



# BOUND BY BLOOD

AN ADVENTURE FOR 7TH LEVEL PCS



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# RUNNING THIS ADVENTURE

Bound by Blood is a horror fantasy adventure designed for *Dungeons and Dragons 5th Edition* under the Open Gaming License. It explores intense themes of horror and suspense and DMs are encouraged to talk with players before running this adventure to ensure everyone at the table is comfortable with such content.

This game is meant to be run using 4 pre-generated PCs detailed on separate character sheets, though with modification you can adapt this adventure for any group. Many of the story elements in this module depend on the character's relationship to the NPCs and villains represented, so consider talking with your players about how their character is connected to the fate of House Wheymarch if they intend to use their own PCs.

Creature names are bolded and their stats can be found in the Bestiary section of this document.

## ADVENTURE BACKGROUND

A mere 30 years ago, House Wheymarch was a modest noble house of little reputation or import. The people under their rule were as content as any. Life was hard but not cruel, and no one had much interest in the wider politics and squabbles of the other regional families. It was, in all respects, forgettable, unseen, and unnoticed. The perfect environment for the ambitious Lord Kendyr Wheymarch to conduct grim research into forbidden arts.

Kendyr Wheymarch sought the immortality of undeath, and through his research, discovered the profane rituals necessary to become a lich. Though interested in the dark art of necromancy, he was never anything more than a middling practitioner. However, a noble's ego often clouds their judgment. He conducted his experiments in secret with a small cadre of zealous followers, and when he was ready he underwent a ritual far beyond his ability.

This catastrophic event is now referred to as "The Fall." Too late, some within the house learned of Kendyr's ritual and attempted to stop it. Their intervention, combined with Kendyr's inability to contain the profane energies at his command, unleashed a terrible curse on the region. Death, decay, and accursed undeath struck the land. Lord Wheymarch himself became something twisted, dark, and not quite dead.

Some survivors managed to flee, but the shame of Lord Wheymarch's actions followed them. They were shunned by society and turned away as corrupt heretics. Only a clan of tieflings, themselves outcasts, would shelter them. The remnants of House Wheymarch were absorbed into House Mourne.

One of the survivors of The Fall was a mere child, Luria Wheymarch, Kendyr's heir-turned-refugee. Fierce and resentful, she grew up determined that one day she would change to redeem her family's tarnished honor and bent her will to training for the day she would ride to destroy her father's dark legacy.

Now, the time to end the evil of House Wheymarch has come. Only a few brave souls stand with her, knowing they fight against unbearable odds.

## ADVENTURE GOALS

The PCs will explore The Fallen Wheymarch estate, seeking to cleanse it of the corrupting evil that lingers over the land. To do this, they must ultimately encounter and defeat the undead vestige of Kendyr Wheymarch in an underground ruin beneath the estate.

Along their journey, each PC has a separate, optional goal to complete that will aid in the overall mission. Success in these sub-goals opens new pathways and offers bonuses, though failure does not preclude them from winning the day.

## BEGINNING THE ADVENTURE

The adventure begins with the PCs arriving at the small hamlet, Vulsher, located at the Eastern edge of the corrupted lands surrounding the Fallen Wheymarch estate. Life is grim here, the people are too poor to leave their blighted plots of land. Many are slowly dying of various ailments and mutations that have scarred their bodies in horrific ways.

*You arrive at a small village on the far Eastern edge of the Wheymarch's ancestral lands. This place, Vulsher, is a wretched one, the air thick with a musky odor from the blighted fields. There are remnants of a brighter past in the ruined husks of decaying buildings that still stand as rotting monuments to a forgotten time.*

The town has little to offer but a run-down inn to rest in but the PCs may take on one of several tasks to prepare themselves for the coming horrors. Each PC has enough time to take one preparation activity that grants a specific boon upon success before setting off for the Wheymarch estate.

Each activity requires a relevant skill check. Multiple skills are listed for each activity to give the players options in their approach, but they only need to choose one. In all activities, the **DC is 15**, and while multiple PCs may engage in a single activity, success or failure is determined individually.

### Activity: Forbidden Research

*You find that some texts were taken and preserved from the Wheymarch estate detailing some of the grim rituals that began the curse over this land. These foul secrets are clear heresy, yet perhaps by studying them, you can learn something of your enemy's power.*

**Check** Religion or Arcana (Intelligence)

**Granted Boon:** Understanding Evil

*Your newfound understanding of the foul rituals used by Kendyr Wheymarch gives you greater insight into how to defend against them. Success grants you advantage on saving throws against necromancy spells, and any effect caused by the curse over the Wheymarch estate. This ends if you fail a saving throw while affected by this boon.*

### Activity: Tactical Research

*You spend some time speaking with the people of Vulsher, listening to their accounts of the creatures that roam the Wheymarch estate. You find records of encounters with these undead creatures, learning some of their tactics and how to survive them.*

**Check** Intelligence (Investigation),  
Charisma (Persuasion)

**Granted Boon:** Enemy Insights

*The tales from survivors and accounts of the dead give you a better idea of how your enemies fight and how best to overcome them. Undead creatures gain no benefit from their Ravenous Horde special ability against you. This boon ends if you are brought to 0 hit points by an undead creature.*

### Activity: Hone the Blades

*The people of Vulsher have discovered a radiant crystal the undead avoid. The people use it to make charms and weapons. It's difficult to work with, but with careful practice, you could hone some into a deadly blade. Though, perhaps, it would be easier to "find one" that's already been crafted..*

**Check** Wisdom (Survival), Dexterity (Stealth)

**Granted Boon:** Blessed Crystal Knife

*Add a blessed crystal knife to your inventory. This acts in all ways like a regular dagger, but the blessed crystal is especially deadly against the undead, dealing an additional 2d6 radiant damage to them. Each time this blade strikes an enemy, roll a d6. On a 1, the blade shatters.*

After each PC has resolved their preparations they should set out for the Wheymarch estate which requires them to travel through The Blighted Woods.



## THE BLIGHTED WOODS

Getting to the fallen estate requires the PCs to navigate a cursed, overgrown stretch of forest. The entire area is filled with mist and thus lightly obscured.

*The woods surrounding the Wheymarch Estate are choked with leafless, twisted trees and tough stinging nettles. A thick fog fills gaps between blighted flora, making it nearly impossible to navigate. Just sticking together is difficult, as sight is all but useless and sound seems to echo in unnatural ways, making locating your companions a harrowing affair.*

Undead roam the woods and the PCs encounter **6 Revenant Legionnaires** in the mists. Prior to the encounter starting, have each PC make a **DC 13 Perception or Survival check** to navigate the woods and stick close to their companions. On a failure, that PC becomes lost and gets separated from the group. Any PC who is alone rolls initiative with disadvantage and encounters **2 Revenant Legionnaires**. That number of **Revenant Legionnaires** is subtracted from the number facing the largest group of PCs. If every PC fails the check and is alone, randomly choose one PC who faces no undead.

As a bonus action, a PC may make another **DC 13 Wisdom Perception or Survival check** to locate their companions. Roll a d4. The result is the number of movement actions required to rejoin the group or reach the lost member.

**GM TIP:** Due to the chaotic and visually confusing nature of this encounter it may work best to run it without a map and miniatures and simply rely on theater of the mind. However, if your group does wish to use those tools, any generic forest map or terrain will suffice.

After defeating the **Revenant Legionnaires** the PCs face no further danger moving through the woods and soon emerge onto the fallen estate grounds.



Revenant Legionnaire

## THE FALLEN ESTATE

The Wheymarch estate consists of 2 buildings, a crumbling church and the manor. The surrounding land is blotted with decaying patches of rotting land where nothing grows but twisted brambles and dry, brown weeds.

### Resting on Accursed Grounds

Any time the PCs take a Long Rest on the estate, the dark energies suffusing the land may take root in their minds. Whenever they take a Long Rest, each PC must make a **DC 12 Wisdom saving throw**. On a failure, they suffer terrible nightmares and are afflicted by the cursed energy. Afflicted PCs recover half the normal hit points from rest. Furthermore, any time they enter combat, they are affected by the *Confusion spell* for the first round as the stress causes momentary, frightful hallucinations. This affliction remains until they complete a Long Rest without failing their saving throw, though saving does not prevent them from being afflicted again later.

## Area A: The Church

This crumbling church was once tended by Brother Callahan Dumain himself before The Fall. The curse corrupting the area has nearly completed its destruction of the building, but the remnants of the consecrated power still fights to keep the darkness at bay.

*The second building on the estate grounds, this crumbling stone building bears faded hallmarks of a grand church. The southern face of the building is almost entirely gone, and what shattered ruins still remain are covered in a dark mold.*

PCs entering the church discover a statue in remarkably good condition in the center, radiating a faint holy energy that keeps it standing.

*The shadowy interior of the chapel is littered with broken pews and fallen stone. Trickles of thick, black fluid ooze from the cracks in the walls, forming small puddles on the broken floor. This entire chapel is a story of ruin, yet in the center stands a tall statue seemingly untouched by the entropy surrounding it.*

**CURSE MANIFESTATION:** Any living creature who enters the church must make a **DC 13 Charisma saving throw**. On a failure, they are affected by the *Bane spell* for as long as they remain in the church and for 1 minute after leaving it. Creatures who succeed on the save are unaffected but are required to successfully pass the save any time they reenter the area. Completing the consecration ritual for Callahan Dumain's personal quest immediately ends this effect and cleanses the area. Once the church has been cleansed, the holy energy in the area surges, allowing the PCs to take 1 long rest inside without the risk of becoming afflicted by the curse.

The altar on the north side of the church has a small nook on the back side. In the nook are 2 vials of holy water and a skull covered in black fuzzy mold. The skull rattles when shaken and contains a hexagonal copper coin etched with a holy rune. This acts in all respects as a *scroll of Protection from Evil and Good* that any PC can activate as an action.

**CLEANSING THE CHURCH:** The statue in this area is key to Callahan Dumain's quest to cleanse the church. To do so, he must succeed on a **DC 14 Religion check** to begin a prayer ritual to re-consecrate the area. When anyone attempts the consecrating ritual on the statue the corruption in the area immediately reacts, regardless of whether the check succeeded or failed. Read the following and begin an encounter.

*You hear a low keening. A wall of inky darkness appears around the inner wall of the church, blocking all sight of the world beyond. A moment later, you see several desiccated corpses emerge from the black and advance with menacing intent.*

When the encounter begins, distribute **5 Revenant Legionnaires** adjacent to the inner walls of the church in any configuration. Additionally, the inner wall of the church emits an aura of magical darkness impenetrable even by darkvision. The aura extends 5 feet toward the center of the church and is unbroken for the building's entire circumference. Every round, on initiative count 10, the aura grows an additional 5 feet inward, creating an ever smaller area of safety for the PCs to operate in. Any living creature who ends their turn in the darkness takes 6 necrotic damage or half as much with a successful **DC 12 Constitution saving throw**. Undead are completely unaffected by the aura of darkness and can see normally inside it.

Any time a **Revenant Legionnaire** is killed, roll 1d6. On 1-4, a new **Revenant Legionnaire** appears adjacent to the church wall wherever you decide and may act in the following round. On a 5, or 6, two new **Revenant Legionnaires** appear. The encounter does not end until the consecration ritual is completed.

See page 14 for **Revenant Legionnaire** stat block

**CONSECRATION RITUAL:** Anyone adjacent to the statue in the church may attempt a **DC 14 Religion check** as an action on their turn. A success completes 1 of 5 parts of the prayer ritual required to cleanse the church and has the effect described below. Multiple PCs may attempt the check but only 1 success counts toward completing the ritual each round. Successes do not have to be consecutive.

**First Success:** The statue emits a 5-foot aura of divine light. The aura of darkness cannot extend into the aura of divine light. Undead in the aura of divine light have disadvantage on all saving throws.

**Second Success:** The aura of divine light grows to 10 feet.

**Third Success:** Living creatures within the area of divine light are affected by the *Shield of Faith* spell for as long as they remain within it.

**Fourth Success:** The aura of divine light grows to 15 feet.

**Fifth Success:** The aura of divine light grows until it reaches the inner wall of the church. All **Revenant Legionnaires** are immediately destroyed and no new ones appear. The wall of darkness is dispelled. The *Bane* effect on any creature who failed their save when entering the church ends.

## THE MANOR

Whymarch Manor stands tall and brooding over its blighted surroundings. It sits at a rakish angle as the eastern side has begun to sink slowly into the earth while falling into greater disrepair as each year passes.



*Revenant Legionnaire*

*The manor stands at an odd angle as if the whole structure rests on a slope and threatens to slide into oblivion. The peeling paint, shattered windows, and thick layer of cobwebs give clear indication that the house is long abandoned, yet, you cannot shake the feeling that you are being watched.*

As the PCs move through the accursed manor they encounter many supernatural dangers that manifest as disturbing phantasms. You may determine when these phantasms appear, though it is suggested they manifest in areas where the PCs do not encounter other dangers or in an area they believe they've already cleared of danger. There is no specific order in which the phantasms need to manifest, nor is there a requirement that you use all of them. Want to save a couple for a future encounter? Go for it!

### Phantasms

1. A pair of glowing eyes peer out of an area of deep shadow. Upon further inspection, the eyes disappear.
2. A nearby wall emits a light scratching sound from within. After a short time, a small amount of plaster begins to fall, as if something beyond the wall were digging itself free. Further inspection reveals no source for the sound, which stops.
3. One of the PCs appears to rapidly rot before the eyes of their companions. The targeted PC's flesh turns necrotic and peels away, revealing first muscle, then bone. The targeted PC is unharmed, returning to normal moments later.
4. All of the doors in the room the PCs occupy slam shut and are completely impossible to open for 1 minute. During this time, pools of black liquid bubble up from the floor. It is icy cold to the touch and disappears when the doors fly open at the end of 1 minute.
5. Corpses drop from the ceiling, hanging by ropes from the rafters. There is a corpse for each PC in the room. Upon closer inspection, the PCs see that each corpse is a copy of one of them. If anyone touches a corpse, it comes alive, opening its mouth to scream before dissolving into a puddle of black ooze.



6. When a PC moves to manipulate an object they suddenly see that their hands are gone, their arms ending in bloody stumps. If they attempt to speak, they discover they have no mouth. The phantasm lasts for only a moment before everything appears normal once more.

## THE MANOR – LOWER LEVEL

### Area A1: The Foyer

Upon entering, the group finds themselves in the foyer leading to several of lower level rooms and a staircase leading to the second floor.

*The floorboards groan under the weight of your steps. The air is tinged by an ancient stale odor. A wide curved staircase leads to the level above. The floor is covered in a thick layer of dust except for a strange winding trail leading up the stairs.*

Anyone who succeeds on a **DC 13 Nature or Survival check** identifies the trail as the winding movement of a very large serpent (Eshtoor the spirit naga, found in Area B3).

### Area A2: The Kitchen

The kitchen is large enough that several chefs could work comfortably at once. A door provides access to a stairwell leading down to Area C1: The Wine Cellar.

*This room is warm and welcoming. The smell of freshly baked bread hangs in the air, and a bubbling cauldron of something savory sits on a crackly stove. A tray of fruit and cheese sits on a countertop nearby.*

Anyone searching the room who succeeds on a **DC 14 Perception check** finds a vial of *Oil of Sharpness* hidden in a cupboard on the west wall of the room.

**CURSE MANIFESTATION:** The food in this room is a phantasm conjured by the curse. If anyone takes a bite, it rots immediately in their mouth and they must succeed on a **DC 14 Constitution saving throw** or be poisoned for 1 hour. Whether they succeed or not, they immediately see that the remaining food in the room is rotten. The pleasant smell in the room turns sour, and the warmth fades to a clammy chill.

Everyone else continues to perceive the room as described above

### Area A3: The Reading Room

The reading room contains hundreds of books, most of them destroyed and unreadable. Those books that remain are tainted with dark magic, making it a dangerous room to search through. Hidden among the discarded books is one that reveals a magically sealed door to a secret archive that is key to completing Beselle Mourné's quest.

*You find yourselves in what remains of a once cozy reading room. Broken bookshelves line the walls, their contents scattered across the floor. At a glance, many of the texts are rotting, torn, and stained, though the piles may yet contain some intact books.*

**CURSE MANIFESTATION:** The dark energies corrupting the manor have sunk into the discarded texts littering the archive, and reading them is a dangerous affair. Any time a PC searches through the texts, roll a d10 on the chart below to determine which they find and what its cursed effect is. Each cursed text can only affect the PCs once. If the same result is rolled again, treat it as a 1 - 4. If all cursed texts have been discovered, treat the next result as a 10.

- 1 - 4.** A normal, destroyed, or unreadable book of no value or interest.
- 5. The Phantom Army.** The book unleashes a pulse of conjuration magic. **4 Revenant Legionnaires** appear adjacent to the reader and roll initiative. All PCs begin combat surprised. Each legionnaire has 1 hit point.
- 6. Molds, Fungi, and You.** The book explodes in a cloud of spores. All creatures in the room are poisoned for 1 hour unless they succeed on a **DC 12 Constitution Saving Throw**
- 7. Elementary Transmutations.** The book releases a pulse of transmutation magic. The reader's body morphs slightly. They permanently lose one point of Constitution and grow scales, gaining a +1 natural armor bonus to AC.

- 8. Medical Mysteries of Yore.** The reader is compelled to study a mysterious, unnamed illness described in the text until they can diagnose it. The reader must succeed on a **DC 13 Medicine check** to do so. On a failure, they gain 1 level of exhaustion and must make another attempt.
- 9. Court of Intrigue.** This political thriller infects the mind with a deep paranoia for the next 24 hours. The reader considers no one an ally for the purposes of spells or abilities that affect allies. The reader must attempt a saving throw to resist any beneficial spells cast on them unless they trust the caster. Each other PC who becomes aware of the curse's effect may attempt a **DC 15 Persuasion check**. On a success, they convince the reader they are an ally. Each PC may only attempt one such check per hour and must individually regain the trust of the reader.
- 10. Beyond the Pale.** This text releases a pulse of divination magic that reveals the outline of a secret door in the north wall of the room leading to Kendyr's forbidden archive.

### Area A3s: The Forbidden Archive

This secret library of forbidden texts was hidden away by Kendyr Wheymarch. Its contents describe dark rituals, demonic consultations, and heresies.

*The air in this round chamber is cold and dry. The walls are lined with books, scrolls, and pages of text, bound in place by thick iron chains. The floor looks to be made of black glass, and looking down gives a powerful sense of vertigo as your eerily perfect reflection stares back up at you.*

Among the texts are the missing pages from Beselle Mourne's ancestral spellbook. Once the pages are placed within the binding, they are immediately and permanently re-attached to the book, completing her quest.

In addition to the lost pages, PCs find a *scroll of Plane Shift*, 2 *potions of Greater Healing*, and a silvered dagger with a sapphire in the hilt worth 50gp.

## THE MANOR – UPPER LEVEL

### Area B1: The Children's Room

This simple bedroom contains 2 beds, discarded toys, and some broken furniture.

*Two small beds and a nearly collapsed shelf full of tattered dolls mark this as a children's bedroom. Against one wall is a standing mirror covered in a thick cloth.*

The mirror in this room is cursed and the key to completing Orren Tremenis' personal quest.

To activate the mirror all a PC must do is uncover it, stand before it, and look into it. Whoever does sees a crystal clear reflection of the room behind them, and notices that every doll on the nearby shelf turns its head to look at them. The dolls open their mouths and shriek in unison. At that moment, the PC's reflection becomes real, and steps out of the mirror. The reflection is an exact copy of the PC in every way except that it only has half of their maximum hit points. The reflection attacks its originator, ignoring all other targets. When destroyed, the reflection dissolves into mist and the mirror shatters. The mirror cannot be destroyed by any other means.



*Revenant Legionnaire*

## Area B2: The Master's Quarters

Once an opulent bedchamber, the room is now a collection of mouldering linens and decayed furniture. Sitting in one of the barely standing beds is the desiccated corpse of a woman. In her lap rests a wide iron bowl etched with spiraling channels like a maze leading to the center.

*This large bedchamber holds a moldy, foul odor as if the very air had gone rancid. A massive canopy bed stands against one wall, the frame pitted and rotting with once fine linens now hanging in tatters. Sitting upright in the bed is a desiccated corpse looking down into an iron bowl with eternally empty sockets.*

Anyone who studies the bowl and succeeds on a **DC 20 Arcana check** identifies it as a rare artifact known as a *spirit maze*. To enter the maze, one must place a drop of their blood on the rim of the bowl. Only the user's spirit enters the maze, leaving their physical body helpless until they escape. The only means of returning to their physical body is to reach the portal in the center of the labyrinth. Eshtoor in Area B3 knows how to make use of the spirit maze if the PCs do not identify it on their own.

The woman on the bed is Ellena Wheymarch, Luria's mother. Ellena entered the maze and was unable to solve it before her body died of starvation. Her spirit is still trapped inside and freeing her is key to completing Luria's personal quest. Around her neck is a silver locket inscribed with runes that serves as an *amulet of health*.

## The Spirit Maze

When a PC enters the spirit maze they see themselves standing in a long corridor with massive iron walls and floor. Kendyr Wheymarch senses the PCs' presence in the maze and works to interfere with their escape. Each PC enters the labyrinth at a random point in the first zone and must navigate the maze individually. Have each PC roll initiative and act in order through the duration of their escape.

*You stand in a long corridor, with massive iron walls on either side of you. The sky above is a roiling sea of crimson clouds. In the distance, you hear a wretched shriek.*

The labyrinth is divided into 3 zones, each one closer to the final area at the center where the exit is located. Navigating the maze requires a successful **DC 13 Perception or Survival check** made as a movement action. A success moves the PC into an adjacent zone of their choice (1 is adjacent to 2, 2 is adjacent to 1 and 3, 3 is adjacent to 2). Time is of the essence. Kendyr's magic creates unique hazards that overwhelm PCs who linger too long.

A PC who wishes to locate another PC in their zone may attempt a **DC 14 Wisdom Perception check** to scan for signs of them. On a success, they may move to the PC they've located as their movement that round. When PCs are together, they may navigate the maze together, each of them making a skill check and using the highest result between them

## ZONE 1 - TOXIC GAS

*A noxious, yellow-green cloud of fog appears behind you and begins to expand, filling the corridors. A brief whiff sends you into a spasmodic fit of coughing, burning your lungs with a horrible stench.*

Toxic gas begins to fill this zone posing a grave threat for anyone who cannot find their way out quickly. At the end of the first round, the gas becomes thick enough to hinder sight. All navigation checks are made with disadvantage. At the end of the second round, the gas becomes thick enough to be deadly. Every creature in Zone 1 is affected by the *Cloudkill* spell continuously and all creatures must make a **DC 13 Constitution saving throw** when they enter or end their turn in the space

## Zone 2 - The Living Corridors

*The iron walls and floor begin to sag and turn a horrific fleshy pink. Pulsing like a heartbeat, the labyrinth becomes a living mass of tissue. Eyes, teeth, and limbs sprout from the walls, hands grasping for you in mindless fervor.*

The Living Corridor attempts to grab anyone in the second zone. Any creature that ends its turn in zone 2 is restrained by a grasping hand unless it succeeds on a **DC 14 Dexterity saving throw**. A creature that ends its turn restrained by the living corridor is constricted by the fleshy mass that holds it, taking 2d6 points of bludgeoning damage. A PC can attempt to escape



the hand as an action with a **DC 14 Athletics or Acrobatics check** or by dealing 15 points of damage to it. The grasping hands have an AC of 12.

### ZONE 3 - THE FROZEN CORRIDORS

*The temperature drops to unbearable levels, frost sprouting along the walls and covering the floor in a sheen of ice.*

Every creature that starts its turn in the frozen corridors must succeed on a **DC 10 Constitution saving throw** or gain one level of exhaustion unless they have immunity or resistance to cold damage. The temperature continuously drops, increasing the DC of the Constitution Save by 1 each round. Additionally, the floor of this corridor is slick with ice. Creatures moving across it must succeed on a **DC 14 Acrobatics check** or make no progress. A creature who fails by 4 or more falls prone.

### THE CENTER

*The center of the labyrinth is an empty, circular space in the middle of which stands a doorway of shimmering energy.*

The doorway of energy serves as the exit to the labyrinth and anyone who steps through is immediately returned to their physical body. When the PCs first arrive, they find the spirit of Ellena Wheymarch bound to a spot near the exit by ghostly chains, close enough to the exit that she could almost reach out to touch it, but never able to reach it. The chains can be broken easily enough by striking them with any weapon the PCs possess. Freeing the spirit meets the conditions of Luria's personal quest.

### Area B3: The Master's Tower

This tower is the highest point in the manor and was once where Kendyr Wheymarch practiced his dark magic.

*At the top of a short flight of stairs, you find a wide circular chamber with a massive oak table in the center. The walls are pitted with deep scores and faded scorch marks as if this room once hosted vicious battles of which only the scars remain.*

Recently, a spirit naga named Eshtoor has taken up residence in the tower. Though evil, Eshtoor is not interested in a fight. She even offers the PCs a deal if

they can stand to help her. If the PCs attack her, her first action is to cast *Dimension Door* to escape. She does not return.

She knows how to enter the spirit maze using the bowl found in Area B2, and even knows a secret to navigating it. She will part with this knowledge if the PCs bring her a scroll of *Plane Shift* found in Area A3s The Forbidden Archive. If the PCs don't have the scroll, she hints that there is a hidden section of the archives where it is located but she has not been able to find or access it.

Once the PCs have given her the scroll and she tells them how to use the spirit maze, she also offers them a shortcut if they are willing to make a small sacrifice. A spirit naga's venom gives a traveler in the spirit maze a distinct advantage. To accept this advantage, a PC must allow Eshtoor to bite them just prior to their entry. The PC takes Eshtoor's minimum bite damage (5 piercing) and is subject to a mild dose of her venom, PCs must make a **DC 13 Constitution saving throw**, taking an additional 2d8 points of poison damage, halved on a success. Anyone who enters the maze under these conditions enters zone 2 instead of zone 1.

**GM TIP:** Each challenge describes the skill required to move past it, but if a player has an idea, ability, or consumable that could impact the results or allow an alternative solution, encourage them to try it - though the DC should remain the same. If the PC has an ability or consumable that makes the challenge easier, you can offer advantage on their check.

## BELOW THE ESTATE

### Area C1: The Wine Cellar

*This wine cellar is lined with massive casks of some long-forgotten vintage while the center of the room is littered with the dashed remains of shattered wine bottles. The Western wall of the room is broken open, leading into an inky black passage.*

Anyone who inspects the large casks of wine finds they are leaking a thick, crimson fluid they quickly identify as blood. The broken wall leads into a series of underground tunnels leading to Kendyr's ritual chamber and the final encounter of this adventure.

## Area C2: The Tunnels Below

The winding tunnels beneath the Wheymarch estate are an underground maze filled with **Revenant Legionnaires** wandering in eternal search of flesh to consume. Moving through these tunnels without alerting the horde is a challenge and PCs who aren't careful are quickly beset by a swarm of undead. To proceed through the tunnels without engaging the horde, the PCs must succeed on 2 of the following 3 challenges. As soon as the PCs fail 2 challenges, the horde is alerted. Proceed directly to The Desperate Struggle. As soon as the PCs succeed on 2 challenges or complete The Desperate Struggle, proceed to Area C3: The Ritual Chamber.

**CHALLENGE 1 - HANGING BONES.** The first series of tunnels contain humanoid bones strung on bits of tendon and sinew hanging from the ceiling in macabre clusters. The PCs must move through them without brushing against them and causing a clamor with either a **DC 13 Stealth or Acrobatics check**. If 2 of the 4 PCs succeed, they succeed at the challenge and move quietly through the hanging bones.

**GM TIP:** This may be a great place to allow the PCs to add to the tension by describing their character's worst fear themselves as they each cross the barrier.

**CHALLENGE 2 - SHRIEKING MOUTHS.** Deeper in the winding tunnels, the PCs come across corridors of worked stone. A section of the corridor ahead has collapsed and must be cleared. As the PCs approach, carved depictions of screaming mouths begin to stir and scream. They can be suppressed with a ritual by succeeding on a **DC 12 Religion or Arcana check**. On a failure, the shrieking mouths raise a cacophony. A success gives the other PCs enough time to each attempt a **DC 12 Athletics check** to clear the rubble. Clearing the wreckage enough to allow the party

to continue requires 2 total successes. If the debris remains after each PC has attempted their Athletics check, the PC suppressing the mouths may continue their ritual with a new check but the DC increases by 2 each time.

**CHALLENGE 3 - FEAR MANIFEST.** As the PCs approach the final stretch of the tunnel before they face Kendyr himself, they come to a shimmering barrier of necromancy. They can pass through it easily enough, but doing so causes horrible visions of their worst fears. Each PC must make a **DC 12 Wisdom saving throw**. On a failure, they cry out in terror as the visions take hold. If 3 of the 4 PCs succeed, they succeed at the challenge.

**EVENT - THE DESPERATE STRUGGLE.** The PCs have made too much noise and alerted a nearly endless horde of undead soldiers wandering the tunnels who rush toward them. The PCs face a wave of undead **Revenant Legionnaires** in a cinematic struggle. Initiate a combat encounter. The horde acts as a single creature using the **Revenant Legionnaire's** stat block, except that it has 200 hit points, and as its action, it makes one bite or spear attack against each PC in melee each round.

As PCs make their attacks, you can describe their damage as killing one or several **Revenant Legionnaires** as individual creatures are irrelevant. Until the PCs have dealt a total of 200 damage the horde keeps coming. After taking 200 points of damage, the swarm is destroyed and the PCs face no further danger in the tunnels. They are free to move on to Area C3: The Ritual Chamber

## Area C3: The Ritual Chamber

The winding tunnels end at the ritual chamber where **Kendyr Wheymarch** turned himself into the twisted wraith he remains today. He is expecting the PCs when they enter, having sensed their presence on the estate since their first arrival. He addresses Luria Wheymarch when the PCs enter the room. He then attacks the PCs and fights to the death.

*Blood calls to blood and here you are. Jealous of my power. Come then, daughter. Taste it for yourself. There is a place for you among my legion when you have failed.*

Standing alongside **Kendyr Wheymarch** are 3 **Revenant Legionnaires**. Whenever a **Revenant Legionnaire** is destroyed, a new one claws itself out of the floor or from the walls at a random point in the room the GM determines at the start of the next round and acts on the same initiative count as its fallen predecessor. When **Kendyr** is destroyed, all **Revenant Legionnaires** are immediately destroyed and no more appear.

## BREAKING THE CURSE

Once **Kendyr Wheymarch** is destroyed the curse over the estate is finally broken.

*The chains wrapped about Kendyr's body shatter under your final blow, and his wraithlike form begins to crumble and dissolve into wisps of shadow. His skull explodes in a brilliant shower of golden sparks, sending a shockwave through the chamber. A cascade of dust and pebbles fall around you, but when it all settles, all trace of Kendyr Wheymarch is gone.*

As the PCs return to the surface, they come across the inert corpses of **Revenant Legionnaires**, the undead soldiers finally at peace. Any manifestations of the curse are lifted, no additional phantasms appear, and all is returned to a peaceful state.

## EPILOGUE:

With Kendyr Wheymarch's malevolent presence vanquished and the undead threat eradicated, the Wheymarch estate and the nearby hamlet of Vulsher begin to heal. The blighted land, once cloaked in despair, shows signs of recovery as the curse's grip loosens. The mutations and ailments plaguing the people slowly fade away, and the forests, once lifeless, start to flourish with new life. Vulsher's residents, emboldened by the heroes' actions, unite to rebuild their cherished hometown.

The Mournes, grateful for the heroes' aid and their newfound ally in Luria, establish their presence in the estate. Beselle Mourné, her ancestral spellbook complete, shares her knowledge and resources, becoming an invaluable asset to the recovery effort. The estate, once steeped in darkness, is transformed into a beacon of hope and knowledge. Under Luria's leadership, it becomes a sanctuary for those in need, fostering unity among neighboring communities. Tales of these heroes who faced darkness, bound by blood, become legendary, serving as inspiration for a new beginning.



*Kendyr the Chained*



# FRIENDS AND FOES



## REVENANT LEGIONNAIRE

Medium Undead, Neutral Evil

**Armor Class** 14  
**Hit Points** 36 (6d10+3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12 (+1)	12 (+1)	6 (-2)	4 (-3)	5 (-3)

**Damage Immunities:** Necrotic, Poison,  
**Damage Vulnerabilities** Radiant  
**Condition Immunities** Poisoned  
**Senses** darkvision, passive perception 7  
**Languages** Common  
**Challenge** 3 (700)

**Ravenous Horde.** The revenant legionnaire is driven into a frenzy when it senses blood in the air. When a revenant legionnaire makes a successful attack against a living creature it is adjacent to, it may immediately make a bite attack against that same creature with advantage as a reaction.

### Actions

**Frenzy.** The revenant legionnaire makes a spear attack and a bite attack

**Spear.** *Melee Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing damage

**Bite.** *Ranged Attack:* +4 to hit, range 5 ft., one creature. Hit: 7 (1d6+4) piercing damage

# KENDYR THE CHAINED

Medium Undead, Chaotic Evil

**Armor Class** 16

**Hit Points** 90 (12d8+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14 (+2)	16 (+3)	17 (+3)	15 (+2)	10 (+0)

**Damage Resistances** Cold, Lightning

**Damage Immunities** Necrotic, Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

**Senses** darkvision, passive perception 15

**Languages** Common

**Challenge** 9 (5,000)

**Spellcasting.** Kendyr is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *acid arrow*, *darkness*, *invisibility*

3rd level (3 slots): *animate dead*, *black tentacles*, *lightning bolt*

4th level (2 slots): *blight*, *phantasmal killer*

5th level (1 slot) *cone of cold*

## Actions

**Chain.** Melee Spell Attack: +7 to hit, reach 15 ft., one creature. Hit: 12 (2d6 bludgeoning plus 2d6 necrotic). Struck creatures are frightened unless they succeed on a **DC 11 Charisma Saving throw**. Affected creatures may make a new saving throw at the end of their turn to end the effect.

## Lair Actions

Each round on initiative count 20, Kendyr the Chained may take one of the following actions. He must be in his lair to do so. His lair is defined as the underground ritual chamber beneath the Wheymarch Estate. Kendyr may not take the same lair action 2 rounds in a row.

**Grasping Dead** Rotting limbs erupt in a 20-foot radius centered on a point on the ground that Kendyr can see within 60 feet of it. That area becomes difficult terrain, and each target there must succeed on a **DC 15 Strength saving throw** or be restrained by the roots and vines. A target can be freed if it or another target takes an action to make a **DC 15 Strength check** and succeeds. The rotting limbs disappear when the Kendyr uses this lair action again or when he dies.

**Whispering Darkness** Magical darkness spreads from a point Kendyr chooses within 60 feet of him, filling a 15-foot-radius sphere until Kendyr dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A living creature with darkvision can't see through this darkness though undead can. Non-magical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Drain Their Souls** Darkness in Kendyr's domain becomes a conduit for his soul rending magic. Any living creature within an area of magical darkness takes 6 (2d6) necrotic damage or half as much with a successful **DC 11 Constitution saving throw**. Kendyr regains hit points equal to half the total damage dealt by this action.

# BROTHER CALLAHAN DUMAIN

## The Devout Cleric

### Character description

A male Aasimar, Callahan's celestial blood lends him an imperious air that is often hidden beneath the weight of his great shame. Long lived compared to many of his human peers, even he is showing the gray of age. He wears the black and blue vestments of his faith over light ringmail. He carries a holy symbol in one hand and a heavy flanged mace in the other.

### Background

Brother Callahan Dumain joined the clergy early in life, believing his celestial blood destined him for divinity. He was a quick learner, a charming speaker, and deeply compassionate, but there was something missing. His faith was plagued by internal doubts and unrest. The further his career progressed, the more convinced he became that he was an imposter in church raiments. Yet he could not bring himself to eschew the comforts and power allotted by his rising status. He eventually earned a prestigious posting as head priest for the noble House Wheymarch.

Early in his new position he became aware of tensions in the house. Rumors that Lord Kendry Wheymarch had become fascinated with the occult reached his ears, and he dismissed them as the eccentricities of the powerful. After all, what good would it do to stir up trouble and threaten such a bountiful posting? Rumors, however, became signs, signs became glaring warnings, and still Brother Callahan would neither confront the increasingly troubled Kendry nor send word to his church for advice.

That something dark was occurring within House Wheymarch would seem impossible to ignore by anyone looking in from the outside. Yet, Brother Callahan dismissed the information his eyes and ears could plainly perceive, preferring to drown his doubts with another cup of fine wine from the cozy confines of his lavish apartment.

When The Fall came, Brother Callahan was unprepared and unfit to protect the house and his flock. In his greatest moment of need, attempting to stand against the unholy darkness, Brother Callahan's fragile faith shattered. Driven back by wicked magic and profane power, Callahan fled with all the others



and became another disgraced survivor of that terrible night.

When the church demanded to know how such festering wickedness could grow under Callahan's watch he could provide no answer. He was stripped of official rank and position, branded by the same disgrace that hung about the necks of all the surviving Wheymarches. Driven by that shame, he devoted himself to protecting them, particularly the newborn scion of the house, Luria of Wheymarch.

When that same child grew into a fiery young woman and declared her cause to return to the fallen house and drive out the wickedness within, Brother Callahan vowed to join her. This time, when faced with the darkness unleashed by Kendry Wheymarch, he would stand firm or die fighting.

### Personal Quest

Brother Callahan failed not only the Wheymarch's but his faith, and the weight of that shame hangs heavy to this day. Knowing that a wicked darkness still festers in the place of worship he was sworn to keep sacred, Brother Callahan seeks to reconsecrate what remains of the church.

Return to the church at the Wheymarch estate and cleanse it with a prayer ritual to restore its tarnished glory and right the wrongs of your past.



BACKGROUND	ACOLYTE
LEVEL 7	

SPELL MOD	SPELL ATK	SPELL SAVE
WIS	+7	15

You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 15, Spell Attack +7) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

## CANTRIPS KNOWN

Guidance, Sacred Flame, Resistance, and Spare the Dying

## CELESTIAL LEGACY

## OTHER ACTIONS

**HEALING HANDS:** 1 / LONG REST  
Once per long rest as an action, touch a creature and restore 7 hit points.

## FEATURES

**CHANNEL DIVINITY: 2 / SHORT REST**  
You can channel divine energy to fuel magical effects a number of times per short rest.

As an action, you can restore 35 HP. Choose any creatures within 30 ft. of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**DESTROY UNDEAD:**  
At 5th level, when an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if it is of CR ½ or lower.

**BLESSED HEALER:**  
When you cast a spell of 1st level or higher that restores HP to a creature other than you, you regain HP equal to 2 + the spell's level.

## QUEST ABILITY

The following ability is locked and unavailable until you satisfy the conditions of your personal quest.

## SACRIFICE OF THE REDEEMED

Having cleansed the shame of your past failure you are blessed with the power to protect your allies. When an ally within 30 feet of you fails a saving throw, you may use your reaction to make a new saving throw of the same type in their stead using your stats. You transfer all consequences of the new result to yourself.

[illegible]

# BESELLE MOURNE

## Fighter/Wizard

### Character description

Silver eyes, pale blue skin, and curled horns mark this scholarly figure for a tiefling. Her thick black hair is often held in a messy bun and her disheveled robes show neglect from hours poured into arcane study. Unlike many wizards, she carries a longsword at her side and a longbow on her back. On her other hip, she always carries her great grandmother's book of pyromancies.

### Background

After The Fall of House Wheymarch, the survivors were considered persona non grata, outcasts from polite society by all except for one clan of allies. The Mourne clan accepted the refugees from House Wheymarch with open arms, giving them shelter and aid in their time of most dire need. A clan of tieflings, the Mourne's were no strangers to ostracization and mistrust. The disapproval from polite society meant nothing to them.

The Mourne's had a young daughter, Beselle, and being of approximate age she became childhood friends with Luria Wheymarch. The pair grew up together, forming an intense bond that held long into adulthood even though their goals led them along very different paths.

Beselle began her career in the military, receiving training at arms, but she quickly found this life was not for her. Her interests were academic, her passion, the arcane. Her great grandmother had been an accomplished scholar and wizard, and with dreams of following in her footsteps, Beselle abandoned her military career and took up the study of her ancestor's own magical repertoire.

As an apprentice wizard, life finally made sense. She was naturally skilled and quick to learn. The more she absorbed, the more she wanted. As she studied, she began to understand the spells in her great grandmother's book, unlocking destructive power that seemed to come as much from within as from her study.



When Luria Wheymarch announced her intent to return to the fallen house and cleanse the estate of her uncle's curse, Beselle was the first to step up and take up the cause. While she has every intention of helping her friend, she has another motive for taking on such a dangerous task. It is no secret that Kendyr Wheymarch was dabbling in forbidden, profane magic leading to his house's downfall. This is Beselle's chance to get hold of knowledge more powerful than anything even her great grandmother had ever conceived of. While Kendyr Wheymarch was too weak and foolish to control such magic, Beselle had every confidence that such power is well within her grasp.

### Personal Quest

Beselle has her own motive accompanying Luria. In Kendyr's quest to acquire forbidden knowledge needed to become a lich, he stole pages from her grandmother's infernal spellbook. Convinced that the pages must still be hidden somewhere in the fallen Wheymarch Manor, Beselle has made it her mission to recover them.

Find the missing pages and place them within the binding of your spellbook to unlock the true power of your infernal ancestry.





# LURIA OF WHEYMARCH

## Fighter

### Character description

A human woman in her late 20's with short black hair and a stern warrior's gaze. She is muscular and tough from years dedicated to training. She moves easily in her gleaming half-plate, with a longsword at her hip and the tattered standard of her disgraced house on her back. Her shield bears the same family crest, carried in bold defiance of those who would stigmatize her lineage.

### Background

Luria of Wheymarch was just a babe when her uncle, Lord Kendyr of Wheymarch, committed the unforgivable sin that bound him to undeath. Though she has no memory of the day her family fell into disgrace, she bears the scars of that heavy sin with shame and determination.

The scion of a ruined estate, Luria has had to make her own way in the world. She apprenticed to a blacksmith in her teens with a particular interest in learning to forge arms and armor. Though skilled in the work, Luria was discontent and haunted by her family's past. She met the glares and gibes of those who knew her past with bristling defiance, and her adolescence was marked by many a scrap with anyone disrespecting her name. At the deepest core of her bitterness was her lord uncle who had tarnished her family's legacy with his twisted, depraved magic.

Luria's reputation as a belligerent and unworthy child grew, and for all her anger she was wise enough to recognize that path would never make people respect her or her family again. She knew she would have to channel that furious energy into a new purpose, a crusade against the evil festering beneath the ruined estate she would have called home in a different life. Convinced she could restore her family's honor by banishing the wicked curse of her home. She abandoned the forge and took up the blade. She learned discipline and tactics, taking her raw anger and turning it into a potent battlefield tool.

Luria's studies were not limited to warfare. She sought knowledge of necromancy, her uncle's history, the ruined estate. She sought to prepare herself in every



way possible for the crusade against the wickedness plaguing House Wheymarch. She held no illusions about her chances of success in banishing that grim darkness, knowing that even if she were to destroy the twisted creature her uncle had become, the mere act of facing it might destroy her and anyone who stood beside her.

She has no army to call on, no great treasury to drain, only her skill at arms and a small cadre of allies willing to descend into madness to banish a great evil. Resolute in her purpose to restore her family's name, Luria is willing to give everything to restore House Wheymarch.

### Personal Quest

What happened to Luria's mother during The Fall has never been clear. Some say she joined Kendyr in his mad quest. Others claim she was a casualty of some terrible curse alongside Kendry's many other victims. Luria's search using occult divinations indicates her mother perished, but remains trapped somewhere in the estate, unable to rest.

Find some sign of your mother and free her from whatever unearthly bonds prevent her from seeking peace.

# LURIA OF WHEYMARCH

RACE Human  
CLASS Fighter

BACKGROUND NOBLE  
LEVEL 7

PROFICIENCY +3

PASSIVE PERCEPTION 11

INSPIRATION

PASSIVE INSIGHT 11

## STRENGTH

18 / +4

- ◆ +7 SAVING THROWS
- +7 ATHLETICS

## DEXTERITY

12 / +1

- ◇ +1 SAVING THROWS
- +4 ACROBATICS
- +4 SLIGHT OF HAND
- +4 STEALTH

## CONSTITUTION

16 / +3

- ◆ +6 SAVING THROWS

## INTELLIGENCE

14 / +2

- ◇ +2 SAVING THROWS
- +2 ARCANA
- +5 HISTORY
- +5 INVESTIGATION
- +2 NATURE
- +5 RELIGION

## WISDOM

12 / +1

- ◇ +1 SAVING THROWS
- +1 ANIMAL HANDLING
- +1 INSIGHT
- +1 MEDICINE
- +1 PERCEPTION
- +1 SURVIVAL

## CHARISMA

13 / +1

- ◇ +1 SAVING THROWS
- +1 DECEPTION
- +1 INTIMIDATION
- +1 PERFORMANCE
- +1 PERSUASION

## TRAITS AND FEATURES

**Senses** Darkvision  
**Languages** Abyssal, Deep Speech, Common

## PROFICIENCIES

**Armor** Heavy Armor, Light Armor, Medium Armor, Shields  
**Weapons Tools** Martial Weapons, Simple Weapons, Dice

## ITEMS

Chain mail, shield, explorers kit

## SAVING THROWS

- +7 STRENGTH
- +2 INTELLIGENCE
- +1 DEXTERITY
- +1 WISDOM
- +6 CONSTITUTION
- +1 CHARISMA

AC

18

INITIATIVE

+1

SPEED

30

67 HIT POINT MAXIMUM

TEMP HP

HIT DICE

USED

TOTAL

7D10

DEATH SAVES

SUCCESSSES ○○○○

FAILURES ○○○○

## ACTIONS

NAME	HIT	DAMAGE/TYPE
Longsword, +1	+8	1d8+5 Slashing
Unarmed Strike	+7	5 Bludgeoning
Handaxe	+8	1d6+4 Slashing

## OTHER ACTIONS

### SUPERIORITY DICE: 5 / LONG REST

You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 5d8 superiority dice per short rest.

### SECOND WIND: 1 / SHORT REST

Once per short rest, you can use a bonus action to regain 1d10 + 7 HP.

## CLASS FEATURES

### ACTION SURGE: 1 / LONG REST

You can take one additional action on your turn. This can be used 1 times per short rest.

### STUDENT OF WAR:

You gain proficiency with one type of artisan's tools.

### TWO-WEAPON FIGHTING:

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### EXTRA ATTACK:

You can attack twice whenever you take the Attack action on your turn.

### KNOW YOUR ENEMY:

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn information about its capabilities compared to your own: Strength score, Dexterity score, Constitution score, Armor Class, current HP, total class levels (if any), fighter class levels (if any)

## QUEST ABILITY

The following ability is locked and unavailable until you satisfy the conditions of your personal quest.

### RIGHTEOUS VENGEANCE

Gain a +1 bonus to Armor Class, all saving throws, and deal an additional 1d4 points of radiant damage with all attacks. The next time you are brought to 0 hit points, you may permanently dismiss this ability as a reaction to immediately heal 3d10 hit points

## MANEUVERS

### COMMANDER'S STRIKE:

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct an ally that can see or hear you to strike using its reaction, adding the superiority die to the damage roll.

### FEINTING ATTACK:

You can expend one superiority die and use a bonus action on your turn to add the total to the damage roll and to gain advantage on your next attack roll against a chosen creature within 5 ft. this turn.

### BAIT AND SWITCH:

When you're within 5 ft. of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 ft. of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

### COMMANDER'S STRIKE:

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct an ally that can see or hear you to strike using its reaction, adding the superiority die to the damage roll.

### DISTRACTING STRIKE:

When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and the next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

## NOTES

# ORREN TREMENIS

## Rogue

### Character description

A wispy elf who carries himself with an eerie, silent grace, it is as if he is half a shadow himself. His gray leather armor is studded with pouches and hooks for the many esoteric tools of his trade and grim trophies collected from the monsters he's hunted. He keeps his head clean shaven and his flesh is marked by a myriad of scars from claws, burns, and toxins. Despite his grim work, he wears an easy smile and cocksure swagger, certain that he is the greater monster in any fight.

### Background

Orren Tremenis is a bounty hunter who specializes in inhuman targets. A consummate hunter, he studies his target before launching a single, decisive strike to end a fight before it ever really begins.

He was not always a killer. He began his career as a woodsman, a scout, a guide for those trekking across dangerous lands. His turn to the shadows was born of no great tragedy, but of a sudden thrilling brush with death. Having lived nearly two centuries and with many more ahead of him, his mortality had always been a vague and distant concept. When he was ambushed by a roc, carried to its great nest to serve as the first meal for a clutch of hatchlings, he came face to face with death for the first time in nearly two hundred years and he was exhilarated. Locked in a mortal, primal struggle for his life he was filled with an almost exultant glee. He came out the victor, and has been chasing that high ever since.

He became obsessed with fighting ever more dangerous and exotic beasts. In a world full of monsters, there was always another creature to hunt. That his work aided human communities meant he could draw a living from it, but the money was incidental. He joined with adventuring companies and mercenary outfits, but his reckless nature created tension with more cautious companions who didn't like the unnecessary risks he was all too eager to take. He was never long with any one group.



When Orren Tremenis learned that Luria of Wheymarch meant to delve into the ruins of her family's cursed estate, he was instantly intrigued. Where any sensible mercenary knew the job was far too dangerous to risk, Orren saw an opportunity for his greatest hunt. No one fully understood what the fallen lord Kendyr Wheymarch had become all those years ago during The Fall. He was a monster with no profile, a unique creature so dangerous that none dared enter its domain. He was Orren's perfect target.

He sought out Luria and pledged his blade to her cause. He cares nothing for the fallen house's honor, defeating evil, or recovering some esoteric forbidden knowledge from the depths of the ruined estate. He is here for one simple purpose, the thrill of the hunt.

### Personal Quest

Fueled by nothing more than personal glory, Orren seeks only to hunt ever more dangerous creatures. In his hubris, he considers nothing more dangerous than himself. Having learned of a cursed mirror that forces one to kill their own reflection somewhere on the Wheymarch Estate, Orren is determined to see how he fares against himself.

Find the cursed mirror somewhere on the Wheymarch estate and activate it. Destroy the manifested reflection of yourself to complete your quest.



# ORREN TREMENIS

**RACE** Wood Elf  
**CLASS** Rogue

**BACKGROUND** FAR TRAVELER  
**LEVEL** 7

PROFICIENCY	+3	PASSIVE PERCEPTION	11
INSPIRATION		PASSIVE INSIGHT	11

STRENGTH	
12 / +1	<ul style="list-style-type: none"><li>◇ +1 SAVING THROWS</li><li>○ +1 ATHLETICS</li></ul>

DEXTERITY	
20 / +5	<ul style="list-style-type: none"><li>◆ +8 SAVING THROWS</li><li>● +5 ACROBATICS</li><li>● +11 SLIGHT OF HAND</li><li>● +11 STEALTH</li></ul>

CONSTITUTION	
12 / +1	<ul style="list-style-type: none"><li>◇ +1 SAVING THROWS</li></ul>

INTELLIGENCE	
10 / +0	<ul style="list-style-type: none"><li>◆ +3 SAVING THROWS</li><li>○ +0 ARCANA</li><li>○ +0 HISTORY</li><li>○ +0 INVESTIGATION</li><li>● +3 NATURE</li><li>○ +0 RELIGION</li></ul>

WISDOM	
11 / +0	<ul style="list-style-type: none"><li>◇ +0 SAVING THROWS</li><li>○ +0 ANIMAL HANDLING</li><li>● +3 INSIGHT</li><li>○ +0 MEDICINE</li><li>● +6 PERCEPTION</li><li>○ +1 SURVIVAL</li></ul>

CHARISMA	
14 / +2	<ul style="list-style-type: none"><li>◇ +2 SAVING THROWS</li><li>○ +2 DECEPTION</li><li>○ +2 INTIMIDATION</li><li>○ +2 PERFORMANCE</li><li>● +5 PERSUASION</li></ul>

## TRAITS AND FEATURES

**Senses** Darkvision  
**Languages** Common, Elvish, Abyssal, Thieves' Cant  
**Immunities** Magical Sleep

## PROFICIENCIES

**Armor** Light Armor  
**Weapons** Martial Weapons, Simple Weapons  
**Tools** Dice

## ITEMS

Studded Leather, explorers kit, Disguise Kit, Ball bearings (1000), Bell, Thieves' Tools

## SAVING THROWS

+1 STRENGTH      +3 INTELLIGENCE  
+8 DEXTERITY      +0 WISDOM  
+1 CONSTITUTION      +2 CHARISMA

AC 17	INITIATIVE +5	SPEED 35
45 HIT POINT MAXIMUM		TEMP HP
HIT DICE USED TOTAL 7D8		DEATH SAVES SUCCESSIONS ○○○○ FAILURES ○○○○

## ACTIONS

NAME	HIT	DAMAGE/TYPE
Dagger (x2)	+8	1d4+5 Piercing
Rapier, +1	+9	1d8+6 Piercing
Unarmed Strike	+4	2 Bludgeoning

## BONUS ACTIONS

**CUNNING ACTION:**  
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

## REACTIONS

**UNCANNY DODGE:**  
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## SPECIAL

**SNEAK ATTACK:**  
Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**TWO-WEAPON FIGHTING:**  
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**ASSASSINATE:**  
You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

**UNCANNY DODGE:**  
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**EVASION:**  
When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## RACIAL TRAITS

**DARKVISION:**  
You can see in darkness (shades of gray) up to 60 ft.

**KEEN SENSES:**  
You have proficiency in the Perception skill.

**FEY ANCESTRY:**  
You have advantage on saves against being charmed, and magic can't put you to sleep.

**TRANCE:**  
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**ELF WEAPON TRAINING:**  
You have proficiency with the longsword, shortsword, shortbow, and longbow.

**FLEET OF FOOT:**  
Your base walking speed increases to 35 feet.

**MASK OF THE WILD:**  
You can attempt to hide even when you are only lightly obscured.

## QUEST ABILITY

The following ability is locked and unavailable until you satisfy the conditions of your personal quest.

## CHAIN KILL

When you land the killing blow against any creature you may use your bonus action to make a second attack. You may apply sneak attack damage to this attack even if you have already dealt sneak attack damage this turn, provided you otherwise qualify for it.

## NOTES