



GRAVEHAUNT VAMPIRES

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**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Gravehaunt Vampires

In the northern parts of the Serenity plane, lies a continent known as the Gravehaunt Hills. Like most of Serenity, this area is now cold, dark, and inhospitable for any living creature.

What sets the continent apart, however, is the formidable accumulation of graves, gravestones, and unholy symbols that fill the landmass. The territories beyond it are inhabited by the Vampires. They were granted to them by Lilith, mother of the demonic race. The Vampires were granted the freedom to shape the continent in whatever way they felt fitting as long as it did not interfere with their only mission - to raise an army of the undead.

Even though vampirism is a curse that generally keeps the race in line, some of them are secretly displeased with their part in "New Serenity". They keep remembering the olden days when they had lived in harmony and contentment, taking orders from no one.

The bloodlust they now felt often overwhelmed them and infighting had become common at Gravehaunt Hill. Small raid parties were often formed, bringing with them small forces of the undead as they turned their fellow vampires to ash in hopes of stealing the living energy provided to them by Mother.

As their own allotted supply of living energy dwindled, robbing them of their strength, the bloodlust and their pain grew exponentially. The energy they consumed soon became an addiction more potent than any drug. Living Energy became the closest to a currency Gravehaunt Hill would ever see. Purchasing goods, slaves, plots of land, or anything else was soon done by trading it for energy.

Not long after, dark castles made from skulls, bones, and clay sprung up around the continent, but none were larger or as impenetrable as Keep Blackstone. Designed, constructed, and masterminded by Duke Magnus Pureblood. He was one of the original Vampires, ancient even before his death. A wise and cunning man before, now a wise, cunning, and ruthless Vampire Lord. He was granted the title of a duke by his peers as his power and wealth grew. However, this title has yet to be accepted by the Demons and the Vampire's greatest adversaries, the Dominion of the Undead.

For many young vampires, a successful raid on any of the castles and keeps means instant glory, wealth, respect, and more often than not a castle of their own. However, only a few succeed, and the jealousy towards the few that did runs rampant in the clans of lesser vampires.



Count Sylvan Pureblood

The son of Magnus Pureblood's brother who was his rival and whom he hated deeply. The old vampire managed to turn his brother to dust in a long and evil con. Sylvan does not know the extent of his uncle's betrayal and treats him almost like a father. He has no idea, however, that Magnus recognizes him as a threat and closely watches his progress in mastering the art of necromancy. Whenever Sylvan shows any potential, Magnus quickly cuts it back. At the moment, there is no indication that Sylvan will ever have the opportunity to demonstrate any strength other than being a wealthy aristocrat, although, of course, he has a full arsenal of standard powers available to the vampire.

Count Sylvan Pureblood

Medium undead (shapechanger), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6, Cha +8

Skills History +7, Intimidation +8, Perception +6, Persuasion +12, Stealth +7

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

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Proficiency Bonus +4



Shapechanger. If Sylvan isn't in sunlight 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, Sylvan 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, Sylvan 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.

Misty Escape. When it drops to 0 hit points outside its resting place, Sylvan 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. Sylvan 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 Sylvan takes radiant damage or damage from holy water, this trait doesn't function at the start of Sylvan's next turn.

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

Vampire Weaknesses. Sylvan has the following flaws:

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

Harmed by Running Water. Sylvan 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 Sylvan's heart while Sylvan is incapacitated in its resting place, Sylvan is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Sylvan 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). Sylvan makes two weapon attacks, only one of which can be a bite attack.

Chill Touch. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage and it can't regain hit points until the start of your next turn. If Sylvan hits an undead target, it also has disadvantage on attack rolls against him until the end of Sylvan next turn.

Life Eater. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 9 (2d8) necrotic damage.

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 Sylvan, incapacitated, or restrained. *Hit:* 4 (1d6 + 1) 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 Sylvan 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 Sylvan's control.

Spellcasting. The Sylvan casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *Chill Touch*, *Minor Illusion*, *Prestidigitation*
3/day each: *Ray of Enfeeblement*, *Phantom Steed*
1/day each: *Circle of Death*

Charm. Sylvan targets one humanoid it can see within 30 ft. of it. If the target can see Sylvan, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by Sylvan. The charmed target regards Sylvan as a trusted friend to be heeded and protected. Although the target isn't under Sylvan's control, it takes Sylvan's requests or actions in the most favorable way it can, and it is a willing target for Sylvan's bite attack.

Each time Sylvan or Sylvan'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 Sylvan 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 (2/Day). Sylvan magically calls 2d6 swarms of bats provided that the sun isn't up. The called creatures arrive in 1d4 rounds, acting as allies of Sylvan and obeying its spoken commands. The beasts remain for 1 hour, until Sylvan dies, or until Sylvan dismisses them as a bonus action.

Reactions

Parry. Sylvan adds 4 to its AC against one melee attack that would hit him. To do so, the Sylvan must see the attacker and be wielding a melee weapon.

The Bonekeeper

Medium undead, Neutral Evil

Armor Class 19 (Bone Armor)

Hit Points 93 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Str +6, Con +7, Wis +3

Skills Athletics +6, Intimidation +5, Perception +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Dreadful Armor. Any creature hostile to Bonekeeper that starts its turn within 30 feet of Bonekeeper must make a DC 13 Wisdom saving throw, unless Bonekeeper is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Bonekeeper's Fear Aura for the next 24 hours.

Master of Anatomy. Bonekeeper weapon attacks score a critical hit on a roll of 19 or 20.

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

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

Vampire Weaknesses. Bonekeeper has the following flaws:

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

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

Stake to the Heart. Bonekeeper is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. Bonekeeper 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. Bonekeeper makes two attacks, only one of which can be a bite attack.

Bonecutter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is hit by a critical hit, Bonekeeper rolls the damage dice three times, instead of twice.

The Bonekeeper

Vlad d'Vitre used to be an aristocrat who was passionate about making armour. He has never managed to become successful in the craft during his lifetime, but when he became a vampire, he had an eternity to master the art. As befits a vampire, the material from which he makes his armor elements are mainly bones. With the help of the necromancy guild, he infuses them with black magic to achieve perfect durability. With his research, he has discovered that the bones bond with the person who killed their owner and that they become stronger the more brutally they were killed. After creating the first perfect armour it gave him a feeling of invincibility. Vlad started embarking on ruthless escapades from which he returned with entire carriages filled with shinbones, chests, femurs, and other skeleton elements, from which he gained the title of The Bonekeeper.



Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Bonekeeper, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Bonekeeper 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.

Spellcasting. The Bonekeeper casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

3/day each: Command, Find Steed, Magic Weapon

1/day each: Banishment

Bonus Actions

Smite. Immediately after Bonekeeper hits a target with a melee weapon attack roll, Bonekeeper can force that target to make a DC 13 Constitution saving throw. On a failed save, the suffers one of the following effects of Bonekeeper's choice:

Disarm. The target drops one item of Bonekeeper choice that it's holding.

Shove. The target is pushed up to 10 feet away and knocked prone.

Mathilde LaCroix

Mathilde was the cutest six-year-old you've ever seen, and she brought a lot of happiness to her mother Vivienne. When she fell ill with an unexplained disease, it was evident how overnight her little soul started to fade. Vivienne couldn't allow it, but no doctor offered any solution. She has decided to subject the girl to a vampire curse as a last resort. Her noble family did not want to allow it, so one night she took the girl in the middle of the night to transform her. Her husband tried to stop her so she stabbed him to get out. After the girl was turned, however, she was no longer the same. A dark doom hovered over her soul. The lust for blood was extremely strong. Vivienne couldn't look at it, so she transformed as well to accompany the baby in the destruction. They chose their former LaCroix lineage as the first target.

Mathilde LaCroix

Medium undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +6, Wis +4, Cha +5

Skills Perception +4, Stealth +6

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Reaper Presence (3/day). Mathilde extends her will, creating a spectral Reaper above her which remains there until she dismisses it or falls unconscious.

Gaining her Spectral Scythe attack and flying speed of 30 feet (both already included in her stat block).

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

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

Vampire Weaknesses. Mathilde has the following flaws:

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

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

Stake to the Heart. Mathilde is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. Mathilde 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. Mathilde makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Mathilde, incapacitated, or restrained. *Hit:* 6 (1d6 + 1) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Mathilde 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.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 1) slashing damage.

Spectral Scythe (Only When Reaper Is Summoned).

Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) psychic damage.

Psychic Outburst (1/day). Mathilde creates a shockwave of psychic energy. Each creature in a 30-foot-radius sphere centered on Mathilde must make a DC 13 Wisdom saving throw, taking 10 (4d4) psychic damage and be stunned until the start of next Mathilde turn on a failed save or half as much damage on a successful one and not be stunned



Bellinde Raveneye

Bellinde was the only person in her village to survive a hideous plague. She had only succeeded with the help of ravens, which naturally sensed the source of the disease and she was able to avoid it. When she became all alone, she has learned to embrace it, despite opportunities to rejoin society she wanted the loneliness to last. Therefore, years later, when she was offered a vampire curse or quick death, she gladly chose the former. However, she does not take part in any vampire intrigues and keeps to the side. She spends days watching through the eyes of the ravens and she knows about many things happening in the kingdom. In exchange for sovereignty in her secluded territory, she sometimes provides intelligence to nearby lords. However, if someone gets too bold and wants to take advantage of her, they might expect the ravens to show up at night to pop their eyes out.



Bellinde Raveneye

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Con +7, Int +7

Skills Arcana +7, Nature +7, Perception +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

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

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

Vampire Weaknesses. Bellinde has the following flaws:

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

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

Stake to the Heart. Bellinde is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. Bellinde takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Raven Eye (2/day). Bellinde perform ritual with casting time of 10 minutes which targets one creature within 20 miles of her. The target must succeed on a DC 15 Wisdom saving throw. On a successful save, the target isn't affected, and you can't use this ability against it again for 24 hours. On a failed save, the ability creates an invisible sensor within 30 feet of the target. You can see and hear through the sensor as if you were there. The sensor follows the target, remaining within 30 feet of it for the duration. A creature that can see invisible objects sees the sensor as a shadowy-spectral raven. Ability lasts up to 10 minutes or until Bellinde dismisses it as a bonus action. Additionally Bellinde can use her Blood Curse ability thru the sensor as an action.

Raven Familiar. Bellinde has a raven familiar.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Bellinde, incapacitated, or restrained. *Hit:* 7 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Bellinde 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.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. Instead of dealing damage, Bellinde can grapple the target (escape DC 14).

Spellcasting. The Bellinde casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *alter self*, *detect magic*, *mage hand*

3/day each: *call lightning*, *dispel magic*, *web*

1/day each: *cloudkill*, *dominate person*

Mother of the Ravens (2/day). Bellinde magically calls 2d4 swarms of ravens. The called creatures arrive at the start of the next round, acting as allies of Bellinde and obeying its spoken commands. The beasts remain for 1 hour, until Bellinde dies, or until Bellinde dismisses them as a bonus action.

Bonus Actions

Blood Curse (3/Day). Bellinde targets one creature within 60 feet of her she can see. The target must succeed on a DC 15 Constitution saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the Bellinde's next turn.

Kairn Highwave

Hundreds of years ago, Kairn Highwave's mountain clan observed that a seemingly harmless stream was capable of carving a hole in otherwise unbreakable rocks. All thanks to its unwavering perseverance. The clan has begun to perceive the mountains as a living organism and the mountain streams as its veins. Research has begun on whether and how this knowledge can be used for the benefit of the dwarven community of Highwater.

Over the centuries, an organization was formed. The Water Circle brings together the most disciplined and persistent druids, clerics, sorcerers and wizards. Together, they find ways to use the streams to saturate deposits with minerals, soften rocks for future tunnels, or develop flora that would normally not be able to grow in the underground mines.

Since childhood, Kairn's dream has been to join this unique group of the most respected and awed citizens. Despite objections from his parents, as soon as he became of age, he decided to enroll in the prestigious Highwater Academy. Although the journey towards joining the Water Circle is a long one, the academy is considered an essential first step.

Kairn has put all his effort into the courses. Unfortunately, by the end of the third year, he has reached the limits of concentration and emotional control. It became obvious that his results were far below any prospective Water Circle members. With disgraced honor, unable to face his parents, Kairn decided to embark on a journey and find his own way. He still considered it better than following in his father's footsteps and becoming a miner.

Personality Trait. "Go with the flow."

Ideal. "I will carve the path through my mountain."

Bond. "The Water Clan will need me one day."

Flaw. "I absolutely must prove my worth."



Kairn Highwave

Medium humanoid (Hill Dwarf), Chaotic Good

Armor Class 19 (splint, shield)

Hit Points 42 (5d10 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	9 (-1)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5, Wis +4

Skills Athletics +4, Nature +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 3 (700 XP)

Proficiency Bonus +2

Dwarven Resilience. Kairn has advantage on saving throws against poison.

Water Whip. Kairn magically creates a water whip around him which extends the reach of his Warhammer attack to 10 feet (included in the attack).

Actions

Multiattack. The Kairn makes two attacks.

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

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

Spellcasting. The Kairn casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

At will: *Create or Destroy Water, Shape Water*

Reactions

Floating Shield. When a creature within 10 feet is hit by an attack roll, Kairn gives the target a +2 bonus to its AC until the end of the attacker turn, which can cause the triggering attack roll to miss.

Eloysa The Traveler



Eloysa The Traveler, or basically Eloysa Artois, was born as a noblewoman. Although she did not belong to any of the most distinguished lineages, her family had enough land and wealth to live a prosperous life.

Under normal circumstances, she would be brought up to become a lady of the court. Essentially, be married off in order to increase the influence of her family. However, she was the first and only child and her father, Sir Angor, has devoted much more time to her than his fellow noble lords devoted to their daughters. During the time spent together, he made sure that Eloysa would not only be able to properly behave at the table and whatnot. He has made sure that she would be able to take care of herself. He has read her books about politics, plots, diplomacy, and customs around the world.

Sadly, before she could use all that knowledge, the times of peace in Caldaria came to an end. Teenage Eloysa had to experience a war that swept through suddenly and mercilessly. Sir Angor had no son to send off to the front so, by law, he had to carry the sword himself. Although Caldaria managed to pull through, many lives were lost, including Eloysa's beloved father's.

Without Sir Angor, the Artois family quickly became a tasty morsel for the remaining noble families. They all had more incentive than ever to rebuild their positions from the ruins. They agreed that due to the lack of a male descendant of Sir Angor, his land and stock should be divided and annexed by neighbors.

At the age of 17, Eloysa was deprived not only of her father but also of her home. This tragedy marked the beginning of her new path.

Initially, she lived in one of the nearby villages, where she could experience the life of common folk. She was surprised that those who have lost the most during the war were also the most kind to others and willing to help, share resources, and rebuild houses. And yet, she herself was thrown out of her house by the people who previously laughed and dined at her father's banquets. She has grown to hate the nobility. She was happy she did not become like them.

Eloysa has managed to survive thanks to her father's teaching and the kindness of the people around her. Seven years have passed since the brutal events, and now she owns her own small merchant business. It allows her to travel a lot, find other places that she can call home for a while. But she always comes back. Back to where people rely upon her.

Personality Trait. "I have gotten to know both worlds and I know which one is filled with 'simpletons'."

Ideal. "Do not 'take what's yours', share what's yours."

Bond. "Nothing is more calming than setting a destination and following that path"

Flaw. "Am I at home? Will I ever find it?"

Eloysa The Traveler

Medium humanoid (Human), neutral good

Armor Class 14 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	12(+1)	15(+2)	13(+1)	14(+2)

Saving Throws Int +4, Wis +3

Skills Perception +3, Persuasion +4, Survival +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Cart of All Trades. During her journeys Eloysa acquire quite a lot of useful items to which she has access. As long as Eloysa is within 5 feet of her cart she has access to any non-magical piece of equipment (armor, weapon, adventuring gear, tools) worth equal or less than 5 gp. Additionally once a day she may find non-magical items worth equal or less than 25 gp in her cart.

Highborn. Eloysa has advantage on History and Insight skill checks.

Living on the Road. Eloysa cannot become lost except by magical means.

Lucky. When the Eloysa rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Actions

Multiattack. The Eloysa makes two attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Vial of Acid (1/day). Eloysa throws the vial up to 20 feet, shattering it on impact. Each creature in a 5-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. A target takes 4d4 acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Let Me Help You With This! Eloysa can take the Help action as a bonus action on each of its turns.

Reactions

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

Galdash Gloomwood

Come on now, every elf knows the story of Gloomvale Wood. But only a few know that the Redleaf Elves actually maintain a refuge right on the edge of it. The cursed forest is inhabited by Primeval Spirit and its cursed guards - the Animalfolks.

One of the people who knew about the encampment was Galdash Silverbranch - a young, cheerful elven druid who entered adulthood as the Watcher of the Gloom.

The task of druids and rangers from the watch was mainly to observe the forest and to make sure that what existed in it would there remain, hopefully forever. This was, however, not enough for the ambitious young druid. He wanted to discover the source of the curse and restore the forest to its natural order.

Galdash spent his days sitting by the tree line and staring at the dark forest. Little did he know, that the Gloomvale Wood was watching him too. Whenever he was singing elvish songs, the forest was humming back at him. Whenever he was dancing, the breeze from the forest was vibrating in sync.

Weeks, months, and years have passed, with Galdash unaware of the poisoned seed that had been sown in him. In fact, the forest was leaving its blemish even on the guards with the purest of hearts. But it was never as severe as with Galdash. The others began to notice. His fascination with the forest was growing. In the end, the chief has decided to send a message to the elven capital, requesting Galdash to be removed from service.

But the news got out, and the druid realized that he had to act fast or he would be sent away forever. The next night, he faked his kidnapping and broke the Watcher's first oath - "Never, never go into the forest". He knew his comrades very well as they had spent many years in service together. He knew that they would try to follow him and save him. And finally, he knew that the forest will accept that offering.

By the time the rescue crew realized that their companion had not been kidnapped it was too late to escape. A small squad of elves had no chance of ever getting out.

Galdash was rewarded by the Primeval Spirit. Instead of being transformed into a primitive Animalfolk, he was blessed with the Gloombark which forever merged with his body and soul. He was reborn as Galdash Gloomwood and known as the Voice of Gloom, the only one to ever leave the forest and spread its voice around the world.

Personality Trait. "There must be a method to this madness."

Ideal. "With every decay, new life follows."

Bond. "I don't serve the forest, I am the forest."

Flaw. "I am the only one who understands the forest. Only I can break its curse."



Galdash Gloomwood

Medium humanoid (Elf), Neutral Evil

Armor Class 14 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	15 (+2)	12 (+1)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +4, Wis +6

Skills Animal Handling +6, Nature +6, Stealth +5

Senses passive Perception 13

Languages Common, Elvish

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Blessing of the Gloomwood. Galdash is immune to disease and has advantage against any spell or effect that would alter its form. Additionally his Gloomwood Quarterstaff attacks are magical.

Fey Ancestry. The Galdash has advantage on saving throws against being charmed, and magic can't put the Galdash to sleep.

Gloombark Skin. While Galdash is wearing no armor his base AC is 13 + his Dexterity modifier (this bonus AC applies even in Shape Change form).

Actions

Multiattack. The Galdash makes two attacks. It can replace one attack with a use of Spellcasting.

Gloomthorn Whip. *Melee Spell Attack:* +6 to hit, reach 60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the target is pulled up to 10 feet closer.

Gloomwood Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, and the target must succeed on a DC 14 Constitution saving throw or be poisoned until it finishes a short or long rest.

Spellcasting. The Galdash casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *infestation, mold earth, speak with animals*

3/day each: *entangle, faerie fire, moonbeam*

1/day each: *erupting earth, plant growth*

Bonus Actions

Change Shape (2/day). Galdash magically transforms into a beast with a challenge rating of 3 or less and can remain in that form for up to 9 hours. Galdash can choose whether his equipment falls to the ground, melds with its new form, or is worn by the new form. Galdash reverts to its true form if it dies or falls unconscious. Galdash can revert to its true form using a bonus action.

While in a new form, Galdash's stat block is replaced by the stat block of that form, except Galdash keeps his current hit points, his hit point maximum, this bonus action, his languages and ability to speak, and his Spellcasting action.

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