

# CULTS OF THE BLOODLORD

## KNIGHTS OF THE RISE

**Religion DC 15:** The Knights of the Rise are a secretive social club that has established itself within many institutes of arcane learning, dedicated to sharing knowledge of magics forbidden by local law and custom.

**Religion DC 20:** Though for most members, The Knights of the Rise represents little more than a youthful indiscretion on the path to arcane greatness, some take the organization's mission of forever conquering death quite seriously, and it is rumored that the first steps on the path to lichdom are often taken in their storied halls.

## WITNESSES OF THE WHITE CITADEL

**Religion DC 10:** The Witnesses of the White Citadel are an association of elven stonemasons known to have designed some of the most striking and recognizable buildings of the modern era, their services much sought-after by nobles and archmages alike.

**Religion DC 20:** Considered a blatant heresy among most elves aware of the true content of their beliefs, the Witnesses of the White Citadel revere the Ghoul-King Doresain as a lesser divinity of the Seldarine and seek to free his White Kingdom from its Abyssal prison realm by echoing its forms on the Prime Material.



## CULTIST OF THE BLOODLORD

*Medium humanoid (any), chaotic evil*

**Armor Class** 11

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

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

**Skills** Arcana +2, Athletics +4

**Senses** Passive Perception 10

**Languages** Common

**Challenge** M2 (90 XP)

**Delectable Flesh.** When the cultist dies, each undead creature within 15 feet of it may move up to 10 feet towards it and take a bite of its flesh, gaining 5 temporary hit points.

While it has any of these temporary hit points, a creature may make one melee weapon attack as a bonus action on each of its turns.

**Minion.** If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

## Actions

**Skulpeeler Blades (Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 slashing damage.

If the target is both prone and grappled, it takes an additional 2 slashing damage and blood spills into its eyes, Blinding it until it clears the blood as a Bonus Action.

**Grasping Tackle (Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 12).

If three or more cultists contributed to this attack, the target is additionally knocked prone.

## THE ETERNAL SERVANTS

**Religion DC 10:** Quite an odd sect of open anti-theists, The Eternal Servants can often be found ranting in the streets about the cruelty and caprice of the gods, accusing all who pay homage to any divinity as being an accomplice to that power's evils, and proclaiming the imminent arrival of the final days of the gods' dominion.



## CULT FANATIC OF THE BLOODLORD

Medium humanoid (any), chaotic evil

Armor Class 12  
Hit Points 60 (8d8 + 24)  
Speed 30 ft.

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

**Saving Throws** CON +5  
**Skills** Arcana +4, History +4  
**Senses** Passive Perception 10  
**Languages** Abyssal, Common  
**Challenge** 2 (450 XP)

**Delectable Flesh.** When the fanatic dies, each undead creature within 15 feet of it may move up to 10 feet towards it and take a bite of its flesh, gaining 5 temporary hit points.

While it has any of these temporary hit points, a creature may make one melee weapon attack as a bonus action on each of its turns.

### Actions

**Multiattack.** The fanatic makes two attacks with its Black Iron scepter, one of which it may replace with a use of its Necroserum Syringe.

**Black Iron Scepter.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

**Necroserum Syringe (3/Day).** The fanatic injects a baleful concoction into a grappled, restrained, or incapacitated creature within 5 feet.

The target must succeed on a DC 13 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

While Poisoned in this way, a creature takes 5 (1d10) necrotic damage at the beginning of each of its turns, and upon dying immediately arises as a **Horde Ghoul** under the fanatic's control.

**Dedication of Blood (Recharge 5-6, 3rd Level Spell).** The fanatic makes a melee weapon attack, dealing an additional 16 (3d10) necrotic damage on a hit.

If this damage kills a creature, up to one friendly fiend or undead creature within 30 feet may use its reaction to gain 15 temporary hit points or make a melee weapon attack.

## DEVOTED OF THE BLOODLORD

Medium humanoid (any), chaotic evil

Armor Class 15 (Knitflesh Armor)  
Hit Points 127 (15d8 + 60)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	18 (+4)	12 (+1)	16 (+3)

**Saving Throws** CON +6, CHA +5  
**Skills** Arcana +6, History +6  
**Senses** Passive Perception 11  
**Languages** Abyssal, Common  
**Challenge** 4 (1,100 XP)

**Eternal Tide.** At the beginning of the devoted's turn, it can return one ghoul or ghost within 60 feet that died since the end of the devoted's last turn to undeath with 1 hit point.

### Actions

**Multiattack.** The devoted makes two attacks with its Death's Beckon, one of which it may replace with its Breath of Thanatos, if available.

**Death's Beckon (1st Level Spell).** Ranged Spell Attack: +6 to hit, reach 60 ft., one target. Hit: 11 (2d10) necrotic damage.

If this damage reduces a humanoid target to 0 hit points, a rift to Thanatos appears in the earth beneath it, disgorging a **Horde Ghoul** in the nearest unoccupied space that acts on the devoted's initiative and under its control.

**Breath of Thanatos (Recharge 5-6, 3rd Level Spell).** The ground beneath a creature the devoted can see within 60 feet cracks, spewing forth a hissing jet of putrid fumes.

The creature must succeed on a DC 14 Constitution saving throw or take 16 (3d10) necrotic plus 10 (3d6) poison damage, or take half as much on a success.

A creature killed by this damage is dragged through a planar rift to Thanatos.

### Reactions

**Beacon of Hunger.** When a creature the devoted can see within 60 feet takes any necrotic damage, the devoted can suffuse it in seething negative energies.

Until the beginning of the devoted's next turn, attacks made by undead creatures against the target have advantage.



# CHOSEN OF THE BLOODLORD

*Medium humanoid (any), chaotic evil*

**Armor Class** 15 (Mage Armor)

**Hit Points** 229 (27d8 + 108)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	20 (+5)	14 (+2)	18 (+4)

**Saving Throws** CON +8, INT +9, CHA +8

**Skills** Arcana +9, History +13, Perception +6

**Damage Resistances** Necrotic

**Senses** Truesight 60 ft., Passive Perception 16

**Languages** Abyssal, Common

**Challenge** 12 (8,400 XP)

**Ward of the White Kingdom.** The chosen adds 1 to its AC for each undead creature under its control within 5 feet.

Whenever an attack misses the chosen, the attacker may choose for the attack to instead target an undead creature in its reach.

**Eternal Tide.** At the beginning of the chosen's turn, it can return 1d4 ghouls or ghosts within 60 feet that died since the end of the chosen's last turn to undeath with 1 hit point.

**Reclaim Anima (2/Day).** If the exarch fails a saving throw, it can drain the animating force from one undead creature it controls to succeed instead, reducing the creature to 0 hit points.

## Actions

**Multiattack.** The chosen makes two attacks with its Death's Beckon and uses its Breath of Thanatos or Drown in Blood, if available.

**Death's Beckon (1st Level Spell).** Ranged Spell Attack: +9 to hit, reach 60 ft., one target. Hit: 11 (2d10) necrotic damage.

If this damage reduces a humanoid target to 0 hit points, a rift to Thanatos appears in the earth beneath it, disgorging a **Horde Ghoul** in the nearest unoccupied space that acts on the chosen's initiative and under its control.

**Breath of Thanatos (3rd Level Spell).** The ground beneath a creature the chosen can see within 60 feet cracks, spewing forth a hissing jet of putrid fumes.

The creature must succeed on a DC 17 Constitution saving throw or take 16 (3d10) necrotic plus 10 (3d6) poison damage, or take half as much on a success.

A creature killed by this damage is dragged through a planar rift to Thanatos.

**Drown in Blood (Recharge 5-6, 4th Level Spell, Concentration).** One creature the chosen can see within 60 feet must succeed on a DC 17 Constitution saving throw or take 18 (4d8) necrotic damage and begin Choking as blood wells up in its mouth and lungs (Save Ends at end of turn).

**Sanguine Cyclone (1/Day, 5th Level Spell, Concentration).** The chosen conjures forth a raging whirlwind of blood in a 15 foot radius centered on a point it can see within 150 feet that lasts for a minute.

The area is difficult terrain, and a living creature that starts its turn in the area must succeed on a DC 17 Constitution saving throw or lose one unexpended hit die, or drop to 0 hit points if it cannot.

Whenever a creature loses a hit die in this way, the whirlwind's radius grows by 5 feet, then each creature in its area takes 3 (1d6) slashing damage.

## Reactions

**Open the Corpsevaults (1/Day).** When the chosen is reduced below 115 hit points, it carves a planar rift into the earth at its feet, dragging forth 5 **Horde Ghouls**, which appear in the nearest unoccupied spaces and act on the chosen's initiative.

## Legendary Actions

The chosen can take 2 legendary actions, choosing from the options below.

**Death's Beckon.** The chosen makes an attack with its Death's Beckon.

**Impel the Horde.** Each undead creature within 30 feet of the chosen may use its reaction to move up to half its speed.

**Call the Blood.** One creature the chosen can see within 120 feet must succeed on a DC 17 Strength saving throw or be dragged up to 30 feet directly toward a spell effect the chosen is concentrating on.



# EXARCH OF THE BLOODLORD

Medium humanoid (any), chaotic evil

Armor Class 17 (Knitflesh Armor)

Hit Points 180 (19d8 + 95) 340

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	23 (+6)	15 (+2)	19 (+4)

**Saving Throws** CON +11, INT +12, CHA +10

**Skills** Arcana +12, History +18, Perception +8

**Senses** Truesight 60 ft., Passive Perception 18

**Languages** Abyssal, Common

**Challenge** 19 (22,000 XP)

**Ascended Flesh (Mythic Trait, 1/Day).** When the exarch is reduced to 0 hit points, up to four ghouls within 20 feet of it may move up to 15 feet toward it and take a bite of its flesh, then each ghoul that did so transforms into an **Abyssal Ghoul** with full hit points.

At the beginning of the exarch's next turn it returns to life with 180 hit points, its creature type becomes undead, and it gains vulnerability to radiant damage.

**Ward of the White Kingdom.** The exarch adds 1 to its AC for each undead creature under its control within 5 feet.

Whenever an attack misses the exarch, the attacker may choose for the attack to instead target an undead creature in its reach.

**Eternal Tide.** At the beginning of the exarch's turn, it can return 2d4 ghouls or ghosts within 60 feet that died since the end of the exarch's last turn to undeath with 1 hit point.

**Reclaim Anima (3/Day).** If the exarch fails a saving throw, it can drain the animating force from one undead creature it controls to succeed instead, reducing the creature to 0 hit points.

## Actions

**Multiattack.** The exarch makes 3 attacks with its Death's Beckon, one of which it may replace with a use of its Breath of Thanatos or Drown in Blood.

**Death's Beckon (2nd Level Spell).** Ranged Spell Attack: +12 to hit, reach 60 ft., one target. Hit: 16 (3d10) necrotic damage.

If this damage reduces a humanoid target to 0 hit points, a rift appears in the earth beneath it, disgorging a **Horde Ghoul** in the nearest unoccupied space that acts on the exarch's initiative and under its control.

**Breath of Thanatos (3rd Level Spell).** The ground beneath a creature the exarch can see within 60 feet cracks, spewing forth a hissing jet of putrid fumes.

The creature must succeed on a DC 20 Constitution saving throw or take 16 (3d10) necrotic plus 10 (3d6) poison damage, or take half as much on a success.

A creature killed by this damage is dragged through a planar rift to Thanatos.

**Drown in Blood (4th Level Spell, Concentration).** One creature the exarch can see within 60 feet must succeed on a DC 20 Constitution saving throw or take 18 (4d8) necrotic damage and begin Choking as blood wells up in its mouth and lungs (Save Ends at end of turn).

**Doomed Sleep of Moil (Recharge 5-6, 7th Level Spell, Concentration).** One creature the exarch can see within 30 feet must succeed on a DC 20 Constitution saving throw or fall asleep for the next minute.

While asleep in this way, the creature takes 22 (4d10) necrotic damage at the beginning of each of its turns, and may repeat this saving throw whenever it takes damage or when a creature attempts to wake it as an action.

A creature illuminated by Bright Light has advantage on this saving throw.

**Curse of Living Bones (1/Day, 8th Level Spell).** One creature the exarch can see must succeed on a DC 20 Charisma saving throw or be Cursed.

A creature Cursed in this way has its skeleton animated within it, and must succeed on a DC 20 Strength saving throw at the start of each of its turns or have its movement controlled by its skeleton until the beginning of its next turn.

If the creature dies while cursed in this way, a **Skeletal Liberator** tears free of its flesh at the beginning of its next turn.

## Reactions

**Open the Corpsevaults (2/Day).** When the exarch is reduced below 91 hit points, it carves a planar rift into the earth at its feet, dragging forth 5 **Horde Ghouls**, which appear in the nearest unoccupied spaces and act on the exarch's initiative.

## Legendary Actions

The exarch can take 3 legendary actions, choosing from the options below.

**Death's Beckon.** The exarch makes an attack with its Death's Beckon.

**Impel the Horde.** Each undead creature within 40 feet of the exarch may use its reaction to move up to half its speed.

**Into the Graveways (Costs 2 Actions).** The exarch sinks into the ground and disappears, emerging from an area of loose dirt within 60 feet of the space it departed at the beginning of its next turn.

## Mythic Actions

**Death-Scent Bestowal.** One creature the exarch can see within 60 feet must succeed on a DC 20 Charisma saving throw or be Cursed.

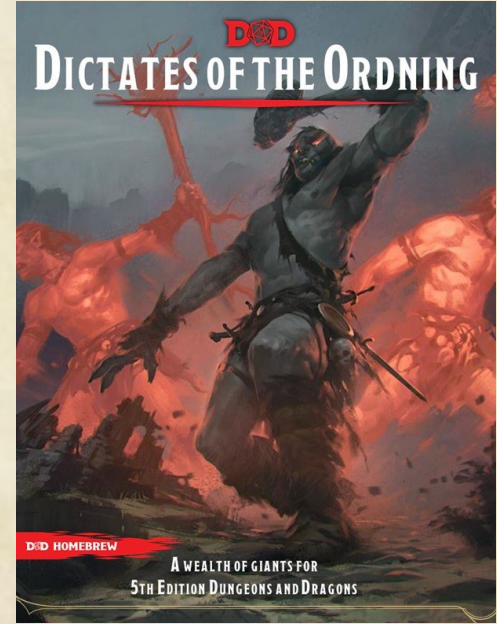
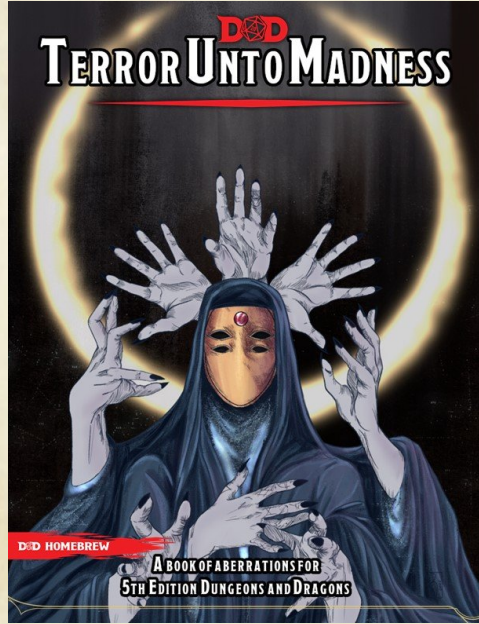
Whenever the Cursed creature takes 15 or more necrotic damage from a single source, attacks made against it by undead creatures have advantage until the beginning of its next turn.



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A large illustration of a green goblin-like character with a crown, sitting on a pile of gold coins. The character is holding a glowing blue orb. Surrounding the character are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a small blue dragon, a small orange lion, and several books. One book is titled 'CONFLUX CREATURES' and another is 'NASTY BOYS'. There are also several dice and scrolls. Multiple 'Become a patron' buttons are overlaid on the scene, including one on the character's orb and one in the bottom right corner. A small signature 'GEPFUCKER' is visible in the bottom right corner.

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