid in the reconstruction, this chapter breaks down the ambush set by the characters into multiple waves of attack, beginning with the undead horde, then surviving Cult of Hubris members, and finally The Architect itself. Upon its defeat, the cathedral begins to collapse, driving the characters in a desperate gambit to escape before they are buried alive.

THE FIRST WAVE

When the first wave arrives, read or paraphrase the following:

A thunderous rumble of slow, methodical footsteps echo down the foundation's snaking corridors, followed by gurgling moans. As the sounds draw near, their source becomes evident: an army of shambling undead, their eyes scouring the darkness for the source of the pillar's destruction.

The first wave begins to arrive at the last pillar the characters destroyed, one hour after the group have completed a long rest. The wave contains four **swarms of zombies**, sent forth by The Architect to clear out any lurking predators in the nearby tunnels. The zombies eventually congregate around the ruins of the support pillar, where they await further commands from The Architect. If any of the groups spot the characters, they unleash a baleful screech, alerting all other groups to the character's presence, and attack.

THE SECOND WAVE

When the second wave arrives, read or paraphrase the following:

Shouts echo through the dark, betraying the arrival of yet more foes. Shadows of cultists dance across the walls, lit by the flickering of numerous lanterns. The sound of unsheathing blades meets shrieks of dying vermin as the cultists pick their way through the darkness of The Road Below, eager to join their undead allies at the wounded pillar.

The second wave arrives ten minutes after the first, and consists of twenty Cult of Hubris **zealots**, led by three **masons**. The members of the cult are hostile to all other creatures in The Road Below, including any cult survivors or their camps. The cultists move as a singular group, following the routes left by the zombies towards the destroyed pillar. Once there, they begin the work of rebuilding, directing the undead to do most of the heavy lifting and clearing of debris. If they detect the characters, they attack with the intention of capturing and sacrificing them to The Architect upon its arrival.

Cowardice and Vulnerability. The cult members are notoriously cowardly when isolated from their living companions. Removing their light sources and preventing them seeing their allies is a sure fire way to cause them to flee in fear, and one Kyla would be quick to point out from her experiences fighting them.

THE ARCHITECT ARRIVES

Twenty minutes after the second wave, The Architect descends to the ruined pillar. Read or paraphrase the following:

The thick air shifts suddenly, rushing out into the darkness as if in the grasp of a coming storm. Loose masonry crashes menacingly against the wall in the rising winds, and a distant, booming rumble begins drawing ever closer. Within minutes, the pillar is surrounded by the raucous howls of a ferocious storm, the debris of its ruins rising like streaking raindrops into the darkness. A writhing mass of wreckage, detritus and construction materials orbiting a glimmering crystal heart descends from the darkness above. The Architect is here.

The Architect and its allies work to restore the pillar. If it detects the characters, The Architect breaks from the repair efforts and attack, eager to exact fury upon intruders to its domain. The Architect fights to the death.

Wounded Fury. The Architect's strength is tied to the construction of the cathedral itself, and it can be weakened considerably with its destruction. For each pillar the characters destroy, The Architect suffers a cumulative -1 penalty to its AC, attack rolls, and saving throws. If two pillars are destroyed, The Architect is only able to use one Legendary Action each turn. If all three pillars are destroyed, The Architect can't use any Lair Actions.

Repairing the Pillar. Once The Architect arrives, the surviving undead and cultists turn their attention to repairing the pillar, which regains 5 hit points at the start of each round of combat. The Architect can speed this process up by expending a use of its Strike of Hubris to increase the number of hit points gained by 5.

THE FALL OF THE ARCHITECT

Once The Architect's heart is destroyed, the cathedral begins to crumble, threatening to bury the characters alive.

When The Architect's heart is destroyed, read or paraphrase the following:

A thunderous crack pierces the air, streaking across the senses like a static charge. A deathly silence follows as the shimmering remains of The Architect's crystal heart turn black as its power fades. Suddenly, a low, creaking rumble breaks the silence. Walls begin to collapse inwards, convulsing at the preposterous amount of weight straddled on their shoulders, while support beams snap and floors burst—the entire cathedral now crumbling under the weight of its own design.

Characters must flee and locate any door they can find to escape Mourninghold before its collapse. After fleeing for a few minutes, a deep crack appears in the collapsing tunnel 600 feet ahead of them, revealing a blue sky beyond. The walls around the crack are being crushed by a mountain of collapsing rubble, and characters have only minutes to reach it.

Upon escaping Mourninghold, read or paraphrase the following:

Screams of agony and howls of pain from Mourninghold's denizens reverberate down the collapsing tunnels as the grand cathedral entombs them. Masonry plunges atop the crack's makeshift archway, bowing its support as the debris is pushed outwards towards the light. A rush of fresh, sweet air sweeps into the dying cavern, before a monstrous crash seals it, expelling a gout of ashen smog out into the material world. A last, dying breath of a terrible creation, gone for good.

CONCLUSION

After their escape from the clutches of Mourninghold, characters find themselves expelled into the material world from whence they came, along with any surviving allies.

Should any member of the Lost Blades survive, they profusely thank the characters for their role in the escape from Mourninghold. Then, they draw a map to an item cache hidden beneath the roots of an ancient oak tree a few miles from where Greyfort originally was. They state that the cache is of no use to them now, as they have had enough adventure for one lifetime, and wish to settle down peacefully.

Should the characters travel to find the cache, they may dig it up and unearth the following items:

- A *potion of fire giant strength*.
- A small wooden chest that unpacks into a *folding boat*.
- A *bag of beans*, two of which have slipped out of the bag and sprouted mushrooms around the tree's trunk.
- A tanned leather *belt of dwarvenkind*, with the initials "A.E." engraved on it.
- A sack containing *goggles of night*, a set of *+1 leather armor*, a poorly crafted bandit mask, and one pair of *gloves of swimming and climbing*.

ADVENTURE STAT BLOCKS

THE ARCHITECT

The Architect is a horrific entity which thrives on the destruction of living beings. Born of the unending hubris of mortal-kind, The Architect resides in Mourninghold Cathedral, a grand, ever-expanding living plane that feeds on those trapped within it. Vile, resentful and ambitious, The Architect's existence is bolstered by the size of its lair — the grander the cathedral becomes, the greater The Architect's strength and hunger.

Spiritual Construct. The Architect's body is an ever-shifting mass of jagged metal and crumbling masonry, powered by a glowing crystal heart. It is this heart that fuels The Architect's hubris and malevolence, and which also holds Mourninghold itself together.

Entrapping Architect. The Architect hunts for new prey by spreading its influence to other planes of existence, prying open cracks in the Material Plane and filling them with doorways leading into its lair. Once a curious individual steps through the threshold, the door vanishes, leaving them lost inside the endless corridors of Mourninghold. Only by destroying The Architect's heart or locating a new door can an individual possibly hope to escape.

Crystal Heart. The Architect's form surrounds a crystal heart that fuels its existence and holds Mourninghold together. The heart can be removed from The Architect's body once it has been reduced to 0 hit points. The heart itself has AC 20, 20 hit points, and resistance to all damage. Mourninghold will begin to disintegrate if the heart is destroyed. If the heart is not destroyed within 1d4 minutes of The Architect being reduced to 0 hit points, The Architect reforms around it and regains half its hit points.

Weakening The Architect. The Architect's strength is connected to the size and stability of Mourninghold. Like any building, however, Mourninghold cathedral relies on its foundations and supports to continue to expand. Each support pillar is hidden within the bowels of the

cathedral, guarded by fearsome creatures and entombed behind vast stone doors. Should one or more of these supports be broken, The Architect will be weakened.

For each pillar the characters destroy, The Architect suffers a cumulative -1 penalty to its AC, attack rolls, and saving throws. If two pillars are destroyed, The Architect is only able to use one Legendary Action each turn. If all three pillars are destroyed, The Architect can't use any Lair Actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Architect can take a lair action to cause one of the following effects. The Architect can't use the same effect two rounds in a row.

Crumble. Debris falls from the ceiling, striking up to three creatures underneath that The Architect can see within 120 feet of it. Each creature must make a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and restrained by the debris. The creature remains restrained and prone in this way until it or another creature uses an action to pull it free.

Call the Cathedral. Rubble, debris, and other nearby fragments of the cathedral gravitate towards The Architect, orbiting it until initiative count 20 on the following round. For the duration, The Architect gains a +5 bonus to AC. Each time a creature hits The Architect with a weapon attack while this lair action is active, the AC bonus is reduced by 1.

Shockwave. A tremor shakes the cathedral in a 60-foot radius, centered on a point The Architect can see within 100 feet of it. Each creature on the ground in the area must succeed on a DC 14 Dexterity saving throw or be moved 10 feet in a random direction and knocked prone.

The Architect

Large Construct, Lawful Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
250	17	+4	10			
STR	DEX	CON	INT	WIS	CHA	
17	20	18	11	18	7	
+3	+5	+4	+0	+4	-2	

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

Damage Resistances: Cold, Necrotic, Poison

Languages: Understands all languages but cannot speak

Saving Throws: DEX +9, INT +4, CHA +2

Senses: Darkvision 120 ft.

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

Features

Aura of Decay. When a creature starts its turn within 10 feet of The Architect or moves within 10 feet of it for the first time on a turn, they must make a DC 17 Constitution save. The creature takes 10 (3d6) acid damage on a failed save, or half as much on a successful one.

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

Actions

Multiattack. The Architect makes three attacks: two with its Strike of Hubris, and one with its Corroding Grasp.

Strike of Hubris. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 17 Charisma saving throw or be charmed until the end of its next turn. While charmed in this way, the creature is overcome with a boastful arrogance, and on its turn must move as close as possible towards the nearest enemy creature it can see and use its action to make a weapon attack against it.

Corroding Grasp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and if the target is Large or smaller, it is grappled (es-

cape DC 17) until the start of The Architect's next turn. Any armor the target is wearing immediately takes a permanent and cumulative -1 penalty to its AC, and The Architect regains 10 (3d6) hit points.

Stonework Cascade (Recharge 4 - 6). The Architect flings shards of fractured stone in a 60-foot cone. Creatures in the area must make a DC 17 Dexterity saving throw. A creature takes 21 (6d6) slashing damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one.

Consume Hubris (Recharge 5 - 6). The Architect drains the arrogance from up to 3 creatures it can see within 30 feet of it. Each creature must make a DC 17 Charisma saving throw. If a target creature is charmed by The Architect's Strike of Hubris, it makes this saving throw with disadvantage. A creature takes 10 (3d6) psychic damage and suffers a cumulative -2 penalty to its Charisma score on a failed save, or takes half as much damage and no penalty on a successful one. The Architect regains hit points equal to the total damage dealt. The Charisma penalty remains until the creature completes a short or long rest, but can be cured early by means of the *lesser restoration* spell or similar magic. If a target's Charisma score is reduced to 0 by this feature, it is incapacitated until it regains at least 1 point of Charisma.

Legendary Actions

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

Strike of Hubris. The Architect uses its Strike of Hubris.

Move. The Architect moves up to its speed without provoking opportunity attacks.

Torrent of Debris (Costs 2 Actions). The Architect crashes into the ground, sending a wave of debris cascading through the air. Each creature within 20 feet of The Architect must make a DC 17 Strength saving throw. A creature takes 14 (4d6) bludgeoning damage and is pushed 15 feet away from The Architect on a failed save, or takes half as much damage and isn't pushed on a successful one.

CR
4

Banshee

Medium Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
58	12	+2	10			
STR	DEX	CON	INT	WIS	CHA	
1	14	10	12	11	17	
-5	+2	+0	+1	+0	+3	

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

Damage Immunities: Cold, Necrotic, Poison

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

Languages: Common, Elvish

Saving Throws: WIS +2, CHA +5

Senses: Darkvision 60 ft.

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

Features

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 Spell Attack:* +4 to hit, reach 5 ft., 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.

CR
11

Behir

Huge Monstrosity, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
168	17	+4	16			
STR	DEX	CON	INT	WIS	CHA	
23	16	18	7	14	12	
+6	+3	+4	-2	+2	+1	

Damage Immunities: Lightning

Languages: Draconic

Senses: Darkvision 90 ft.

Skill Bonuses: Perception +6, Stealth +7

Speed: 50 ft.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't

already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

CR
4

Black Pudding

Large Ooze, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
85	7	+2		8		
STR	DEX	CON	INT	WIS	CHA	
16	5	16	1	6	1	
+3	-3	+3	-5	-2	-5	

Condition Immunities: Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Damage Immunities: Acid, Cold, Lightning, Slashing

Languages: —

Senses: Blindsight 60 ft. (blind beyond this radius)

Speed: 20 ft., climb 20 ft.

Features

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5 , the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* $+5$ to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

CR
5

Bulette

Large Monstrosity, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
94	17	+3		16		
STR	DEX	CON	INT	WIS	CHA	
19	11	21	2	10	5	
+4	+0	+5	-4	+0	-3	

Languages: —

Senses: Darkvision 60 ft., Tremorsense 60 ft.

Skill Bonuses: Perception $+6$

Speed: 50 ft.

Features

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* $+7$ to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

THE CULT OF HUBRIS

Some lost individuals eventually become devotees to The Architect, joining the Cult of Hubris. These worshipers are fanatics who see The Architect as a god, believing the cathedral's construction to be its holy land, and they its disciples. These devotees kidnap lost individuals and offer them to The Architect atop hastily built altars in a bid to earn its favor.

CR
2

Cultist Mason

Medium Humanoid (Any Race), Lawful Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
45	12	+2	13			
STR	DEX	CON	INT	WIS	CHA	
12	14	13	11	16	14	
+1	+2	+1	+0	+3	+2	

Languages: Common
Saving Throws: CHA +4
Skill Bonuses: Arcana +2
Speed: 30 ft.

Features

Cult Fanatic. As long as the mason can see at least 2 other members of the Cult of Hubris or The Architect, it can't be frightened, and has a +1 bonus to attack rolls and saving throws.

Spellcasting. The mason is a 3rd-level spellcaster (+5 to hit with spell attacks, spell save DC 13). It has the following spells prepared:

- **Cantrips (at will):** *mage hand, fire bolt*
- **1st Level (4 slots):** *magic missile, healing word, thunderwave*
- **2nd Level (2 slots):** *enlarge/reduce, heat metal*

Actions

Barbed Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

CR
1

Cultist Zealot

Medium Humanoid (Any Race), Lawful Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
30	14	+2	11			
STR	DEX	CON	INT	WIS	CHA	
16	14	13	11	12	14	
+3	+2	+1	+0	+1	+2	

Languages: Common
Saving Throws: DEX +4
Skill Bonuses: Athletics +5
Speed: 30 ft.

Features

Cult Fanatic. As long as the zealot can see at least 2 other members of the Cult of Hubris or The Architect, it can't be frightened, and has a +1 bonus to attack rolls and saving throws.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Architect's Chime. The zealot emits a small shockwave by clanging a metal bell. Creatures within 5 feet of the cultist must make a DC 12 Strength saving throw. A target takes 7 (2d6) thunder damage and is pushed 5 feet away from the cultist on a failed save, or takes half as much damage and isn't pushed on a successful one.

CR
1/4

Giant Bat

Large Beast, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
22	13	+2	11			
STR	DEX	CON	INT	WIS	CHA	
15	16	11	2	12	6	
+2	+3	+0	-4	+1	-2	

Languages: —

Senses: Blindsight 60 ft.

Speed: 10 ft., fly 60 ft.

Features

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

CR
1

Giant Spider

Large Beast, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
26	14	+2	10			
STR	DEX	CON	INT	WIS	CHA	
14	16	12	2	11	4	
+2	+3	+1	-4	+0	-3	

Languages: —

Senses: Blindsight 10 ft., Darkvision 60 ft.

Skill Bonuses: Stealth +7

Speed: 30 ft., climb 30 ft.

Features

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

CR
2

Ghast

Medium Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
36	13	+2	10		
STR	DEX	CON	INT	WIS	CHA
16	17	10	11	10	8
+3	+3	+0	+0	+0	-1

Condition Immunities: Charmed, Exhaustion, Poisoned**Damage Immunities:** Poison**Damage Resistances:** Necrotic**Languages:** Common**Senses:** Darkvision 60 ft.**Speed:** 30 ft.

Features

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CR
1

Ghoul

Medium Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
22	12	+2	10		
STR	DEX	CON	INT	WIS	CHA
13	15	10	7	10	6
+1	+2	+0	-2	+0	-2

Condition Immunities: Charmed, Exhaustion, Poisoned**Damage Immunities:** Poison**Languages:** Common**Senses:** Darkvision 60 ft.**Speed:** 30 ft.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CR
5

Gladiator

Medium Humanoid, Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.			
112	16	+3	11			
STR	DEX	CON	INT	WIS	CHA	
18	15	16	10	12	15	
+4	+2	+3	+0	+1	+2	

Languages: Any one language (usually Common)

Saving Throws: STR +7, DEX +5, CON +6

Skill Bonuses: Athletics +10, Intimidation +5

Speed: 30 ft.

Features

Brave. The gladiator has advantage on saving throws against being frightened.

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

CR
2

Grick

Medium Monstrosity, Neutral

Hit Points	AC	Prof. Bonus	Pass. Perc.			
27	14	+2	12			
STR	DEX	CON	INT	WIS	CHA	
14	14	11	3	14	5	
+2	+2	+0	-4	+2	-3	

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: —

Senses: Darkvision 60 ft.

Speed: 30 ft., climb 30 ft.

Features

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

CR
1/8

Noble

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
9	15	+2	12		
STR	DEX	CON	INT	WIS	CHA
11	12	11	12	14	16
+0	+1	+0	+1	+2	+3

Languages: Any two languages

Skill Bonuses: Deception +5, Insight +4, Persuasion +5

Speed: 30 ft.

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

CR
2

Priest

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
27	13	+2	13		
STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	13
+0	+0	+1	+1	+3	+1

Languages: Any two languages

Skill Bonuses: Medicine +7, Persuasion +3, Religion +5

Speed: 30 ft.

Features

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Prowling Chaos

Large Aberration, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
120	16	+4	15			
STR	DEX	CON	INT	WIS	CHA	
16	15	17	16	20	20	
+3	+2	+3	+3	+5	+5	

Condition Immunities: Charmed, Frightened, Poisoned

Damage Immunities: Poison, Necrotic

Damage Resistances: Cold; Bludgeoning, Piercing and Slashing from Nonmagical Attacks

Languages: Common, Undercommon, Deep Speech

Saving Throws: INT +7, WIS +9, CHA +9

Senses: Darkvision 120 ft.

Speed: 40 ft.

Features

Magic Resistant. The Prowling Chaos has advantage on saving throws against spells and other magical effects.

Power Through Fear. When rolling damage against a target, the Prowling Chaos deals an additional 10 (3d6) psychic damage to target creatures afflicted with the Frightened condition.

Actions

Multiattack. The Prowling Chaos makes two Slam attacks or one Slam attack and one bite/swallow attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. On a hit,

the target is grappled. The Prowling Chaos may grapple two targets at a time.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Swallow. The Prowling Chaos makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes bite damage and is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Prowling Chaos, and it takes 21 (6d6) acid damage at the start of each of the Prowling Chaos's turns. The Prowling Chaos can have only one creature swallowed at a time.

Frightful Presence. Each creature of the Prowling Chaos' choice that is within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Prowling Chaos' Frightful Presence for the next 24 hours.

Flames of the Dead (Recharge 5 - 6). The Prowling Chaos unleashes a torrent of flaming necrotic energy. Each creature within 60 feet of it and not behind total cover must make a DC 17 Charisma saving throw. A creature takes 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.

CR
1/2

Scout

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.			
16	13	+2	15			
STR	DEX	CON	INT	WIS	CHA	
11	14	12	11	13	11	
+0	+2	+1	+0	+1	+0	

Languages: Any one language (usually Common)

Skill Bonuses: Nature +4, Perception +5,
Stealth +6, Survival +5

Speed: 30 ft.

Features

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

CR
1/2

Shadow

Medium Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
16	12	+2	10			
STR	DEX	CON	INT	WIS	CHA	
6	14	13	6	10	8	
-2	+2	+1	-2	+0	-1	

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

Damage Immunities: Necrotic, Poison

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

Damage Vulnerabilities: Radiant

Languages: —

Senses: Darkvision 60 ft.

Skill Bonuses: Stealth +4

Speed: 40 ft.

Features

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

CR
1/4

Swarm of Bats

Medium Swarm of Tiny Beasts, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
22	12	+2	11			
STR	DEX	CON	INT	WIS	CHA	
5	15	10	2	12	4	
-3	+2	+0	-4	+1	-3	

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Damage Resistances: Bludgeoning, Piercing, Slashing

Languages: —

Senses: Blindsight 60 ft.

Speed: 0 ft., fly 30 ft.

Features

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

CR
4

Swarm of Zombies

Large Swarm of Medium Undead, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
100	10	+2	8			
STR	DEX	CON	INT	WIS	CHA	
16	4	18	3	6	5	
+3	-3	+4	-4	-2	-3	

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

Damage Immunities: Poison

Languages: —

Senses: Darkvision 60 ft.

Speed: 20 ft.

Features

Hungry Mob. If a creature ends their turn while inside the swarm, they must succeed on a DC 13 Strength saving throw or be knocked prone. While knocked prone in this manner, the creature is considered grappled by the swarm.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (3d6 + 3) bludgeoning damage, or 10 (2d6 + 3) bludgeoning damage if the swarm has half of its hit points or fewer.

TWIN TERRORS

These identical constructs guard a door hidden deep within the bowels of Mourninghold Cathedral. Constructed entirely discarded metal and plates of armor from fallen adventurers, and held together by the will of The Architect itself, the Twin Terrors are all but impervious to damage.

Teamwork. The Twin terrors possess something that most constructs do not: the ability to work together. Very often, one twin will attack in such a way as to allow its counterpart to attack at the same time, potentially dealing massive damage.

Silent Communicators. The Twin Terrors know each others' mind, and can share their thoughts and observations instantaneously. This allows them to share information about their enemies and prey, and to strategize across a great distance.

CR
8

Twin Terror

Medium Construct, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
120	18	+3	13		
STR	DEX	CON	INT	WIS	CHA
18	13	16	10	10	10
+4	+1	+3	+0	+0	+0

Condition Immunities: Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Damage Immunities: Force, Necrotic, Poison

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Languages: Understands Common but can't speak

Senses: Blindsight 60 ft. (blind beyond this radius)

Skill Bonuses: Perception +4

Speed: 30 ft.

Features

Connected. The Twin Terrors share a strong bond. As long as they are within 1 mile of each other, they can communicate thoughts and observations instantaneously and without limitation.

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

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

Magic Weapons. The Twin Terror's weapon attacks are magical.

Actions

Multiattack. The Twin Terror makes two melee attacks.

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

Bonus Actions

Pommel Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. On a hit, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

Reactions

Tandem Attack. As a reaction, the Twin Terror is able to make one melee attack at the same time as its twin.

CR
11

Undead Remorhaz

Huge Undead, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
150	15	+4	13			
STR	DEX	CON	INT	WIS	CHA	
24	9	21	4	8	5	
+7	-1	+5	-3	-1	-3	

Condition Immunities: Frightened, Poisoned

Damage Immunities: Poison

Damage Resistances: Cold, Fire

Languages: —

Senses: Darkvision 120 ft., Tremorsense 60 ft.

Skill Bonuses: Perception +3

Speed: 30 ft., burrow 20 ft.

Features

Corpse Concealment. While laying motionless, the undead remorhaz is indistinguishable from a rotting carcass.

Flames of Rot. A creature that touches the undead remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage.

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

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage, plus 10 (3d6) necrotic damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the undead remorhaz can't bite another target.

Swallow. The undead remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of the undead remorhaz, and it takes 21 (6d6) acid damage at the start of each of the undead remorhaz's turns. If the undead remorhaz takes 15 damage or more on a single turn from a creature inside it, the undead remorhaz must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the undead remorhaz. Alternatively, a swallowed creature can attempt to tear its way out of the undead remorhaz's rotting body by making a DC 17 Strength check, falling prone in an unoccupied space within 5 feet of the undead remorhaz on a success.

If the undead remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

CR
5

Vampire Spawn

Medium Undead, Neutral Evil

Hit Points **AC** **Prof. Bonus** **Pass. Perc.**

82 15 +3 13

STR **DEX** **CON** **INT** **WIS** **CHA**

16 16 16 11 10 12

+3 +3 +3 +0 +0 +1

Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: The languages it knew in life

Saving Throws: Dexterity +6, Wisdom +3

Senses: Darkvision 60 ft.

Skill Bonuses: Perception +3, Stealth +6

Speed: 30 ft.

Features

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

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

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

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

CR
3

Veteran

Medium Humanoid (Any Race), Any Alignment

Hit Points **AC** **Prof. Bonus** **Pass. Perc.**

58 17 +2 12

STR **DEX** **CON** **INT** **WIS** **CHA**

16 13 14 10 11 10

+3 +1 +2 +0 +0 +0

Languages: Any one language (usually Common)

Skill Bonuses: Athletics +5, Perception +2

Speed: 30 ft.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

CR
2

Will-o'-Wisp

Tiny Undead, Chaotic Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
22	19	+2	12			
STR	DEX	CON	INT	WIS	CHA	
1	28	10	13	14	11	
-5	+9	+0	+1	+2	+0	

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious**Damage Immunities** Lightning, Poison**Damage Resistances** Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks**Languages** The languages it knew in life**Senses** Darkvision 120 ft.**Speed:** 0 ft., fly 50 ft. (hover)

Features

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.**Ephemeral.** The will-o'-wisp can't wear or carry anything.**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).CR
1/4

Wolf

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.			
11	13	+2	12			
STR	DEX	CON	INT	WIS	CHA	
12	15	12	3	12	6	
+1	+2	+1	-4	+1	-2	

Languages: —**Skill Bonuses:** Perception +3, Stealth +4**Speed:** 40 ft.

Features

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

CR
5

Wraith

Medium Undead, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
67	13	+3	12			
STR	DEX	CON	INT	WIS	CHA	
6	16	16	12	14	15	
-2	+3	+3	+1	+2	+2	

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

Damage Immunities: Necrotic, Poison

Damage Resistances: Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Languages: The languages it knew in life

Senses: Darkvision 60 ft.

Speed: 20 ft.

Features

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

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

CR
1/4

Zombie

Medium Undead, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.			
22	8	+2	8			
STR	DEX	CON	INT	WIS	CHA	
13	6	16	3	6	5	
+1	-2	+3	-4	-2	-3	

Condition Immunities: Poisoned

Damage Immunities: Poison

Languages: Understands the languages it knew in life but can't speak

Saving Throws: WIS +0

Senses: Darkvision 60 ft.

Speed: 20 ft.

Features

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

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.