

Ravenloft

Vecna Reborn The Gothic Conversion



Requires the AD&D Ravenloft
Adventure Vecna Reborn, to play



by Igor Comunale





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THE GOTHIC CONVERSION

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BY IGOR COMUNALE

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INTRODUCTION



This conversion updates to the fifth edition of *Dungeons & Dragons* the *AD&D* Second Edition *Vecna Reborn* adventure set in *Ravenloft*.

This adventure is suitable for characters from 5th to 7th level. This conversion is optimized for four 6th level characters.

VECNA AND KAS

Vecna and Kas are as old as the *Dungeons & Dragons* game itself. Virtually every player of the game has heard of the *Hand and Eye of Vecna*. Many also remember the *Sword of Kas*. Vecna and Kas themselves hail from the world of Oerth (the *Greyhawk* campaign setting). Nevertheless, whispers of their dreadful power and presence have probably filtered to all worlds.

For those of you who do not know the tale, Vecna was an extraordinarily powerful wizard (some say the most powerful wizard of all time) who became a lich. He sought to conquer the world of Oerth and nearly succeeded. His lieutenant, warlord, and chief assassin was Kas the Bloody Handed. Kas eventually betrayed Vecna, resulting in both of their deaths and inadvertently saving Oerth.

But because evil such as theirs can never completely fade, Vecna arose again, this time as a demigod. His servant and betrayer Kas returned as a powerful vampire. Again, the two struggled, Kas seeking to regain his powerful sword and Vecna laying plans for becoming supreme even among the gods. Both were eventually claimed by the Mists of Ravenloft and given their own bordering domains, where they struggle to this day.

You may find additional information on Vecna and Kas in these AD&D products:

- *Domains of Dread*
- *Vecna Lives*
- *Book of Artifacts*

ADVENTURE SUMMARY

A chance encounter on the road marks the heroes as targets for an evil cult attempting to cause the rebirth of the lich god Vecna in the domain of his arch-foe, Kas. This act will free their master from his misty prison and allow him to gain vengeance upon his enemy at the same time.

To learn more of the cult's mysterious plans, the characters explore a cache of ancient lore in Tor Gorak, the major city in Tovag. Clues lead them right to the heart of Cavitius, Vecna's own domain. There, they must discover the secret

way into the Shadowed Room, an ancient library that no longer exists in time or space yet can still be reached by using an arcane ritual. Learning this secret brings the heroes into conflict with Vecna's priesthood and their powerful servants.

Meanwhile, the cultists in Tor Gorak continue to set in motion the events required to free Vecna, including spreading a magical plague that devastates the entire domain. The heroes must then return to this disease-ridden realm once they escape Citadel Cavitius, Vecna's stronghold.

With the knowledge gained in the Shadowed Room, the characters can find the cultists and stop their plans. In the finale, the cult breaks into an asylum in Tor Gorak to kill one of the inmates as the final condition of their ritual. If the heroes do not prevent this from happening, Vecna is reborn outside of the domain borders that imprison him free to wreak vengeance upon Kas, Tovag, and possibly the rest of the multiverse.

RUNNING THE ADVENTURE

To manage the adventure using this conversion, you need the main rules of *Dungeons & Dragons* fifth edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

Non-player characters and monsters that are not present in these sources are presented at the end of this conversion.

CHARACTERS' PROGRESSION

If the characters are at 6th level, they level up during the adventure with an event-based progression as follows:

- Characters gain 7th level at the end of Act One.
- Characters obtain 8th level at the end of the adventure.

CONVERSION



This section describes the necessary updates to play the adventure with the rules of *Dungeons & Dragons* 5th Edition. The updates follow the same order and have the same title as the parts in the original adventure. If a reference to a part of the adventure is absent, then it means that it does not require any modification and can be used in its original form.

The text appearing in this way is intended to be read or paraphrased to the characters when they arrive at a certain place or certain events occur, as described in the text.

The text that appears in these boxes contains additions to the adventure and game recommendations for the DM.

INTRODUCTION

TOR GORAK

Horror Opportunity: A Life of Oppression

The people of Tor Gorak live under a terrible regime of military dictatorship. Some additional scenes can help convey to the characters the sense of horror of this tyranny, showing the worst sides of life in Tor Gorak.

Burn the Books! In front of a building with a broken door, the adventurers see a group of militiamen (a **Daggers** patrol) piling books before the eyes of a bound man who is sixty years old (actually thirty). The prisoner cries silently as the militiamen sprinkle the books with oil and set the pile on fire. The man is then dragged away reduced to an empty shell devoid of energy, resigned and filled with despair.

May I Have Some More, Sir? The adventurers run into a group of five children about ten years old (five actually). Dirty and dressed in ragged clothes, they beg the few passers-by for food. The children are thin and it is evident that they suffer from malnutrition. A patrol of **Daggers** arrives at the scene with weapons in hand and make the children flee. The militiamen appear well fed in comparison and joke cruelly that children they would do better rush to grow up and go to the front to fight instead of looking for additional food they do not deserve.

Mercy for My Baby! The characters see an obviously pregnant woman begging in a square. The woman looks twenty years old (ten in fact), she wears an old, worn-out dress. None of the passers-by seem to pay attention to her, indeed they hurry away. A patrol of **Daggers** arrives on the scene and brutally arrests the woman, with little consideration for her pregnancy. The militiamen insult the woman by telling her to make better use of the rationed food and mocking her future son who will be sent

to die in war and will no longer need food.

CITADEL CAVITIUS

Horror Opportunity: Undead Tyranny

Although the undead of the citadel ignore the living citizens, the population of Citadel Cavitius must always be careful not to cross the nobility of the dead. The characters may run into additional scenes on the streets that show the horror of this tyranny of the undead.

Suffer Well. As they move through the streets of the citadel, the characters see a richly dressed **wight** hitting a boy with a cane, guilty of crossing him on the street. The young man tries to protect his head with his arms while the sadistic undead hits him with his walking stick laughing and insulting him. The young man is left dying on the road and the wight walks away laughing.

The Hungry Dead. The characters stumble upon a gang of 4 **ghouls** headed by a **ghast** who have surrounded a young woman with a newborn baby strapped to her chest. The undead terrorize the woman and try to tear the child from her arms. If no one intervenes, the dead cruelly kidnap the newborn and leave, leaving the desperate woman on her knees in the middle of the street, crying silently.

Thirst for Life. An elderly man appears coming out from an alley. He barely stands on his legs and tries to walk quickly, even if his uneven pace does not help him. From the alley emerge 10 **shadows** that throw themselves at the elderly surrounding him. The undead mercilessly attack the man, tearing the life from his body with their icy and deadly touch. The body of the elderly is left on the ground, an empty shell devoid of life.

THE LIVING AND THE DEAD

THE DEAD

Reavers of Vecna riding **strahd's skeletal steeds** patrol the streets of Citadel Cavitius. A typical patrol is composed by 2 Vecna's Reavers riders.

HIERARCHY OF THE CITADEL

OTHER LORDS

Three of the most powerful undead lords of the citadel are:

- Jacairn, an **annis spectral hag** (she has a *broom of flying* and wears a set of *eyes of charming*)
- **Haroln**, a vampire priest (he has a *wand of lightning bolts*)
- Qoolarn, a **ghoul lord** (he wears a *cloak of protection* and an *helm of teleportation*)

ACT ONE: CITY OF DREAD

SCENE ONE: IT BEGINS

MARIT



ny hero that examines **Marit** closely can attempt a DC 17 Wisdom (Medicine) check. On a successful check, the hero realizes that Marit suffers the effects of an hallucinogenic drug.

HER STORY

Only a successful DC 15 Intelligence check or some magical means of translation allows the heroes to understand the language Marit speaks (ancient Flan). With her careful tutelage, the heroes should pick up bits and pieces of the language pretty quickly. Each day that the heroes spend with Marit, they can try an Intelligence check to understand basic phrases in ancient Flan. The DC is 20 and decreases by 1 each day.

THE ROAD TO TOR GORAK

FEEDING FRENZY

The group encounters a large pack of 16 **wolves**.

CASUALTIES OF WAR

The horrible disease that is killing the soldiers can be healed with a *lesser restoration* spell.

Horror Opportunity: Tyranny Revealed

You can add some optional encounters to make the characters fall further into Tovag's horror.

Death to the Traitors. Along the way, the characters spot a skeletal tree in the distance. Large objects hang from the branches and swing in the wind. These are Tovag's soldiers hanged and left here probably at least a week ago. Each body has a wooden sign attached to its chest that bears the inscription "*deserter*" in ancient Flan.

Nobody Escapes My Rule! Along the way, the characters spot a patch of trees. Everything is silent and no calls of animals are heard. The buzzing of flies breaks the silence when the characters reach the height of the clearing. Six bodies have been nailed to the tree trunks for two days and clouds of flies thicken above them. The corpses belong to some commoners who, out of desperation, were trying to escape from Tor Gorak. A wooden sign written in ancient Flan was planted in the middle of the clearing: "No one escapes the eyes of the Great Kas. Serve in life or lose the right to it."

MARIT

Medium humanoid (human), lawful good

Armor Class 9

Hit Points 3 (1d8 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	9 (-1)	12 (+1)	11 (+0)	14 (+2)

Senses passive Perception 10

Languages Ancient Flan

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

NEARING THE CITY

The night before the heroes reach the city of Tor Gorak, they encounter 8 **cultists of Vecna**. These fanatics have been sent by Vocar to locate Marit and bring her back.

SCENE TWO: STRANGERS IN A STRANGE LAND

MARIT

The hero with the highest passive Perception can attempt a DC 15 Wisdom (Perception) check with disadvantage to notice a thin black smudge along the edge of **Vocar's** face. If asked, he claims that he must have gotten ink on his fingers earlier while writing a letter and smudged it on his face.

THE DAGGERS

The Daggers patrol is composed by 8 **daggers** and a **dagger captain**.

INTERROGATION

The characters face 3 **interrogators**.

If the characters free themselves and attack the interrogators, 3 **daggers** enter in the room to stop them.

VIRIANIS

Medium humanoid (human), neutral good

Armor Class 9

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	10 (+0)	14 (+2)	12 (+1)	15 (+2)

Skills Medicine +3

Senses passive Perception 11

Languages Ancient Flan

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

OBSTRUCTING JUSTICE

Virianis will rescue the characters. He has a *headband of telepathy* (it works as an *helm of telepathy*).

SHELTER

LAROSSA BARU

Dellis (a human **veteran** with INT 4 (-3), WIS 7 (-2); he fights with a short sword) and **Larossa** give shelter to the characters.

ACT THREE: THE FINGER

In order to accomplish the tasks before him, including snaring the player characters, Vocar summons a **quasit** and an **invisible stalker** (known as Zarenival and Cochort, respectively).

THE LOREWARD

If the heroes go to **Loreward Banquo's** house and give the proper signal and pass-phrase, he cautiously lets them in.

WAITING FOR BANQUO

Whichever direction they head, the characters have a chance of discovering that they are being followed. Characters who make a successful DC 20 Wisdom (Perception) check feel as though something is watching them. Indeed, they are right. Zarenival and Cochort trail behind them, watching what they do and where they go.

LAROSSA BARU

Medium humanoid (human), chaotic good

Armor Class 9

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	13 (+1)	14 (+2)	17 (+3)	15 (+2)

Senses passive Perception 13

Languages Ancient Flan, Balok, Common, Darkonese

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

As they travel further, one player should make another DC 20 Wisdom (Perception) check (either a character who actively looks around or the adventurer with the highest passive Perception). If the check succeeds, that character sees something move as if disturbed by the passing of something unseen.

WANDERING AIMLESSLY

4 **daggers** confront the characters if they wander aimlessly the streets.

LOREWARD BANQUO

Medium humanoid (human), lawful good

Armor Class 10

Hit Points 3 (1d8 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	9 (-1)	17 (+3)	13 (+1)	7 (-2)

Skills Arcana +5, History +5, Medicine +3, Nature +5, Religion +5

Senses passive Perception 11

Languages Ancient Flan, Balok, Common, Darkonese

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

A QUICK TRIP TO THE MADHOUSE

THE CURRENT PROBLEM

Virianis ask the characters to find Dast, King of the Madmen (a **guard** with Dex 9 (-1), WIS 9 (-1); he fights with fists), a missing resident of the madhouse.

SEARCHING FOR DAST

8 **daggers** find Dast just before the characters do.

Horror Opportunity: Rants of a Madman

After recovering Dast, while the characters take him back to the madhouse, the man becomes strangely calm. Several times on the way and staring one of the adventurers in the eye, he says a prophetic phrase in the language of the characters. Dast only knows ancient Flan, and when he speaks these phrases, he appears in a trance state.

"In the place of knowledge, the son repudiated in darkness awaits"

"The spilled blood of strangers, a coveted treasure, will be the first sign"

"The lost place behind the mirrors conceals the knowledge coveted by all"

"Death will fly on invisible wings. The just and the unjust will reap without distinction. The second sign of the fatal return"

"A king wears a crown: he needs nothing else"

Dast is not aware of this phenomenon and although the characters find a means to communicate with him, he has no recollection of having spoken these sentences or their meaning.

THE LOREWARD AGAIN

Variant: Search Everywhere

The revelation of Banquo could lead the characters to lose one of the most beautiful parts of the adventure: the Library of Kas. To prevent the characters from rushing immediately to Citadel Cavitius, you can provide them at this time only the information related to the Library of Kas. Once it is discovered that it is a false trail, the characters will receive the information of the second place from Banquo, so as to be directed to look for the Shadowed Room.

SCENE FOUR: THE LIBRARY OF KAS

To open the door, the characters need to overcome three obstacles. The first two are separate iron locks built into the door itself. Picking these locks require to succeed on two DC 15 Dexterity checks made with disadvantage. An *arcane lock* also bar the door, raising the DC of the Dexterity checks to pick the locks to 25. The door has AC 19 and 150 hit points. There's not enough room on the ledge to force it open.

INTO THE LIBRARY

THE LIBRARY GUARDIAN

Falling: The one-foot-wide, slippery ledge, makes it difficult to hurry, particularly under pressure, requiring a DC 15 Dexterity (Acrobacy) check. Those that fail the check slip and begin to fall. Any heroes nearby are allowed a DC 15 Dexterity check to grab and save their companion, and the falling character can attempt one more DC 15 check to try to grab hold of the ledge.

The characters who fall into the shaft land on Narek's mass suffering 3 (1d6) bludgeoning damage. Narek attacks these characters with his pseudopods and gains advantage to his attacks against falling characters.

BEYOND THE SHAFT

Crossing the Shaft Again: Narek's first attack is stopped if the characters inflict him at least 40 damage. In this case he simply drops down to the bottom of the shaft suffering no damage from the fall.

THE CULTISTS

8 **cultists of Vecna veterans** wait for the adventurers setting up a surprise attack to get their blood.

The Shaft: Characters and cultists fighting near the shaft may fall into the pit as described above. If Narek lies dead at the bottom of the shaft, characters or cultists falling suffers only 3 (1d6) bludgeoning damage.

These characters must make a successful DC 15 Strength (Athletics) check each round to remain afloat in Narek's dead mass. Failed checks indicate that the character begins sinking. Three failed checks in a row means that the character succumbs to the gore. Sinking characters last only as long as they can hold their breath (see the *Player's Handbook*).

ACT TWO: THE CLUTCHES OF VECNA

SCENE FIVE: THE BURNING PEAKS BEING SHADOWED

When the tree falls, the characters must succeed on a DC 15 Dexterity saving throw rolling with disadvantage. Those failing suffer 16 (3d10) bludgeoning damage, or half this damage if they succeed.

Looking for Culprits: To investigate on the tree, a character needs to succeed on a CD 15 Intelligence (Investigation) check. To follow the wolf's tracks, a character must succeed on a CD 12 Wisdom (Survival) check.

THE THREE PASSES

Survival Checks: Requires a CD 15 Wisdom (Survival) check for even attempting to cross elsewhere.

Delays: Most likely, the journey would take only a day or two. Each day that they spend off the trail however, the group must make a CD 15 Wisdom (Survival) check. A failed check indicates that they made very little progress, requiring an additional day of travel (the trip should still not take more than six days though.)

Hazards: Each day, the travellers encounter 2d6 hazards. Do not roll randomly for these occurrences, but choose each one carefully. Traversing these horrible mountains can be as terrifying as any encounter with a monster. Possible encounters could include the following:

- Sudden avalanches inflict 10 (3d6) bludgeoning damage to each hero. A successful DC 15 Dexterity saving throw halves the damage.
- Geysers of steam inflict 9 (2d8) fire damage to each hero. A successful DC 15 Dexterity saving throw halves the damage.
- Dead-end ravines require the heroes to backtrack. The trip takes an additional day (even going beyond the six-day maximum).
- Sudden lava floes trap the heroes, requiring an additional day (even going beyond the six-day maximum).
- A brittle cliff collapses, causing climbers to fall 1d6x10 feet, which inflicts 3 (1d6) bludgeoning damage per ten feet fallen.
- Rugged course requires additional DC 15 Wisdom (Survival) checks. Failed checks indicate minor falls and mishaps (inflicting 1d6 bludgeoning or slashing damage). The trip takes an additional day





- (even going beyond the six day maximum).
- Dangerous creatures attack (you can choose any appropriate creatures, such as undead monsters, wolves, and serpents.)

Most characters will quickly decide that crossing the Burning Peaks on their own is too dangerous and make their way back to one of the mountain passes. Those taking this easier way can use any of the three passes to which the roads lead. Basically, they are all the same. All serve as battlegrounds, and all are equally dangerous.

THE FORTRESSES

Soldiers, sergeants and captains use respectively the statistics of a **guard**, a **veteran** and a **knight**.

THE HAUNTED BATTLEGROUNDS

The characters passing through the area must make a DC 15 Wisdom saving throw. Those failing this saving throw hear whispering all around them.

The characters are first attacked by 2 **shadows**. Only after these are slain or turned, 20 **shadows** launch an all-out attack.

THE HIDEOUS ENGINE

If the characters possess the foolhardiness to explore the war engine further, they must first make a DC 16 Constitution saving throw to avoid contracting a disease from the festering organic matter and the multitudinous parasites and organisms breeding within.

Anyone who fails the saving throw succumbs to the disease in 1d4 days. Each day thereafter, that character can't regain hit points, its hit points maximum decreases by 5 (1d10), and its Strength and Constitution scores are reduced by 1 each for every 24 hours that elapse. If the disease reduces the target's hit points, or its Strength or Constitution score to 0, the target dies.

If still alive after 6d10 days, the character finally overcomes the malady. Lost Strength and Constitution points return at a rate of one point every 1 d4 days. A *lesser restoration* spell instantly cures this disease and a *greater restoration* spell heals the reduction to one of the target's ability scores.

If the characters come too near the engine, they are attacked by the hands. The engine's hands are similar to **crawling claws**, except they have a speed of 0 ft., and have cold damage vulnerability. A *resurrection* spell cast on the engine makes all the hands immobile for 10 minutes.

Further, one of the many skulls that ring the top of the engine begins to scream out its ritualistic chant. Every creature in a 30 ft. range must succeed on a DC 15 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 engine 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 this effect for the next 24 hours.

SCENE SIX: INTO CAVITIUS

Each full hour spent in the Ashen Waste, the characters gains one exhaustion level. This continues until the victims reach six exhaustion levels and dies, becoming a **desert zombie** under the control of Vecna (desert zombies are converted to the 5th edition in *Touch of Death: the Gothic Conversion* available on DMSGuild, or you can use common zombies from the *Monsters Manual*).

Horror Opportunity: Victims of the Desert

The characters' journey to Citadel Cavitius could lead them to encounter some horrors generated by the Ashen Wastes. A group of 12 **desert zombies** (or common **zombies**) rises from the desert 40 ft. from the road and advances in search of living victims. If the characters are not on the road but are in the desert, only 6 **desert zombies** emerge completely while the other six try to drag the adventurers under the sand emerging under them.

CITADEL CAVITIUS

Giant vulture zombies circle over the citadel continually. The sentinel at the gates is a **Ravenloft giant skeleton**.

HEROES IN THE CITADEL

Zarenival and Cohort continue to follow the characters. The adventurers can have glimpses of being stalked if at least one of them has a passive Perception 20 or better. If the invisible stalker and the quasit do something against them, they can roll a DC 20 Wisdom (Perception) check to detect some trace of them.

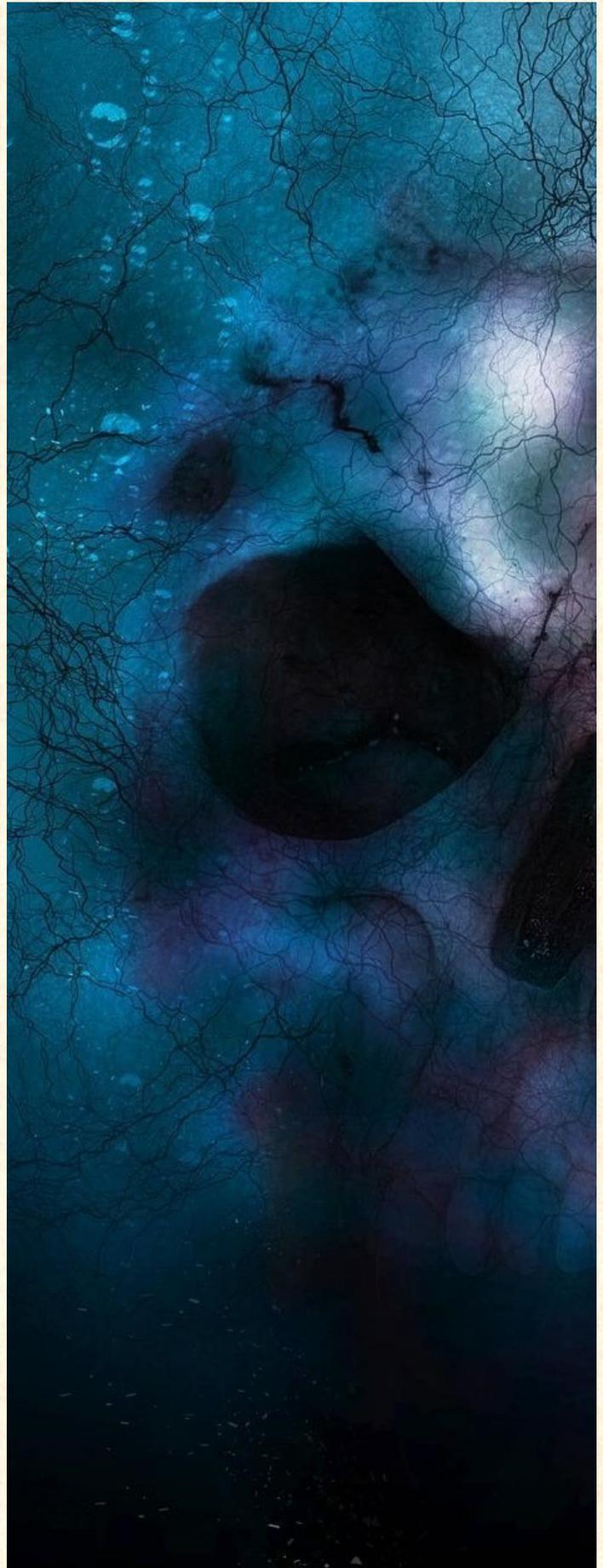
VALURISS

The characters meet Valuriss (a **commoner**), a young foreign woman wishing to escape the citadel. The woman wants to return to her homeland, the domain of Kartakass in *Ravenloft*.

SCENE SEVEN: THE TEMPLE OF VECNA

THE PLATFORM

Bone Guardians: The guardians on the stairs are 3 **skeletons**.



Temple Guardian: Threndilla is a **shadow demon**.

Variant: Powerful Guardians

If you want a more challenging fight with the guardians, substitute the 3 skeletons with 3 **Ravenloft giant skeletons**.

You can also make the characters face an advanced version of Threndilla with +20 hit points and Dexterity 19 (remember: this Dexterity increment affects all relative statistics, also AC, to hit and damage values).

UPPER PATHWAYS

Anyone so foolish to touch the negative energy spheres must succeed on a DC 25 Constitution saving throw or suffer 50 (10d10) necrotic damage or half this amount succeeding on the saving throw, and 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.

Variant: No Mercy For a Fool

If your campaign punishes harshly foolish decisions, you can make the spheres more deadly: if a character touches the negative energy, it immediately dies and rises as a **shadow** one round later.

MAIN TEMPLE

SECRET DOOR

Pulling the wrong lever activates the trap:

Spiked Pit

Mechanical Trap

This pit trap is a hidden pit trap with sharpened wooden or iron spikes at the bottom. This pit has a cover constructed from material identical to the floor around it. A successful DC 20 Wisdom (Perception) check discerns the slightly uneven surface of the floor where the trap's cover is situated. A successful DC 20 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover and pull the lever, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 10 feet deep. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *Arcane Lock* spell or similar magic. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage.

PRIEST QUARTERS

Every **priest of Vecna** is protected by a mercenary with the statistics of a **knight**.

BATTLE IN THE TEMPLE

In this battle, the characters confront **Hragris**, Zarenival the **invisible stalker** and Cohort the **quasit**. Bratorn (a **veteran**) fights to help the characters against these foes.

THE MIRROR ROOM

Anyone examining the rune stones can attempt a DC 15 Intelligence (Investigation) check to notice that the shapes resemble those depicted on the red and black carpet found here, yet they are not complete.

THE MIRROR DANCE

To complete the dance, the person holding each rune stone must make both a successful DC 15 Intelligence (Investigation) and a successful DC 15 Dexterity (Acrobacy) check to provide just the right positioning. Because of how the mirrors are positioned, it is theoretically possible for one person to hold all three stones just right at the same time, but it is extraordinarily difficult. In such a case, the person must make three successful Dexterity Acrobacy checks with disadvantage and three successful Intelligence (Investigation) checks.

AN UNEXPECTED INTERRUPTION

Qoolarn (a **ghoul lord** with a *cloak of protection* and an *helm of teleportation*) enters the room with 8 **ghouls**.

The Temple of Vecna is considered a *sinkhole of evil*. Undead have advantage on all saving throws when they are in this place, while the characters have disadvantage on all saving throws against undead's powers or spells. Undead have advantage against attempts to turn them in this place.

Qoolarn flees with his *helm of teleportation* if he suffers at least 50 damage,

THE SHADOWED ROOM

RESEARCH

The character find the *Book of Inverted Darkness*. Anyone sifting through its contents should make a DC 18 Intelligence (Arcana) check. If successful, the reader finds the passage relating to the situation at hand after 2d6 hours of reading.

LEAVING THE SHADOWED ROOM

If the characters don't have a mirror, finding the book with the metallic cover requires 1d4 hours and a successful DC 15 Intelligence (Investigation) check.

Variant: Vampire Agent

In this variant, Haroln is suspicious of Qoolarn and has sent one of his agents to scout on the ghoulish lord's movements. A **vampire spawn** lies hidden in the Shadowed Room. The undead waits the right time to strike at the characters, possibly when one of them is isolated from the rest of the group. Even if present, Qoolarn will do nothing to help the characters, and the vampire spawn will not attack him.

In front of you, a short distance ahead in the middle of the street, you see two girls dressed in ragged clothes surrounded by a group of undead hungry for human flesh. The girls seem terrified as the horrific creatures approach to complete their frightful hunt.

The two girls appear as twins and seem to be just under twenty years old. If they are saved by the characters, they present themselves as Fringilla and Mariella. Under the guise of cute frightened girls lurk 2 **green hags** serving Jacairn. The two has been ordered to find out as much as possible about the adventurers' mission by pretending to only willing to flee the city. After having gathered information, Jacairn gave them orders to kill the characters and return to her with their corpses. The two hags will wait for an opportune moment to surprise the characters before they leave Citadel Cavitius.

LEAVING CITADEL CAVITIUS

THE GUARDIANS

Vecna has appointed several special Guardians to make leaving his city extremely difficult. These Guardians are spirits that inhabit the skull around Citadel Cavitius. Having no physical forms, these undead beings attack through fear, despair, and loathing. This attack amounts to a stab of negative emotions into the victim's mind. Anyone thus attacked must make a successful DC 10 Wisdom saving throw to avoid it. This saving throw DC has a +1 difficulty for each additional spirit focusing its attack on that victim. Thus, the attack of one spirit requires a normal saving throw, two spirits brings the DC to 11, three spirits to 12, and so on.

Those who fail the saving throw fall into a stupor of fear and loathing, wandering aimlessly into the centre of town for 3d10 minutes. If a **reaver of Vecna** notices that a particular living creature makes numerous attempts to leave, the undead watchman is likely to attack, figuring the person to be a troublemaker.

It is impossible to fight a Guardian, but they attack only those attempting to leave. Once someone is beyond the walls of Citadel Cavitius, the Guardians are powerless to do anything about it. If any living beings attempt to leave through the main gate, they must contend with the **Ravenloft giant skeleton** gatekeeper as well as the Guardians. Since the gate is the only obvious way in or out of Cavitius, Vecna's servants watch it very closely. Sixty-six Guardians watch this gate at all times.

Throughout the rest of the city's perimeter, the Guardians watch, but not in such great numbers. This is because the only way for anyone to leave Citadel Cavitius other than the main gate is by digging or smashing their way out. Those making such an attempt, draw the attack of 1d6+4 Guardians. Of course, if the attempt continues after that, the Reavers can be expected to make an appearance soon afterward.

Variant: The Hag's Long Claws

If you wish to let Citadel Cavitius' politics hinder the character's escape, Jacairn also could decide to let her presence known trying to stop the characters and kill them.

THE DRAINAGE DITCH

Characters wishing to escape through the drainage ditch must be able to hold their breaths for at least three minutes (see Suffocating rules in the *Player's Handbook*) as they submerge themselves in the filth and swim out of the city. Characters can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum of 30 seconds). An adventurer may try to hold its breath one minute longer with a DC 15 Constitution check, then it runs out of breath.

Also, this murky sludge is in no way "water," so a *water breathing* spell from a magical item (since spells do not function) or similar magical ability does not function.

To make matters worse, while the Guardians foolishly ignore the drainage ditch, something else lives in this dark pipeline of filth: a single **ghoul**.

The ghoul has in addition Stealth +4 and sneaks in the sludge to surprise the adventurers. It attacks normally despite the environment. Characters fighting in the tunnel are in conditions of darkness and has disadvantage on attack rolls for fighting underwater and in the narrow channel.

Variant: Not the Ghoul You Expect

To add some difficulty to the escape through the drainage ditch, you can use a **ghast** instead of the ghoul indicated. Be careful: if the characters are wounded and have used up almost every resource they have, this encounter could be lethal.

ACT THREE: EVIL BEGETS EVIL

SCENE NINE: THE THIRD WORD

THE MADHOUSE

There are 4 **cultists of Vecna veterans** guarding the outside of the madhouse. Opening the doors without the key requires a DC 15 Dexterity check. The doors have AC 15 and 20 hit points each.

THE FIRST FLOOR

The characters are attacked by an insane resident with the statistics of a **commoner**.

If the adventurers find Virianis, he is unconscious and bleeding. They have only three rounds to save him with a DC 10 Wisdom (Medicine) check or an healing spell before he dies.

Later, the characters are attacked on the stairs by a **cultist of Vecna**.

THE SECOND FLOOR

Residents (8 **commoners**) and 5 **cultists of Vecna veterans** are fighting on this floor.

THIRD FLOOR

The characters are attacked by 8 **cultists of Vecna veterans** (4 in each hallway).

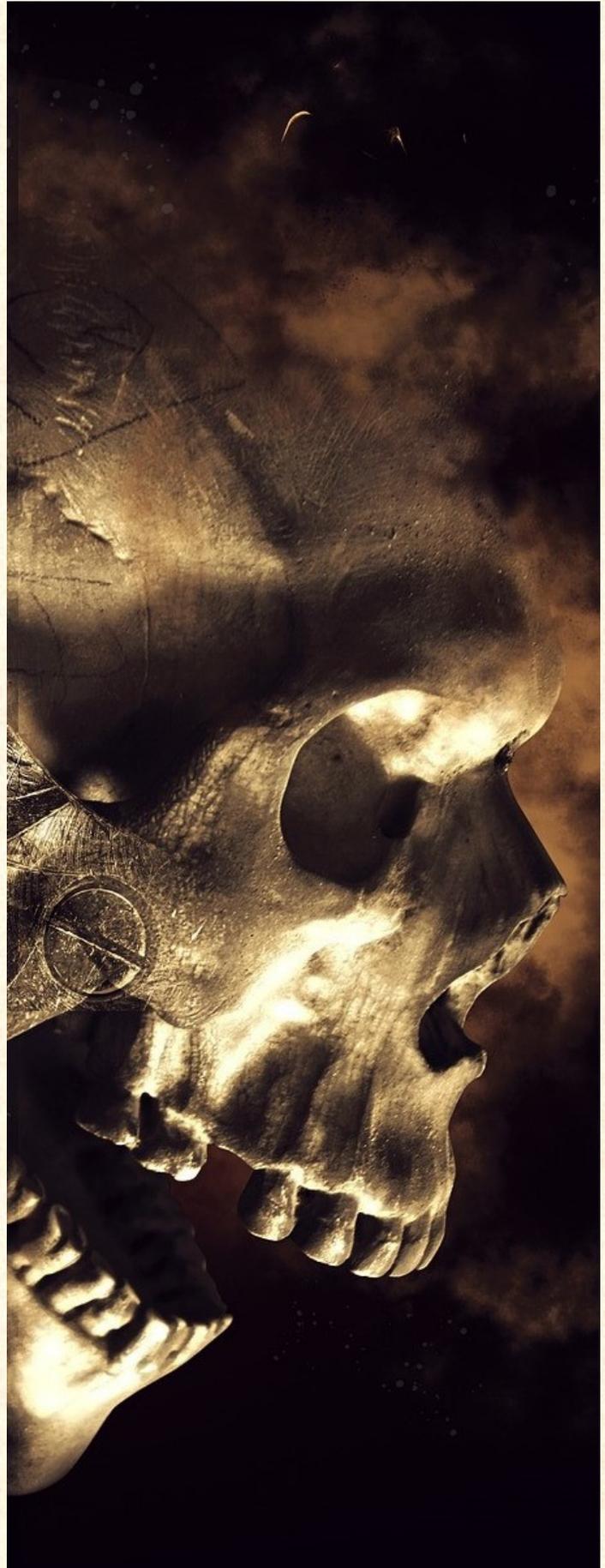
A **cultist of Vecna veteran** guards Marit and the surviving caretaker. **Vocar** stands near Dast.

THE RITUAL OF LORN MALISON

Destroy the Knife: If the knife is destroyed, a small magical explosion inflicts 5 81d10) force damage to everyone within a 5 ft. radius.

Obliterate the Symbols: Any hero who comes near the symbols and looks directly at them must make a successful DC 16 Wisdom saving throw or become stunned for 1 round.

Snuff the Candles: Anyone who extinguishes a candle suffers the effects of a *bane* spell if they fail a DC 15 Charisma saving throw.



WHO'S DOOMED

CULTIST OF VECNA

The cultists of Vecna are fanatical followers of the Whispered Lord. Their leering faces are painted to look like one-eyed skulls, and they carry large knives with rune-covered black blades in their gloved hands.

CULTIST OF VECNA VETERAN

These cultists are the most fanatical servants of the Whispered One. They know some more about the cult's plans than simple cultists and they are ready to die to serve their god.

CULTIST OF VECNA

Medium humanoid (human), chaotic evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +2, Religion +2, Stealth +4

Senses passive Perception 10

Languages Ancient Flan

Challenge 1/2 (100 XP)

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

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

Sneak Attack (1/Turn). The cultist deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the cultist that isn't incapacitated and the cultist doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DAGGER

The daggers are Kas' ruthless enforcers. They are charged with maintaining order and looking for the *Sword of Kas*. They arrest criminals and question troublemakers.

CULTIST OF VECNA VETERAN

These cultists are the most fanatical servants of the Whispered One. They know some more about the cult's plans than simple cultists and they are ready to die to serve their god.

CULTIST OF VECNA VETERAN

Medium humanoid (human), chaotic evil

Armor Class 14 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Skills Deception +3, Religion +2, Stealth +5

Senses passive Perception 10

Languages Ancient Flan

Challenge 3 (700 XP)

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

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

Sneak Attack (1/Turn). The cultist deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the cultist that isn't incapacitated and the cultist doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The cultist makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GHOUL LORD

It is hard to imagine a more frightening creature than the dreaded ghoulish lord. Lurking in places thick with the stench of death, the ghoulish lord feasts upon the flesh of living and dead alike, often surrounding itself with a band of lesser undead that obey its every command.

It is rumoured that they were first created at the hands of an insane necromancer in some other dimension, but that they were so evil as to instantly draw the attention of the Dark Powers.

DAGGER

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Intimidation +2, Perception +2, Stealth +3

Senses passive Perception 12

Languages Ancient Flan

Challenge 1 (200 XP)

ACTIONS

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

DAGGER CAPTAIN

Medium humanoid (human), lawful neutral

Armor Class 19 (splint, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Intimidation +4, Perception +2, Stealth +3

Senses passive Perception 12

Languages Ancient Flan

Challenge 3 (700 XP)

ACTIONS

Multiattack. The dagger captain makes two attacks with its longsword.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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.

GHOUL LORD

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Con +5, Wis +4

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't iron

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Telepathy 120 ft. (only with ghouls and ghouls)

Challenge 6 (2,300 XP)

Stench of Evil. Any good aligned creature that starts its turn within 30 feet of the ghoul lord must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls and saving throws against fear effects. On a successful saving throw, the creature is immune to the ghoul lord's Stench of Evil for 24 hours.

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

ACTIONS

Multiattack. The ghoul lord makes three attacks: one with its bite, and two with its claw.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be infected with ghoul rot. The diseased target can't regain hit points, its hit point maximum decreases by an amount equal to the damage taken, and its Constitution and Charisma scores are reduced by 1 each for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, or its Constitution or Charisma score to 0, the target dies, and it will rise as a ghast three days later. The disease lasts until removed by the *heal* spell or a similar magic.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 13 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.

HAROLN

Haroln is a vampire priest. He loyally serves Vecna and he's a lord of Citadel Cavitius. He is always busy with the citadel's politics and his schemes against the other lords.

HAROLN

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	18 (+4)	18 (+4)

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

Skills Perception +9, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 19

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If Haroln isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, Haroln can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, Haroln can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, Haroln transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

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

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

Vampire Weaknesses. Haroln has the following flaws:

Forbiddance. Haroln can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Haroln takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Haroln's heart while the Haroln is incapacitated in its resting place, Haroln is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Haroln 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 (Vampire Form Only). Haroln makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Haroln can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Haroln, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Haroln regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Haroln's control.

Charm. Haroln targets one humanoid it can see within 30 ft. of it. If the target can see Haroln, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Haroln. The charmed target regards Haroln as a trusted friend to be heeded and protected. Although the target isn't under Haroln's control, it takes Haroln's requests or actions in the most favorable way it can, and it is a willing target for Haroln's bite attack.

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

Children of the Night (1/Day). Haroln magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Haroln can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Haroln and obeying its spoken commands. The beasts remain for 1 hour, until Haroln dies, or until Haroln dismisses them as a bonus action.

Spellcasting. Spellcasting. Haroln casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *sacred flame, spare the dying, toll the dead*
2/day each: *bane, dispel magic, guiding bolt, hold person, inflict wounds, shield*
1/day: *banishment, bestow curse, flame strike, guardian of faith, insect plague, spirit guardians, web*

LEGENDARY ACTIONS

Haroln 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. Haroln regains spent legendary actions at the start of its turn.

Move. Haroln moves up to its speed without provoking opportunity attacks.

Unarmed Strike. Haroln makes one unarmed strike.

Bite (Costs 2 Actions). Haroln makes one bite attack.

HRAGRIS

Hragris is one of the priests of Vecna who lives in the temple. He is an arrogant man, committed to the cause of evil and to the dark cult of his god. He knows no mercy.

HRAGRIS

Medium humanoid (human), neutral evil

Armor Class 12 (14 with *shield of faith*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +5

Skills Medicine +10, Perception +7, Persuasion +5, Religion +9

Senses passive Perception 17

Languages Common

Challenge 6 (2,300 XP)

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) necrotic damage.

Spellcasting. Hragris casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *sacred flame, spare the dying, toll the dead*
2/day each: *animate dead, dispel magic, guiding bolt, hold person, inflict wounds, magic missile shield of faith, speak with dead, spiritual weapon, web*
1/day: *banishment, blade barrier, bestow curse, create undead, flame strike, guardian of faith, spirit guardians*

NAREK

Alas, poor Narek! One of the many bastard children of Kas the Destroyer, he - it - now resides forever in a prison forged of betrayal and jealousy. Kas the Bloody, Kas the Wicked, Kas the Warlord sired a son and called him Narek.

Narek had great talents for the sorcerous arts. Even Kas's master was impressed with the youth. Narek was too young to have learned never to outshine Kas in his master's eyes. Kas imprisoned the young man in a tomb, trapping him there for all eternity with his magical books.

Narek, filled with not quite enough skill and a little too much confidence, attempted a spell that was beyond him. Its energies transformed him into an unspeakable

INTERROGATOR

These evil and cruel people are the interrogators of the Daggers in Tor Gorak. They are skilled in intimidation and in persuasion tactics and they don't have any military training. They act as bullies loyal only their lord Kas.

INTERROGATOR

Medium humanoid (human), neutral evil

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Insight +4, Intimidation +4, Perception +4, Persuasion +4, Stealth +3

Senses passive Perception 14

Languages Ancient Flan

Challenge 1/8 (25 XP)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

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

NAREK, THE THING IN THE SHAFT

Huge ooze, neutral evil

Armor Class 14 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	14 (+2)	10 (+0)	6 (-2)

Saving Throws Str +8, Con +8

Skills Athletics +11

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

Damage Immunities fire

Condition Immunities charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 10

Languages understands Ancient Flan but can't speak

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The Narek makes six attacks with its pseudopod.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 40 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 17) and Narek draws it 10 feet towards itself. Until the grapple ends, the target takes 7 (2d6) acid damage at the start of each of Narek's turns.

PRIEST OF VECNA

Priests of Vecna are the cruel and wicked clergy of the Maimed God. They serve their lord with ruthless efficiency, officiating the rituals in the temple and the required sacrifices. They hope one day to be chosen by their god for undead immortality.

REAVER OF VECNA

Citadel Cavitius' streets occasionally are patrolled by creatures called Reavers. These powerful, armoured skeletal warriors ride skeletal steeds and carry large scythes.

Battles between living creatures do not interest them, although they do seek to stop battles between undead beings (or undead and living beings) in order to maintain a semblance of order.

PRIEST OF VECNA

Medium humanoid (human), neutral evil or chaotic evil

Armor Class 12 (14 with *shield of faith*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +3

Skills Medicine +9, Perception +6, Religion +9

Senses passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

ACTIONS

Withering Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) necrotic damage.

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

At will: *sacred flame, spare the dying, toll the dead*
2/day each: *animate dead, dispel magic, guiding bolt, hold person, inflict wounds, magic missile shield of faith, speak with dead, spiritual weapon, web*
1/day: *banishment, blade barrier, bestow curse, create undead, flame strike, guardian of faith, spirit guardians*

SKELETON, RAVENLOFT GIANT

Ravenloft giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts. Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically enlarged. They are normally armed with long spears or scythes that end in keen bone blades. Rare individuals will be found carrying shields, but these are far from common. A small, magical fire burns in the chest of each giant skeleton, a by-product of the spells that are used to make them. These flames begin just above the pelvis and reach upward to lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone.

Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts.

REAYER OF VEGNA

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	6 (-2)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can speak all languages it knew in life

Challenge 4 (1,100 XP)

Track the Living. If a reaver comes upon the site of a battle that involved living beings that occurred within the last six hours, it can stop to examine the area for 1 minute. Then it can track the living creatures involved in the fight wherever they have gone on the same plane.

Turn Resistance. The reaver has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The reaver makes two attacks with its scythe.

Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 7 (2d6) necrotic damage.

SPECTRAL HAG, ANNIS

A spectral hag is the undead spirit of a hag who died during an evil ceremony. Returned to a mockery of the life she once knew, the hag is doomed to inhabit desolate places and seeks only to slaughter all she encounters. Though she retains many of her dread powers and is gifted with those of a spectre as well, she is a miserable creature who hates all life and light.

Spectral hags are translucent reflections of their living forms. All have scraggly hair, withered faces, blackened teeth, and flesh covered with moles and warts. They wear the tottered and filthy garb of peasant women.

The spectral annis is certainly the most terrible of these creatures. In addition to all the powers she had when living, this undead horror has acquired the power to conduct a dark ceremony on the night of the new moon which transforms any single female captive into a living annis under her command. Being utterly evil, these hags use this power to cause as much suffering to the living as they can.

SKELETON, RAVENLOFT GIANT

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	8 (-1)	16 (+3)

Damage Vulnerabilities bludgeoning

Damage Resistances cold, lightning, piercing, slashing

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The skeleton makes two melee attacks.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Innate Spellcasting. The skeleton innate spellcasting ability is Charisma (spell save DC 13). The skeleton can innately cast the following spell, requiring no material components:

1/day: *fireball*

STRAHD'S SKELETAL STEED

Strahd's skeletal steeds are magically animated undead horses, first created as guardians and warriors by the master vampire Strahd Von Zarovich.

Completely stripped of flesh, skeletal steeds are held together by magic. They wear the tattered remains of whatever saddle or blankets may have been on them when they died. Rare individuals might actually wear the remnants of barding (improving their armor class accordingly). Any horse shoes they may have had in life are still on their hooves; however, the enchantment that raised these creatures from the dead gives those shoes a magical aura that causes illusionary flames to flicker around the steed's hooves when it breaks into a gallop.

Strahd's skeletal steeds are completely motionless until they need to act. Many times they are encountered as a mere pile of dusty horse bones. If given a command by Strahd or upon the animation of some trigger magic, they can rise up and assemble. They have no strong odour, other than a faint trace of dust and mold. They sound hollow and light when in motion.

SPECTRAL HAG, ANNIS

Large undead, chaotic evil

Armor Class 15

Hit Points 133 (14d10 + 56)

Speed 0 ft., fly 50 ft. (hover)

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

Saving Throws Con +7

Skills Deception +5, Perception +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 8 (3,900 XP)

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

Life Bane. If the spectral hag is the target of a *raise dead* or similar spell, the spectral hag must succeed on a Constitution saving throw, or be immediately destroyed.

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

ACTIONS

Multiattack. The spectral hag makes two attacks.

Life Drain. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. After 1 round 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 spectral hag's control. The spectral hag can have no more than fifteen specters under its control at one time.

Spellcasting. The spectral hag casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

3/day each: *disguise self* (including the form of a medium humanoid), *fog cloud*

STRAHD'S SKELETAL STEED

Large undead, lawful evil

Armor Class 13 (barding scraps)

Hit Points 37 (5d10 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

ACTIONS

Multiattack. The skeletal steed makes two attacks: one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Paralyzing Breath. The skeletal steed exhales paralyzing gas in a 5-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be paralyzed 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.

VOCAR

Vocar is an old man with a long gray beard hanging from his otherwise bald head. He wears simple gray and brown robes except during rituals, when he wears the traditional red and black. Vocar is devoted to Vecna and will go to any ends to fulfil his master's orders.

ZOMBIE, GIANT VULTURE

A giant vulture zombie has lost much of its evil cunning, but nevertheless has gained much in resistance and strength.

VOCAR

Medium humanoid (human), chaotic evil

Armor Class 13 (*bracers of defense*)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)	17 (+3)	18 (+4)	10 (+0)

Saving Throws Wis +8, Cha +4

Skills Medicine +12, Perception +8, Persuasion +8, Religion +11

Senses passive Perception 18

Languages Ancient Flan, Common, Darkonese

Challenge 9 (5,000 XP)

Divine Intervention. Vocar calls Vecna for help. Roll a d100. If the result is 14 or less, Vocar gains the effects of a single cleric spell that he chooses. Vocar does not need to concentrate on this effect and any required saving throws are made against a DC of 20. If his call is successful, Vocar cannot use this feature for seven days.

Potent Spellcasting. Once per turn, if Vocar deals damage to a creature with a cantrip, he can add an extra 1d8 of necrotic damage.

ACTIONS

Multiattack. Vocar makes two attacks: one with his dagger and one with his withering touch.

+2 Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) necrotic damage.

Withering Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) necrotic damage.

Spellcasting. Vocar casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *sacred flame, spare the dying, toll the dead*
2/day each: *animate dead, bane, dispel magic, guiding bolt, hold person, inflict wounds, shield, speak with dead, spiritual weapon, web*
1/day: *banishment, blade barrier, bestow curse, create undead, fire storm, flame strike, guardian of faith, insect plague, spirit guardians, scrying*

ZOMBIE, GIANT VULTURE

Large undead, neutral evil

Armor Class 8

Hit Points 57 (6d10 + 24)

Speed 5 ft., fly 40 ft.

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

Skills Perception +1

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.