

DREAD KNIGHT'S OUBLIETTE

Dread Knight Oubliette is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers details for each level and makes adjustments accordingly. This adventure takes the heroes underground into a massive dungeon overrun by intelligent undead creatures who follow the leadership of a mighty dread knight.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Dread Knight's Oubliette Hooks table on the next page offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 8th, 11th, 14th, or 17th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 7 as it will be too difficult for the players. Offering this adventure for parties whose average level is greater than 18 might not offer enough challenge to keep the players engaged.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
7	8th-level	Hard
8	8th-level	Medium
9	8th-level	Easy
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy

DREAD KNIGHT'S OUBLIETTE HOOKS

Side Quest d8 Type	Details
1 Fetch Quest	An archmage suspects that the dread knight owns multiple warp hogs, strange creatures that can travel freely between the inner planes. The archmage will pay the characters a handsome reward if they can capture one of the hogs and bring it back alive.
2 Recover Stolen Item	A rogue named Crackling robbed a stage coach and vanished into the forest. If the characters recover Crackling, they will be paid a gold reward of 500 gp. Crackling can be encountered in area 5.
3 Receive Information	Locals suspect that the dread knight is planning an attack against the region. The characters are sent into its lair to discover whether or not this is true.
4 Rescue Mission	A wealthy noble's cat ran off into the forest near the oubliette. While tracking the animal, the characters stumble upon the dungeon. The cat is the orange tabby Fluffy found in area 15.
5 Missing Person	Drow aristocrats ask the characters to track down a party of three drow who went missing near the oubliette. The missing drow are found in areas 9, 30b, and 30e.
6 Monster Hunt	To establish himself as the new power in the land, a petty tyrant tasks the characters to enter the oubliette and defeat the dread knight. The tyrant hopes this act will be the one thing for which they are remembered.
7 Supernatural Investigation	Supernatural cold radiating from the oubliette is killing plants in the area. The characters are sent into the dungeon to discover why.
8 Secure Aid	A force even more dangerous than the dread knight gathers power in the area. The characters are sent into the oubliette to convince the dread knight to join them in their defense against this greater evil.

Gold Rewards. To further incentivize the party to enter the dread knight's lair and battle the undead general and its minions, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a hefty price.

SEQUEL TO DEPTH WATCHER'S POOL

This adventure can be connected to *Dungeons & Lairs #10: Depth Watcher's Pool*, either as an entry point for the latter or vice versa. If you want to run this adventure before *Depth Watcher's Pool*, set it one level lower than *Depth Watcher's Pool*. Similarly, set the adventure one level higher if you wish to make this the follow up to *Depth Watcher's Pool*.



DREAD KNIGHT'S OUBLIETTE

The oubliette is a sprawling dungeon complex situated below a large keep or ruins, either one from another adventure in the *Dungeons & Lairs* series, or one of your own design. Wherever you place it, the adventure assumes that there is a normal entrance at area 1, as well as trap doors that dump trespassers into cells in areas 2, 30e, and 32b. This adventure fits into any campaign where a cold subterranean lair would be appropriate. Thanks to the dread knight and its minions' natural resistance to cold damage, it might even work in an arctic or glacial environment. Otherwise, use the dread knight's supernatural presence as an explanation for the severe cold (or simply remove it).

GENERAL FEATURES

Unless stated otherwise, the Dread Knight's Oubliette has the following features:

DUNGEON ARCHITECTURE

The walls in the complex are made from large limestone blocks laid in a common bond pattern for added stability. Most of these walls are 5 feet thick with no gaps between the masonry.

The temple's floors are made from dressed tiles laid in intricate patterns. It's not uncommon for ice to build up on these floors (see below).

Ceilings in the temple's corridors rise 15 feet above the ground, while the ceilings in the chambers rise a full 25 feet from the floors and are either coffered or arched.

DOORS

The doors throughout the complex are made of solid stone tablets that are 10 feet tall, 3 feet wide, and 3 inches thick. The doors are hung on massive stone hinges built into the frames. Mechanisms built into the doors allow the doors to be locked; a locked door requires a successful DC 20 Dexterity check using proficiency in thieves' tools to open. Alternatively, a creature can break down a door with a successful DC 25 Strength (Athletics) check. Otherwise, a door has AC 18, 50 hp (damage threshold 10), and immunity to poison and psychic damage.

SECRET DOORS

There are various secret doors hidden throughout the oubliette. Spotting a secret door requires a successful DC 20 Wisdom (Perception) check.

ILLUMINATION

The entire complex is bathed in darkness. The boxed text assumes that the characters have darkvision or their own method of casting light.

DESECRATED TERRITORY

All of the oubliette is considered desecrated. Undead in the oubliette have advantage on all saving throws. A *detect evil and good* spell reveals the presence of the desecration. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

EXTREME COLD

The entire complex is gripped by freezing temperatures hovering around 10 degrees below 0 Fahrenheit. Creatures exposed to these conditions must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on their saving throws, as do creatures wearing cold weather gear and creatures naturally adapted to cold climates. All of the monsters found within the complex are resistant or adjusted.

Although the water doesn't freeze, it is frigid and deadly. A creature can be immersed in the water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in the water requires the creature to succeed on a DC 10 Constitution saving

throw or gain one level of exhaustion. Again, creatures with resistance or immunity to cold and creatures adapted to such conditions automatically pass their saving throws.

Finally, slippery ice covers many of the surfaces throughout this lair, particularly those within 10 feet of water. The first time a creature moves onto slippery ice on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

MINIONS

This adventure features a lot of low CR monsters, hardly a challenge for the party. While it can be fun for high level characters to carve through a mob of low-challenge baddies, the game's combat mechanics can make the event a slog. Instead, consider using minions. Throughout this adventure, many of the creatures will be annotated as "minions." A minion is usually a creature whose CR is between 0 and 1 that hardly poses a challenge for a party of high-level characters, regardless of their quantity.

Hit Points. A minion is destroyed when it takes any amount of damage. If a spell or other effect would cause half damage to the minion on a successful saving throw, then the spell automatically destroys all of the minions targeted by the spell. Damage resistance, immunities, and other special defenses such as Magic Resistance or Turn Immunity still factor into whether or not an attack hits.

Saving Throws. Individual minions make their saving throws as normal. When a group of minions is targeted by an area of effect such as a cleric's Turn Undead effect or the *fireball* spell, make one roll for the entire group. If the saving throw is successful, half of the minions are affected by the area of effect (your choice, or just make it so odd or even numbered minions are affected). If the saving throw fails, then all of the minions are affected. Spells that deal half damage on a successful saving throw automatically destroys all of the minions targeted by the spell.

Skills. If a minion needs to make a skill check, instead of rolling, use its passive score (its skill check modifier plus 10).

Attacks. Minions use the optional mob rules for attacks. Instead of rolling an attack roll, determine the minimum d20 roll a creature needs in order to hit a target by subtracting its attack bonus from the target's AC. Then refer to the Mob Attack table below. The table shows you how many creatures that need that die roll or higher must attack a target in order for one of them to hit. If that many creatures attack the target, their combined efforts result in one of them hitting the target. Then, the minions roll average damage.

MOB ATTACKS

d20 Roll Needed	Attackers Needed for One Hit
1-5	1
6-12	2
13-14	3
15-16	4
17-18	5
19	10
20	20

HIVE MIND

If you want to create a truly memorable—and harrowing!—experience for the characters, use this optional rule: All of the basic skeletons in the oubliette possess one or more elements of the bone collective from area 21b. As such, the bone collective is always aware of what's going on in the oubliette, so long as one or more of its skeletons remains. To protect its interest, the bone collective can mentally command the skeletons to leave their posts and reinforce areas, carry out ambushes, or whatever else you feel is necessary to challenge the characters.

The skeletons it controls are listed on the Hive Mind Skeletons table below.

HIVE MIND SKELETONS

Area Skeletons

1	minotaur skeletons, swordbreaker ettin skeletons, young black dragon skeletons
3	skeletons
4	skeletons
15	skeletons
17	skeletons
19	skeletons
23	skeletons (not 8th-level version)
24	skeletons
28b	skeletons
28d	skeletons
31	skeletons
32a	minotaur skeletons, swordbreaker ettin skeletons, young black dragon skeletons

THE DEATH SKULL

The dread knight's most powerful servant, a disembodied skull referred to as a **death skull** (see the Appendix), constantly patrols the oubliette's long hallways. If the characters cause a ruckus or create too much trouble, the death skull appears and attacks until destroyed. Its Rejuvenation feature prevents it from being permanently destroyed, allowing it to return in an hour. Furthermore, it always remembers who or what destroyed it each time, and it knows the direction and distance to whatever creature destroyed it so long as the quarry remains in the oubliette.

The only way to permanently destroy the death skull outside of using a *wish* spell is to reunite it with its former lover. See areas 13, 14, and 30g for details.

KEYED LOCATIONS

The following locations are keyed to the map of the Dread Knight's Oubliette on page 5.

1 - GAUNTLET

The "true" entrance to the oubliette is here, a 35-foot-tall flight of stairs descending from the level above.

This long hallway stretches 70 feet north to south. Columns standing against the eastern and western walls hold the hall's 25-foot-high ceiling aloft. There is a barred cell at the south end of the hall, within which an earth elemental quietly meditates (see area 2).

Encounter: Welcome Committee. A gauntlet of the dread knight's servants stand guard in this hallway. The nature of this encounter depends on the adventure's level, as shown on the Area 1 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 3 ENCOUNTERS

Adventure Level	Encounter
8th	3 minotaur skeletons
11th	4 swordbreaker ettin skeletons*
14th	4 flesh golems
17th	4 young black dragon skeletons*

2 - MELANGE

This small, locked cell holds a ponderous **earth elemental** named Koak. Koak was captured after falling through a hole in the ceiling. If freed, Koak might follow the characters and assist them on their adventure. However, Koak is somewhat slow and prone to long bouts of quiet contemplation.

Development: Extended Adventure. The hole in the ceiling is a pit trap from the level above the oubliette. A future adventure will detail this level and the pit trap. If you wish to forgo using this pit trap in your campaign, assume that Koak was captured by the Dread Knight's soldiers and held for questioning.

3 - DRIPPING

A 10-foot-wide well surrounded by a 3-foot-tall stone wall dominates the center of this round room. The well is a 100-foot-deep stone shaft with a pool of cold, murky water at its bottom. Any creature that falls into the well takes 1d6 bludgeoning damage per 10 feet that they fall. Climbing back up the well is a tricky affair, requiring a successful DC 10 Strength (Athletics) check each time a creature uses its movement or Dash to climb.

Encounter: Skeletal Minions. A regimen of ten **skeletons** waits here for commands from the dread knight or one of its officers. These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Treasure: Dead Adventurer. A long-dead tiefling paladin lies at the bottom of the well. The tiefling's arms and armor are waterlogged and useless, but he wears a special *cloak of protection*. Not only does the cloak confer the typical +1 bonus to the wearer's AC and saving throws, but the wearer can use their bonus action to make the cloak billow. The billowing has no game effect, but it'll make the wearer feel good about themselves.

Investigation: Secret Door. The north wall conceals the presence of a secret door. The door cannot be opened from this side.

Development: Extended Adventure. The well at the center of this room not only goes down, but goes up, too, exiting 35 feet above this chamber into the keep above. If you don't wish to extend this adventure, ignore this fact.

4 - SADNESS

Worn arcane symbols drawn in charcoal still mark the walls and floors of this old conjuration room. The symbols no longer function. Dead rats, stabbed to death by the room's reactive skeletons, lie everywhere.

Encounter: Skeleton Minions. Twenty-four skeletons wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Treasure: Hidden Jewels. A loose stone hides a cache of stashed gems. Spotting the stone requires a successful DC 18 Wisdom (Perception) check. The total number of gems equals the adventure's level; each gem is worth 100 gp.

5 - CRACKLING

The walls of this room are rough with broken masonry, the remains of bas-reliefs hammered away by one of the dungeon's previous inhabitants.

Encounter: Crackling the Spy. A spy named Crackling keeps an eye on the gauntlet room from this chamber. Three days ago, Crackling slipped into the dungeon after falling through one of the pit traps (see areas 30 and 32), but managed to escape his cell. He's spent the last few days trying to escape.

If the characters catch up with Crackling, Crackling is eager to join the party, especially if they can help him get out of the oubliette. Although he's neutral evil, he's smart enough to recognize powerful heroes when he sees them and does plenty of lip service. He's also smart enough not to mention the valuables he's stashed in area 11.

6 - ACRID

This room was stripped bare ages ago. A strange smell—like burning leather—perfuses the area.

Hazard: Antilife Aura. An antilife aura consumes this entire chamber, preventing living creatures from regaining hit points while in this chamber. Crackling (see area 5) has been using the room to rest, but hasn't been able to heal from his injuries.

7 - CONTEMPLATING

Broken couches caked in mud beset the room.

Hazard: Daze Spores. A weird fungus coats the surface of some of the broken furniture. If the characters touch the furniture, the fungus emits a cloud of spores that fills the entire room. When this occurs, each creature in the room must make a DC 13 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target is incapacitated and can't speak intelligibly.

8 - PLAGUE

Rats! Rats everywhere!

Encounter: Grak and the Gang. A wererat (in giant rat form) named Grak leads a pack of fourteen **diseased giant rats** in this chamber. Grak wears a tiny jeweled crown with an adjustable strap that allows him to keep it on his head when he switches between forms. The rats move through the different sections of the dungeon looking for scraps to eat. They capitalize on any chance they can to destroy one or more of the Dread Knight's skeletal servants, too.

Grak and his posse flee any creatures who look too tough to fight. The giant rats use the minion rules detailed on page 3.

GIANT RAT MINION ATTACKS

Character AC	Rats Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Treasure: Grak's Goods. Grak's tiny crown is worth 250 gp—after a good polish, of course. It's filthy!

9 - POKEWEED

Unless the creatures in this room have been alerted to the characters' presence, the characters hear the duergar inside grunting as they tussle with the shambling mound.

An inch of foul-smelling water covers the stone floors of this chamber. Black and purple creeper vines grow on everything. A wide statue depicting a portly woman holding a basket of bananas blocks passage to the south. A Small or smaller creature can squeeze through the woman's legs. Otherwise, no other creature can get through.

Encounter: Duergar and the Mound. A handful of **duergar**, the number of which depends on the level of the adventure as shown on the table below, use spears to coax a poisonous shambling mound into devouring a prone drow elf. For eight or more duergar, the duergar become minions (see page [x] for details). When the drow becomes aware of the characters, it shouts for help. If the characters don't intervene, the shambling mound spends its first turn killing and consuming the drow. It then turns against the characters.

The **shambling mound** is poisonous to the touch. When the shambling mound hits a creature or a creature touches it or hits it with a melee weapon, the target must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw, ending the effect on itself at the end of each of its turns.

AREA 9 ENCOUNTERS

Adventure Level	# of Duergar
8th	4
11th	8*
14th	10*
17th	12*

Development: Der'k the Drow. When the characters enter the area, the **drow** only has 1 hit point remaining and is poisoned (see above). If the characters save the drow, he thanks them for their assistance and swears a life debt to the character with the highest Charisma score. The Drow—whose name is Der'k—asks the characters to help him save his companions imprisoned in area 30.



Investigation: Statue. A character who examines the banana-woman statue and succeeds on a DC 10 Intelligence (Investigation) check notices that there are scrape marks on the ground just behind it. One or more characters with combined Strength scores of 20 can push the statue back 5 feet, revealing a small cubby below it. Sadly, whatever was once in the cubby is long gone, replaced by more foul smelling water.

10 - VISCERA

Unless the duergar in this room have been alerted to the characters' presence, the characters hear the duergar inside arguing with each other. "It's not my fault he exploded!" one complains in Undercommon. "I thought it was a *potion of healing*."

Fresh, stinking duergar guts cover the ceilings, floors, and walls of this chamber. Treat the area as if it was covered in slippery ice (see page 3 for details).

Encounter: Blood-Soaked Duergar. A throng of eight **duergar** stand in the middle of this room. All eight are covered in blood and gore. They're busy blaming each other for the recent death of an ally who mistakenly drank a vial of alchemist's fire. Because they're in the middle of a heated argument, they suffer a -5 penalty to their Wisdom (Perception) scores. For 14th-level or higher adventures, treat the duergar as minions (see page 3 for details).

DUERGAR MINION ATTACKS

Character AC	Duergar Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

11 - FISTICUFFS

A broken forge, a toppled and rusty anvil, and rotting wooden tools are all that remain of this old smithy.

Investigation and Trap: Hidden Goods. Crackling (see area 5) stores the loot he's collected during his stint here amid the stones of the collapsed forge. He's also trapped it with a hunter's trap. A successful DC 17 Wisdom (Perception) check spots the treasure, but a successful DC 18 Intelligence (Investigation) check is needed to spot the hunter's trap. Any creature who touches the treasure without first disarming the trap must succeed on a DC 13 Dexterity saving throw or take 2 (1d4) piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the trap's 3-foot-long chain. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Crackling's stash contains mixed coins worth 200 gp per level of the adventure along with a *potion of superior healing*. Crackling stole the coins from a passing stagecoach.

12 - DECIMATED

Rusted iron cages and crushed and withered crates lie pinned under huge stone blocks fallen from the crumbling ceiling. The entire room counts as difficult terrain.

Investigation. Characters who search the rubble find nothing but ancient animal bones.

13 - CARRION

All three doors to this room are locked; the westernmost door is *arcane locked* (add +10 to the DCs for checks made to open it). When the characters open any of the three doors, centuries of chilly standing water gushes out; any creature with a Strength score of 9 or less standing in the open doorway is knocked prone.

Inside, two rows of six stone pews face a large stone podium at the south end of the room. A headless skeleton wearing moldy robes lies slumped over the podium. It still clutches a wooden gavel in its boney right hand.

Obstacle: Wall of Force. A permanent *wall of force* running east to west separates a portion of this room, starting just south of the door in the eastern wall.

Investigation. Characters who thoroughly search the room learn and find nothing else of value.

14 - TIME

Both doors that lead into this chamber are *arcane locked* (add +10 to the DCs for checks made to open it).

Other than dust, bits of rubble shed from the crumbling ceiling overhead, and cobwebs, this room is in surprisingly excellent condition. Three dusty sofas dress the north wall while a vanity, wardrobe, and small cot decorate the south.

Investigation. Characters who search the room find an old leather-bound journal tucked between the cot's mattress and frame. The journal is written in an ancient form of Undercommon; only a creature with an Intelligence score of 13 or higher who can speak Undercommon will understand the writing. It takes at least one hour to read through the journal.

The journal details the life of a magistrate named Rolf that once lived and worked in the keep above the oubliette. The magistrate loved one of the servants who also worked there. Sadly, the girl was caught stealing from the lord of the manor, Duke Gilyot. Gilyot imprisoned her in the dungeon, circumventing the magistrate's judicial responsibilities. The girl died a month later from malnutrition.

After this occurrence, the magistrate began to take out his frustrations on anyone who came before his court, guilty or otherwise. In his last entry, the magistrate shares his excitement that he'll finally be able to try the Duke himself, following the Duke's crimes against the people of the land. This last entry is dated over one hundred years ago.

15 - FLUFFY

Skeletons! Lots of skeletons!

Multiple columns lift the 25-foot-high arched and trayed ceiling off the floor. Other than the unbelievable number of skeletons that fill this chamber, it's relatively devoid of filth.

Encounter: Skeleton Minions. Twenty-five **skeletons** wait here for commands from the dread knight or one of its officers. Double the number of skeletons in the 11th- and 17th-level versions of this adventure.

The skeletons attack any non-undead creature that enters this room. These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Encounter: Fluffy the Cat. One of Curio's cats escaped through the secret door in the southwest wall and is now hiding in a niche in the wall (otherwise the skeletons would destroy her!). The cat—whose name is Fluffy—is terrified and hungry. From her spot, Fluffy has full cover, which grants her protection from most area of effect spells.

Investigation: Secret Door. There's a secret door hidden in the southwest corner of the room.

16 - CONVERSION

When the characters first enter this area from the secret door in area 15, they hear soft music playing. Characters with passive Wisdom (Perception) scores of 13 or better also hear someone humming along with the melody. The stench of animal urine pervades the area.

The door to this chamber is cracked open just enough for a character to sneak a peek inside. So long as the room's inhabitants aren't disturbed beforehand, anyone looking inside witnesses the following:

This large, round room is cut in half by a 5-foot-high circular dais, at the center of which stands a tall statue depicting some long-forgotten warrior or god of war. Everywhere you look, cats of all varieties linger, mew, or nap. Joining this clowder is an animated skeleton wearing ill-fitting blue and green robes. The skeleton hums along with the illusory music, petting its feline companions as it does.

Dozens of ancient books clutter the foot of the statue while weapon racks jammed with rotting and rusted weapons cover the room's rounded walls.

Encounter: Curio the Hierophant. The robed skeleton is a **hierophant lich** (see the Appendix) named Curio. In life, Curio was a cantankerous priest who served a lawful evil god of tyranny. Old age and cats have since softened the lich up—Curios' alignment is neutral. Joining Curio are his nine **cats**.

Unless the characters are aggressive, Curio is content to question the characters' purpose before entering combat. Naturally, harming or speaking ill of Curio's cats is a death sentence.



Development: Find Fluffy for Facts. Curio won't fight the characters but won't help them either—not unless they help him first. A day ago, Curio's fat, orange tabby, Fluffy, went missing. If the characters find Fluffy and bring the cat back unharmed, Curio will share what he knows about the oubliette.

Unfortunately, Curio hasn't left this chamber in nearly one hundred years. However, he still remembers where to find all the original exits, pointing characters to areas 1 and 28. He also shares that some of his old allies might still be somewhere in the oubliette. He mentions that they, too, will be ancient undead. He suspects that at least one such hierophant lich—a pedantic woman named Trulaq—might still be studying in her old library. If you're running this adventure as part of a series, Trulaq is located in area 17 of the Depth Watcher's Pool. Curio offers directions to the hidden chamber (he isn't aware of the safeguards Trulaq's since put into place). Otherwise, Trulaq abandoned the oubliette decades ago.

Treasure: Ancient Books. If the characters inspect the stack of books below the statue, they find a variety of old treatises on ancient religions, forgotten gods, and bizarre rites. Each book, six in all, is worth 100 gp each to a collector. Curio used to study the books, but now spends his undeath caring for strays.

The weapons are all worthless.

17 - FOCUS

Moldy, worthless paintings hang from the walls of this old gallery.

Encounter: Skeleton Minions. Twelve **skeletons** wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Investigation. A character who casts *mending* on one or more of the paintings learns that the paintings all depict the same figure: a tall, proud noble with a fabulous plume of raven black hair. A plaque under each painting names the figure "Duke Benjamin Gilyot."

18 - HOURGLASS

Seismic activity caused the floors of this old dressing room to sink some time ago. All of the old furniture lies in a broken pile at the center of the mess. Only by walking next to the walls will a creature avoid the difficult terrain the heap creates.

Hazard: Caustic Slime. Stinking, caustic slime pools at the bottom of the trash heap. Any character who comes within 5 feet of the center of the room smells it. The slime coats the bottoms of nearly every piece of furniture. If a character rifles through the pile, they take 2 (1d4) acid damage from the slime.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the slime.

Investigation. A character who searches the pile of rubbish and succeeds on a DC 15 Intelligence (Investigation) check discovers an *hourglass of slumber*. See the Appendix for details.

19 - SONDER

Broken crates, barrels, and other containers litter this room.

Encounter: Fistivar the Skeletal Necromancer. Having recently been chased from his own tomb of skeletons (see the adventure *Dungeons & Lairs #1: Skeleton Tomb* for details), Fistivar, a **skeletal necromancer** (see the Appendix), is in a rather sour mood. During one of his ponderous walks, he came to the grim realization that perhaps he isn't as powerful as he thought. Moreover, he's worried that other ancient undead are just as interesting and unique as he is. This has created quite the conundrum for the old bag of bones.

When Fistivar sees the characters, he immediately asks them, "What is your purpose in life?" If the characters give a good response—something worth Fistivar's time (your discretion)—he gives them a dismissive wave, complaining that he's too bored to fight. If the characters give a snarky or threatening response, he shakes his head (this is his way of rolling the eyes he doesn't have) and sends his minions after them.

The skeletal necromancer is currently under the protection of **skeletons**. The number of minions protecting Fistivar is determined by the level of this adventure, as shown on the table below. For 12 or more skeletons, use the minion rules on page 3.

Be sure to note any special abilities and adjustments warranted by Fistivar's gear, as detailed below.

AREA 19 ENCOUNTERS

Adventure Level	# of Skeletons
8th	6
11th	12*
14th	16*
17th	20*

Hazard: Pit Trap. There is a 10-foot-square trapdoor disguised to look like the floor (marked on the map) that conceals a 20-foot-deep pit. Any creature weighing 50 pounds or more that steps onto this square breaks open the trap door and tumbles into the pit. The skeletons, including Fistivar, all weigh less than 30 pounds. The trapdoor then snaps back into place.

The bottom of the pit is filled with 5 feet of frigid water (see General Features for details) which will break the fall of any creature falling inside. Unfortunately, the water also hides a series of spikes. A creature that falls onto the spikes takes 7 (2d6) piercing damage. The filthy spikes also force a DC 11 Constitution saving throw; on a failed saving throw, the target contracts sewer plague (see the sidebar).

The moisture has turned to ice at the highest point of the pit trap. It takes a successful DC 17 Strength (Athletics) check to climb out of the pit. Spotting the trap in advance requires a successful DC 20 Wisdom (Perception) check. A piton or similar wedge jammed into the trapdoor prevents it from opening.

Fistivar and the skeletons are aware of the trap's existence. Not only that, but Fistivar will stand at the opposite end of the trap door in hopes that melee attackers will fall through trying to get at him. He then laughs at them and calls them dumbos.

SEWER PLAGUE

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending hit dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Treasure: Fistivar's Gear. Fistivar is equipped with a variety of magic items. Which items he has depends on the level of the adventure, as shown on the table below. The listed items are cumulative and affect his statistics. Items marked with an asterisk are detailed in the Appendix.

FISTIVAR'S GEAR

Adventure Level	Magic Item
8th	<i>pearl of power</i>
11th	<i>slippers of spider climbing</i>
14th	<i>lantern of revealing</i>
17th	<i>wand of necrosis*</i>

20 - IMPALED

There is a pit trap similar to the one described in area 19 in the center of this hallway, except its door has already been wedged open. A dead adventurer lies at the bottom of the pit, impaled upon the spikes.

Treasure: Adventurer's Gear. The pit's filth-ridden water ruined any nonmagical goods ages ago. However, it does still carry the adventurer's prized sword. The nature of this sword depends on the level of the adventure as shown on the table below.

ADVENTURER'S GEAR

Adventure Level	Magic Item
8th	+1 <i>shortsword</i>
11th	+2 <i>shortsword</i>
14th	+2 <i>shortsword</i>
17th	+3 <i>shortsword</i>

21 - PRIESTS' QUARTERS

Areas 21a through 21e comprise a large central room with four attached cells that once belonged to the priests who once served the keep.

21a - Trophies. Ancient religious iconography decorates the walls and columns of the central chamber. The items are worthless and haunted. When a creature ends its turn in this area, it can hear the priests' ancient chants and prayers. The sounds seemingly come from the cells to the north and south. A creature that succeeds on a DC 13 Intelligence (Investigation) check realizes that they're illusory and harmless.

21b - Seneschal. The original contents of this cell were stripped out decades ago. Now, only an oversized, gold-painted chair stands here, its back pressed against the northern wall. A character that inspects the chair and succeeds on a DC 13 Intelligence (Investigation) check recognizes that the chair is all that's holding the wall and ceiling in place. If a creature touches the chair or moves it, a cave-in occurs. Each creature in this area must succeed on a DC 13 Dexterity saving throw, or take 5 (1d10) damage from the falling rubble. The cave-in is loud and alerts other creatures in the area.

21c - Blasted A stinking puddle of water covers the ground. All of the old furniture of this ancient cell is now covered in mildew. A character who investigates the old bed discovers a small wooden chest in decent shape. The chest is locked and trapped. The lock is simple, requiring a successful DC 10 Dexterity check using proficiency in thieves' tools to open. If the trap isn't disarmed, the chest explodes—any creature within 5 feet of the exploding chest must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. Spotting the trap requires a successful DC 15 Intelligence (Investigation) check and disarming it requires a successful DC 15 Dexterity check using proficiency in thieves' tools.

The inside of the chest holds six *potions of greater healing*, a *pearl of power*, and a *catnip amulet* (see the Appendix).

If a character uses the *catnip amulet* to coax Curio's cats away from him (see area 17), Curio sees this as a personal attack and engages the party until they relinquish control of his cats or he's destroyed.

21d - Soil Any valuable items that once hung on the walls of the trophy room (area 21a) were stripped and stored here. Shortly thereafter, part of the ceiling collapsed, burying them all in a pile of loose dirt and stones.

One or more characters can spend 10 minutes or longer searching through the rubble. At the end of the search, have one searcher make an Intelligence (Investigation) check. The roll gains a +1 bonus for each additional character beyond the first partaking in the search plus a +1 bonus for every 10 minutes the characters spend searching the room, including if they return and come back. Refer to the buried treasure table below to determine what the characters find amid the rubble.

BURIED TREASURE

Check Result	Treasure
9 or lower	The characters fail to find anything valuable amid the rubble.
10-20	The characters find one item worth 100 gp.
21 or higher	The characters find one item worth 100 gp. All subsequent checks to search the rubble discover nothing of value.

21e - Ritual An eerie, 3-foot-tall creature composed of spare bones lurks in this area, a **bone collective** (see the Appendix). It spends its time cobbling together strange, skeletal monstrosities from the spare parts it has collected, including the two **armored skeletons** that are in this area, too. They use the **skeleton** stat block, except that they wear half plate and a shield, making their AC 19.

The bone collective is responsible for creating all of the basic animated skeletons that work in the oubliette. And using its Hive Mind trait, it's placed a small part of itself into all of them. Unless the characters somehow avoided a fight with a basic skeleton in the dungeon, the bone collective is already aware of their presence. Intelligent, deceptive, and eager to ascend to a higher position of power, the bone collective doesn't fight the characters. Instead, it proposes that they defeat the dread knight. If they do, and return with proof of its demise, it will share with the characters the location of the dread knight's most prized possessions: the

warp hogs hidden in area 27. Whether or not it upholds its end of the bargain is up to you.

Obsessed only with the creation of more undead, the bone collective has no desire to fight the characters. If attacked, it changes into its swarm form and escapes through small holes in the masonry. It then uses its Hive Mind ability to command any skeletons in the area to attack the characters.

22 - JOUST

Animal bones litter the floor of this old room.

Encounter: Duke Gilyot. The former lord of the house, Duke Gilyot, still persists here as a **ghost knight** (see the Appendix). Joining the Duke is a **warhorse skeleton**. The Duke continues to brush the animal as if it still had flesh and hair.

If alerted to the presence of danger, the Duke mounts the horse and rides through the halls, looking to squash any troubles it encounters.

Development: The Duke. The Duke's memories of its former life are spotty. It remembers ruling a great house, but doesn't realize that the house was actually the one that was once above the oubliette. When the dread knight encountered the Duke, it tricked the Duke into thinking it was only a commander in the dread knight's armies. Characters who recognize the ghost as the duke by viewing one or more of the paintings throughout the oubliette and other parts of the dungeon (if you use this as the extended adventure) can convince the Duke of its status with a successful DC 15 Charisma (Persuasion) check. Once the Duke remembers who he was in life, he turns his anger toward the dread knight. At your discretion, the Duke might join the characters in the final fight against the dread knight.

Treasure: The Duke's Lance. Even in the afterlife, the Duke wields its favored lance, *Sir Varion's lance* (see the Appendix for details).

Investigation. There is a secret door hidden in the northern wall that connects this area to area 24.



23 - JUXTAPOSED

The southern double doors are locked.

This humongous room was once used as a private audience chamber for important guests. Other than a little wear and tear, dust, and cobwebs, it still looks more or less the same as it once did. A colossal headless statue stands in a circular alcove at the north end of the room. The statue holds a powerful lance with one arm and its helmet with the other.

A huge wooden table dominates the center of the room. Maps, scrolls, history books, and other tools for planning battles clutter the table. These items are relatively new compared to the rest of the dungeon.

Encounter: The Dread Knight. The **dread knight** (see the Appendix) lingers here, perpetually strategizing. The knight isn't immediately aggressive. It recognizes that anyone powerful enough to make it through its defenses is likely a formidable opponent. Furthermore, it understands the virtue of diplomacy and guile.

Before it draws its sword, it spends a few rounds learning what it can about the characters, particularly their goals and desires. It's willing to offer almost anything in its power to provide with the exception of a few things:

- The dread knight won't stop attacking the nearby villages and cities with its undead army. As an undead creature, it's compelled to continue this course of action, and nothing outside of destroying it will allow it to relent.
- It won't surrender the warp hogs in area 27. They are far too valuable to relinquish.
- It won't pay the characters more than 10,000 gp.

If the characters accept a deal with the dread knight, it keeps its word so long as the characters promise to never return to the oubliette. At your discretion, it may allow them to travel through the oubliette unaccosted, so long as they avoid armed confrontation with the dread knight's lackeys.

If the characters behave irrationally or refuse to bargain, the dread knight calls forth its minions from area 24, assuming they haven't already been destroyed. It then makes a tactical retreat to area 26. From there, it will use one of the warp hogs to escape.

In the 8th-level version of the adventure, only the dread knight is here. In all other versions, he's joined by twenty **skeletons**. This does not include the skeletons he calls from area 24 to assist. The skeletons use the minion rules described on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

Treasure: War Funds. The dread knight keeps an *arcane locked* war chest under the table. Until the lock is dispelled, only a DC 25 Dexterity check using proficiency in thieves' tools will open it. The *arcane lock* also fixes the chest in space, similar to the way an *immovable rod* functions. The dread knight can open the chest without any issue. Inside, the dread knight stores 30,000 gp. Double the amount for adventures of 17th level or higher.

Investigation: Secret Door. A row of bookshelves lining the western wall conceals the presence of a secret door that leads to area 25. The door is *arcane locked*, but can be opened without issue by the dread knight. Otherwise, it requires a DC 25 Dexterity check using proficiency in thieves' tools to unlock, or a DC 30 Strength check to break down.

24 - SMOKE

For some long forgotten reason, black smoke constantly fills this chamber. Oddly, the smoke won't leave the room, nor will a gust of wind disperse it. The smoke heavily conceals everything, and any creature that starts its turn in the chamber must make a DC 10 Constitution saving throw or become poisoned until it leaves the chamber. Creatures immune or resistant to fire automatically pass their saving throws. While poisoned in this way, the target can't breathe and begins to suffocate.

Encounter: Skeleton Minions. Eighteen **skeletons** wait here for commands from the dread knight or one of its officers. They attack any non-undead creature that enters this room. These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

25 - SILENCE

Three stone tables dressed with simple plates, cups, bowls, and flatware crowd the center of this old refectory. Other than a little dust and some cobwebs, the room is in pristine condition.

Hazard: Silence. A permanent field of *silence* (as the spell) completely blankets the room.

Investigation. There is a secret door hidden in the northern wall that connects this area to area 24.

26 - BURNING

This hidden chamber is used by the dread knight in area 26 to host special guests from the planes.

Encounter: Shkkkw the Fire Elemental A feisty fire elemental named Shkkkw (pronounced "Shakow!", always yelled) paces around the room. An ambassador to a mighty efreeti from the elemental plane of fire, Shkkkw's spent the last two days trying to convince the dread knight and its forces to join the efreeti's ongoing war against earth elementals. But Shkkkw lacks patience. If the dread knight doesn't come to terms in the next twenty-four hours, it hopes to find someone within the oubliette who will. If there is a necromancer among the characters, or they've formed an alliance with one of the other powerful ancient undead entities in the oubliette—such as one of the three hierophant lichs (areas 17, 29, and 34), the skeletal necromancer (area 19), or the bone collective (area 21e)—Shkkkw proposes that the characters defeat the dread knight and install a new leader. Shkkkw is prepared to grant the characters 500 obsidian pieces for their services (see below), plus they may keep whatever treasures they steal from the oubliette with the exception of the warp hogs in area 26. It also asks that they leave the bone collective in area 21e alone, as it is the one who actually controls the dread knight's forces.

If the dread knight flees through this area, Shkkkw remains behind, eager to make the same deal with whoever is responsible for chasing the dread knight away.

As a fire elemental on the material plane, Shkkkw is not afraid of being destroyed. However, he'd rather not suffer the annoyance.

If the characters are traveling with the earth elemental Koak, Shkkkw forgoes negotiations and attacks immediately.

Treasure: Shkkkw's Offering. The fire elemental Shkkkw travels with a fireproof satchel made from salamander leather. The satchel contains 500 pieces of obsidian, each one worth 10 gp. If the characters take his deal, he offers the satchel's contents willingly.

27 - UNYIELDING

This room is covered in rotting hay and animal filth.

Hazard: Antimagic Aura. A field of antimagic (as the spell) covers this area. It's what prevents the warp hogs from escaping (see below).

Encounter: Warp Hogs. Three warp hogs (see the Appendix) live in this room. The three are all trained by the dread knight to plane hop to locations of the dread knight's choosing. A character can learn the dread knight's commands by spending 1 week of downtime (a total of 40 hours of uninterrupted work) with the hog. At the end of the week, the character must succeed on a DC 20 Wisdom (Animal Handling) check. If the check succeeds, the character learns how to control the hogs' plane shifting powers. However, the hogs still only travel to the locations the dread knight specified. Where those locations are within the different planes is up to you, but likely large, non-elemental-friendly settlements mostly shielded from the planes' hazardous conditions.

The hogs are well-fed and cared for and see no reason to fight unless spooked or provoked. Each rare hog is worth 10,000 gp to anyone who understands their unique abilities.

Investigation: Pit. A pit trap similar to the one described in area 19 is hidden at the south end of this room. It's been spiked shut so as not to endanger the warp hogs. Beyond the dangers described, the pit only holds old bones and mold.

Secret Door. There is a secret door at the south end of this area that can only be opened from this side.

28 - SUBTERRANEAN WATERWAYS

The eastern portion of the oubliette opens into a series of subterranean waterways, 10 feet deep and frigid. Slick ice coats the stonework at the eastern edge of the platform (see General Features for details).

If you are running the extended portion of this adventure, these waterways connect to the Depth Watcher's Pool. Otherwise, they take travelers to some underground destination of your choice.

The doors connecting this area to the western part of the oubliette, including the secret door, are all locked.

28a - Bejeweled. A pair of headless statues standing at the edge of the water. Their shields are decorated with glass stones carved to look like gems. The glass stones are worthless. Any dwarf, gnome, or native to the elemental plane of earth in the party immediately recognizes this fact.

28b - Tar. Twenty skeletons wait here for commands from the dread knight or one of its officers. All of the skeletons recently battled and destroyed a tar elemental that crawled up from the depths. As such, they're all covered in sticky tar. The skeletons' movement speeds are reduced to 10 feet and they have disadvantage on Dexterity-based attacks (the table below accounts for this change), saving throws, and skill checks. They attack any non-undead creature that enters any part of area 28. These skeletons use the minions rule detailed on page 3.

TAR-COVERED SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
5 or less	1
6-11	2
12-13	3
14-15	4
16-17	5
18	10
19	20

28c - Reversed. A variety of smashed and discarded furniture congests this portion of the chamber, creating a 20-foot square of difficult terrain at its center. There is a secret door connecting this area to a hallway that leads to area 29 in the southwestern corner. Like the other doors in the western wall, this door is locked, too.

28d - Mausoleum. The mushy remains of leather-bound books cover the bottom of this section of the pool. Joining the old books are ten more skeleton minions. Double the number of skeletons at the bottom of the waterway in the 14th and 17th-level versions of this adventure. While these minions aren't covered in tar like their allies on the platform, they do move at half their normal speed thanks to the frigid water. If a fight breaks out in area 21a-c, the skeletons

clamber onto the platform and join the fray.

These skeletons use the minions rule detailed on page 3.

SKELETON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

28e - Epic. If running the extended version of this adventure, this waterway leads to area 1 of the Depth Watcher's Pool. Otherwise, it goes to a location of your choosing.

28f - Greed. If running the extended version of this adventure, this waterway leads to area 1 of the Depth Watcher's Pool, and it's guarded by two **eyes of the deep** (see Depth Watcher's Pool's Appendix for details). Otherwise, this passage is unguarded and it goes to a location of your choosing.

29 - BUBBLY

The remains of an old adventurer campsite litters this room.

Encounter: Torturer. Buoble, a **hierophant lich** (see the Appendix), uses a peephole in the southernmost door to spy on the goings-on in area 30. While "enjoying the show", the lich suffers a -5 penalty to its passive Wisdom (Perception) score. Just before the characters encountered him, Buoble conjured a rotting wind to torment the prisoners in area 30.

If interrupted, the lich spins on its heel, attacks, and attempts to flee to any area that holds skeleton minions, such as areas 17 or 31. Buoble is a coward and enjoys the endless malicious activities his undeath provides. Fear of being destroyed causes him to cave to demands immediately. Buoble knows everything there is to know about areas 29 through 34 of the oubliette. However, he rarely travels beyond this region, only doing so when he lacks "play things" (aka prisoners) to toy with. Buoble despises Xhaqa and would love it if the party "handled" him.

Investigation: Secret Door. There is a secret door hidden in the northwestern corner of this room. It leads to an empty hallway that connects this area to area 28c. The actual door to 28c is locked.

30 - EASTERN PRISON

A guardroom with six attached cells comprise this area. The doors to all six cells are locked, as described in the General Features section.

30a - Breeding. As the characters come within 60 feet of this area, they can hear the prisoners screaming as they're assaulted by the **rotting wind** (see the Appendix) Buoble conjured (see area 29 for details). The rotting wind then attempts to kill each of the creatures held in the cells, starting with the drow in cell 30b going clockwise from there. For simplicity's sake, assume the rotting wind automatically kills

one creature each round. Once it kills all three creatures, it lingers in area 30a until it receives new instructions, another living creature enters the area, or it's destroyed.

30b - Shower. Water perpetually leaks from the ceiling of this 10-foot-square cell. The cell holds a miserable, wet **drow** named Charlo. Charlo is a paranoid and volatile drow. Unless the characters are accompanied by Der'k (area 9) or Bree (area 30e), nothing short of magic or a successful DC 15 Charisma (Persuasion) check will convince Charlo to follow the party, even if they free him from the cell.

30c - Pythonesque. A human knight wearing black plate armor lies on the floor of this 10-foot-square cell. Both his arms and both his legs have been hacked away at the joint, leaving only his torso and head intact. Surprisingly, the knight is still alive. If asked about his current condition, he claims "tis but a scratch" or that "it's just a flesh wound." He's still eager to fight, willing to bite his adversaries' legs off if he must. The black knight uses the **knight** stat block except he is permanently incapacitated, has a movement speed of 5 feet (it can flop about and roll), and has a total of 26 hp. A *regeneration* spell returns any one of the knight's missing limbs.

30d - Conflagration. A **magmin** named Joeber (pronounced "yo-BURR?", always as a question) awaits her grim fate from this 10-foot-square cell. Joeber is stubborn and slow (traits gained from her earth elemental side), and always quick to share pessimistic thoughts (traits gained from her fire elemental side). If freed, Joeber will join the party, all the while remarking, "Well, I'll probably die, but whatever, I guess" as she plods along behind them.

30e - Greed. A drow **spy** who's taken to calling herself "The Best Rogue Ever" (or just "Bree" for short) sits in this 20-foot-by-10-foot cell. While exploring the grounds above the oubliette, she tumbled into a chute trap that deposited her here. The fall broke her foot, forcing her to spend time recovering before she could attempt to climb back up the chute.

If freed and rescued from the rotting wind, Bree is glad to join the party, but only long enough to serve her interests. Bree is allied with Der'k (area 9) and Charlo (area 30b). She considers herself the leader of all groups she joins.

The chute in the ceiling rises 25 up to the ground level above, hidden in the floor of the keep above. Climbing the ice-slick chute requires a successful DC 18 Strength (Athletics) check. If you choose not to run the extended version of this adventure, you are free to remove this feature.

30f - Possession. This cell is empty.

30g - Puppets. A duergar named K'tuuf (pronounced "kuh-TOOF") is held prisoner in this 10-foot-square cell. A knock on the head during a tussle with the poisonous shambling mound in area 9 knocked K'tuff crosseyed and damaged his brain. He now believes that one of his socks is alive and capable of telepathic communication. K'tuff wears the sock—which he's named K'tuufsen—on his right hand. K'tuuf uses the duergar stat block, except he is not wearing armor (AC 10) or carrying weapons. Also, he has disadvantage on all ability checks and saving throws due to his brain damage. A *greater restoration* spell heals K'tuuf's brain damage.

If the characters free K'tuuf, he will travel with them only if they convince his sock puppet, K'tuufsen, to go along as well. As K'tuuf explains, K'tuufsen only responds to aggression—

convincing the sock puppet requires a successful DC 10 Charisma (Intimidation) check.

31 - SHOCK

These old barracks lie in ruins.

Encounter: Skeleton Minions. Skeletons wait here for commands from the dread knight or one of its officers. There is one **skeleton** stationed here for each level of the adventure. The skeletons attack any non-undead creature that enters this room. These skeletons use the minions rule detailed on page [x].

SKELTON MINION ATTACKS

Character AC	Skeletons Needed for One to Hit
9 or less	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

32 - WESTERN PRISON

A ruined guardroom with six attached cells comprise this portion of prison. The doors to all six cells are locked, as described in the General Features section. The dread knight keeps its most important prisoners in this area.

32a - Aristocracy. A coterie of the dread knight's most trusted servants stand guard in this hallway. The nature of this encounter depends on the adventure's level, as shown on the Area 32a Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 32A ENCOUNTERS

Adventure Level	Encounter
8th	3 minotaur skeletons
11th	4 swordbreaker ettin skeletons*
14th	4 flesh golems
17th	4 young black dragon skeletons*

32b - Sub-zero. The entirety of this chamber is blanketed in thick, enchanted ice. Checks made to resist the effects of extreme cold that permeate the dungeon are made with disadvantage in this cell.

There is a chute similar to the one described in area 30e hidden in the ceiling of this chamber.

Characters who search the area discover a rogue who met its doom in this cell lying in the corner, encased in thick ice. The ice covering the rogue has AC 14, 10 hp, immunity to cold and psychic damage, and vulnerability to fire damage. The rogue's pack contains the contents of an explorer's pack, excluding the rations, and a pouch that contains 100 gp per level of the adventure.

32c - Darkness. This cell is bathed in permanent magical **darkness** as the spell. There is a **deep one** (see the Appendix)

prisoner hiding in the darkness. Even if it's freed, the deep one sees no reason to thank the characters or repay the favor, and flees to the eastern part of the oubliette, where it can return to the water.

32d - Snakes. Another **deep one** prisoner lies in this cell. It only has 1 hit point remaining. The dread knight's servants have been torturing it for details on its boss (the Depth Watcher). Like the neighbor in the dark cell beside it, this deep one will offer no thanks for freeing it.

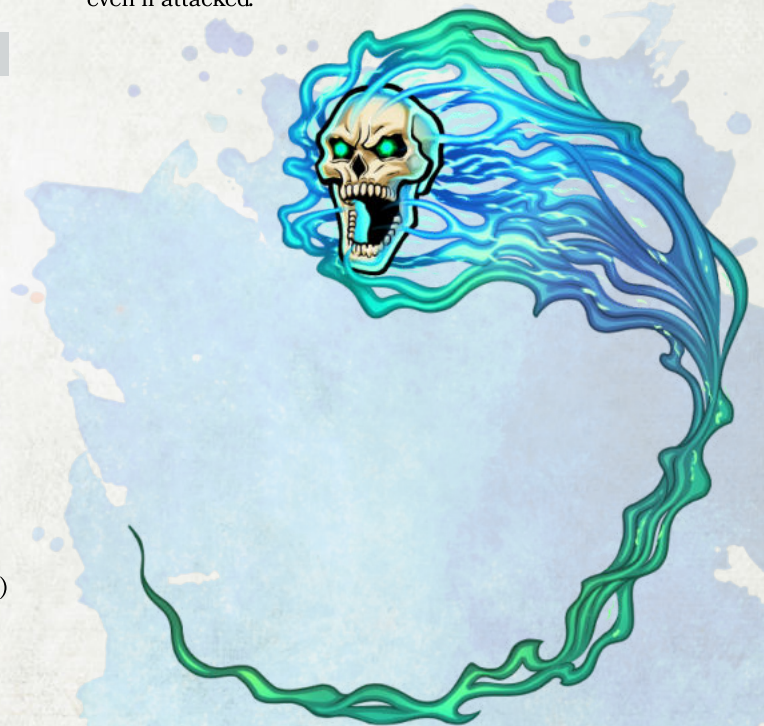
32e - Grimoire. The only thing in this otherwise empty cell are mud-stained pages torn from an old spellbook. A successful DC 15 Intelligence (Arcana) check reveals that the pages are part of a wizard's *contact other plane* entry. Without the rest of the pages, the sheets are worthless.

32f - Hamstrung. A third **deep one** prisoner sits in this cell. One of its legs has been removed. Its speed is halved, and it must use a cane or crutch to move. It falls prone after it uses the Dash action, and it has disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell restores the lost appendage. Unsurprisingly, the deep one is not friendly toward the adventurers.

32g - Ghost. If the characters enter this 10-foot-square cell, the **ghost** of a middle-aged servant appears. She looks confused for a moment before she finally asks "Rolf? Is that you?" If one or more of the characters pretends to be Rolf (see areas 13 and 14 for more information), the ghost believes that the character is her former lover and follows them around, speaking to the character as if she were still alive. If anything disrupts the ghost's perceptions, she becomes afraid and goes ethereal, fleeing back to this cell. Unless she is destroyed, the cycle begins anew.

If the characters encounter the death skull while traveling with them, the ghost immediately recognizes the death skull as her former lover. The death skull then remembers the injustices caused by the ghost knight, Duke Gilyot (area 22), and flies off to attack the Duke. Once the Duke is destroyed, the death skull shatters and becomes a **ghost**, resembling the magistrate it was in life. The magistrate's ghost then embraces the girl and the two vanish.

The servant girl's ghost is harmless and won't fight back even if attacked.



33 - FEAST

Dozens of rats cover the floors of this area. They're currently gnawing on the remains of a fish-humanoid hybrid's leg (see area 32f for details). Although the rats aren't aggressive, the sight is truly gruesome.

34 - PRIMAVERAL

The door to this chamber is locked. The lich Xhaqa (see below) possesses the only key.

Old clothing and boots caked in mud litter the floors of this old closet.

Encounter: Interrogation. A hierophant lich named Xhaqa (pronounced "zok-WAH") happily tortures a **deep one hybrid priest** (see the Appendix) strapped to a chair at the center of this room. So consumed with his duties, Xhaqa won't stop his interrogation of the deep one unless he's attacked.

Treasure: Xhaqa's Tools. An old, moldy crate stands against the east wall of this room. A leather roll-up containing Xhaqa's interrogation tools lies atop the crate. Although macabre, the tools are of exquisite craftsmanship and all made from mithril. The tools are worth 2,500 gp as a complete set.

Development: Unfriendly Fish. Even if freed, the deep one hybrid priest is never friendly toward the characters. It takes the opportunity to escape, even abandoning its allies in the cells in area 30.

AFTERMATH

If the characters successfully clear the dread knight from the oubliette, one or more of the creatures in the dungeon assume leadership of the skeleton and the other minions. Prime candidates include the bone collective (area 21e), the ghost knight (area 23), or one of the aggressive hierophant liches (areas 29 or 34). The cat-loving hierophant lich, Curio, might even take the position... so long as he can continue to spend the rest of his unlife with his clogder of cats. Ω

CREDITS

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APPENDIX



Dungeons & Lairs: Dread Knight's Oublette includes four magic items and twelve creatures not found in the core rulebooks. Their information is printed below, but you can also find the items at [The Griffon's Saddlebag](#) and most of the creatures in the *Creature Codex*, *Tome of Beasts*, and *Tome of Beasts 2* by

[Kobold Press](#).

MAGIC ITEMS

CATNIP AMULET

Wondrous item, common

This gold and jade amulet seems to draw domestic cats to it. While wearing the necklace, you have advantage on ability checks made to find or call Tiny domestic cats (if there are any) and on Wisdom (Animal Handling) checks you make to interact with them.

HOURLASS OF SLUMBER

Wondrous item, very rare

This ebony and gold hourglass is filled with nebulous clouds of dreamy smoke instead of sand. The hourglass can act as a 1-minute timer, allowing the smoke to filter from one chamber to the next for the duration.

The hourglass has 3 charges and regains 1d3 expended charges daily at dusk. While holding it, you can expend 1 or more of the glass's charges to turn it over and cast the sleep spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. This version of the spell has the following changes:

- The spell lasts until the hourglass's timer ends or is stopped, or until the hourglass is flipped again.
- Each time a sleeping creature takes damage, it must make a Constitution saving throw, waking up on a success. The DC is equal to 20 minus half the damage dealt (minimum DC 10). After 3 failed saves, a creature automatically wakes up.

SIR VARION'S LANCE

Weapon (lance), uncommon (requires attunement)

This weighty lance was originally designed for Sir Varion, a brave knight with a famous disregard for horses. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the heavy property, but is uniquely balanced to function well in close-quarters combat. Attacking a target within 5 feet of you with this weapon doesn't impose disadvantage on the attack roll.

If you are attuned to *Sir Varion's shield*, you can wield this weapon with one hand, instead of two, while also holding the shield.

WAND OF NECROSIS

Wand, very rare (requires attunement by a sorcerer, warlock, or wizard)

This gnarled, wooden branch has grown over one of the severed fingers of a powerful lich, creating a gruesome and deadly wand. The wand has 7 charges. If the wand has at least 1 charge remaining, you have resistance to necrotic damage while you hold it.

While holding this wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 15, attack bonus +7): *blight* (4 charges), *finger of death* (7 charges), *inflict wounds* (1 charge per spell level, plus 1 additional charge to make its range 30 feet), or *ray of enfeeblement* (2 charges).

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes, destroying the wand in a flash of green light that duplicates the effect of the *finger of death* spell, targeting only you. If you become a zombie as a result of this effect, you are under the command of the nearest lich within 100 miles of you, if any.



BESTIARY

BONE COLLECTIVE

A bone collective is almost a fluid; its thousands of tiny bones coalesce into a humanoid form only to disperse in a clattering swarm the next moment. Their tiny bones rustle when they move, a quiet sound similar to sand sliding down a dune.

Spies and Sneaks. Bone collectives are not primarily fighters, although they swarm well enough. They prefer to spy and skulk. When cornered, however, they fight without fear or hesitation, seeking to strip the flesh from their foes.

Zombie Mounts. Bone collectives' long finger bones and hooked claws help them climb onto zombie mounts and control them. Bone collectives almost always wear robes or cloaks, the better to pretend to be humanoid. They understand that most creatures find their nature disturbing.

Feed on Society. Bone collectives join the societies around them, whether human, goblin, or ghoul. They prey on the living and the dead, using them to replenish lost bones. Occasionally, they choose to serve necromancers, darakhul, some vampires, and liches, all of whom offers magical attunements and vile joys to the collective.

They dislike extreme heat, as it makes their bones brittle.

BONE COLLECTIVE

Small undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 120 (16d6 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +8

Skills Arcana +5, Deception +6, Perception +3, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Hive Mind. All elements of a bone collective within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone collective with at least 30 hit points forms a hive mind, giving it an Intelligence of 14. Below this hp threshold, it becomes mindless (Intelligence 0) and loses its innate spellcasting ability. At 0 hp, a few surviving sets of bones scatter, and must spend months to create a new collective.

Innate Spellcasting. The bone collective's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day: *animate dead* (up to 5 skeletons or zombies)

Swarm. A bone collective can act as a swarm (composed of smaller elements), or it can grant a single member (called an exarch) control, acting as a

singular creature. Changing between forms takes one action. In its singular form, the collective can't occupy the same space as another creature, but it can perform sneak attacks and cast spells. In swarm form, the bone collective can occupy another creature's space and vice versa, and it can move through openings at least 1 foot square. It can't change to singular form while it occupies the same space as another creature. It uses its skills normally in either form.

Actions

Multiattack. The bone collective makes two claw attacks, or one claw and one bite attack, or one swarm attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage, and the target must make a DC 16 Constitution save or suffer the effects of Wyrmblood Venom.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Swarm. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 57 (8d12 + 5) piercing damage, or 31 (4d12 + 5) piercing damage if the bone collective has half its hit points or fewer. If the attack hits, the target must make a successful DC 15 Constitution saving throw or suffer the effects of Wyrmblood Venom.

Wyrmblood Venom (Injury). Bone collectives create a reddish liquid, which they smear on their fangs. The freakish red mouths on the tiny skeletons are disturbing, and the toxin is deadly. A bitten creature must succeed on a DC 15 Constitution saving throw or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a lesser restoration spell or comparable magic.

DEATH SKULL

Tiny undead, lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 45 (10d4 + 20)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Skills Insight +4, Perception +4

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses truesight 120 ft., passive Perception 14

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The death skull's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no material components when it does.

At will: *firebolt*, *mage armor*, *mage hand* (the hand is invisible), *prestidigitation*
3/day each: *dispel magic*, *shield*
1/day: *etherealness*

Regeneration. The death skull regains 10 hit points at the start of its turn. If the death skull takes radiant damage, this trait doesn't function at the start of the death skull's next turn. The death skull is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the death skull is destroyed, it regains all its hit points in 1 hour. When it returns, it remembers how it was destroyed and who was responsible. It knows the direction and distance to its destroyer as long as the two of them are within 500 feet of each other. If another creature destroys the death skull, its quarry changes the next time it rejuvenates. Only a *wish* spell cast upon the death skull's remains will stop it from rejuvenating.

Actions

Multiattack. The death skull makes two Necrotic Ray attacks.

Necrotic Ray. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) necrotic damage. On a hit, the target can't regain hit points until the end of its next turn.

Fire Breath (Recharge 4-6). The death skull breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 22 (5d6) fire damage on a failed saving throw or half as much damage on a successful one.



DEEP ONE

With enormous eyes, a wide mouth, and almost no chin, the deep ones are hideous, fishlike folk, often hunched and scaled when encountered in coastal villages.

Elder Gods. In their fully grown form, the deep ones are an ocean-dwelling race that worships elder gods such as Father Dagon and Mother Hydra, and they dwell in deep water darkness. They've intermarried with coastal humans to create human-deep one hybrids.

Coastal Raiders. The deep ones keep to themselves in isolated coastal villages and settlements in the ocean for long periods, and then turn suddenly, at the command of their patron gods, into strong, relentless raiders, seizing territory, slaves, and wealth all along the coasts. Some deep ones have even founded small kingdoms lasting generations in backwater reaches or distant chilled seas.

Demand Sacrifices. They demand tolls from mariners frequently; those who do not leave tribute to them at certain islands or along certain straits find the fish escape their nets, or the storms shatter their hulls and drown their sailors. Over time, some seafaring nations have found it more profitable to ally themselves with the deep ones; this is the first step in their patient plans to dominate and rule.

DEEP ONE

Medium humanoid, chaotic evil

Armor Class 13 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +5, Con +4, Cha +3

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 9

Languages Common, Deep Speech

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. A deep one can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one takes 10 or more damage from a single attack, it has advantage on its claws attack and adds +2 to damage.

Lightless Depths. A deep one is immune to the pressure effects of the deep ocean.

Ocean Change. A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.

Actions

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

DEEP ONE HYBRID PRIEST

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Con +5, Wis +3, Cha +4

Skills Athletics +6, Deception +4, Perception +3

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 13

Languages Common, Deep Speech

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. A deep one priest can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one hybrid priest takes 10 or more damage from a single attack, it has advantage on its melee attacks and adds +4 to spell and claws damage.

Innate Spellcasting. The deep one priest's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *sacred flame*, *shocking grasp*

3/day each: *inflict wounds*, *sanctuary*, *sleep*

1/day each: *ice storm*, *shatter*

Lightless Depths. A deep one hybrid priest is immune to the pressure effects of the deep ocean.

Ocean Change. A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.

Voice of the Deeps. A deep one priest may sway an audience of listeners with its rolling, droning speech, fascinating them for 5 minutes and making them dismiss or forget what they've seen recently unless they make a successful DC 13 Wisdom saving throw at the end of that period. If the saving throw succeeds, they remember whatever events the deep one sought to erase.

Actions

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

DREAD KNIGHT

Medium undead, lawful evil

Armor Class 20 (plate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	13 (+1)	12 (+1)	22 (+6)

Saving Throws Str +10, Dex +5, Con +9

Skills Intimidation +11

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

Magic Resistance. The dread knight has advantage on saving throws against spells and magical effects.

Turn Resistance. The dread knight has advantage on saving throws against effects that turn undead.

Actions

Multiattack. The dread knight makes three melee weapon attacks or three Fire Ray attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 9 (2d8) necrotic damage, or 10 (1d10 + 5) slashing damage plus 9 (2d8) necrotic damage if wielded with two hands.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Fire Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 22 (4d10) fire damage.

Soul Siphon (1/Day). The dread knight targets a creature that it can see within 60 feet of it. The target must make a DC 19 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed saving throw, or half as much damage on a successful one. The target's hit point maximum is reduced by a number equal to the necrotic damage taken and the dread knight then regains an amount equal to the necrotic damage taken. If the target's hit point maximum is reduced to 0 it dies. Otherwise, the reduction lasts until the target finishes a short or long rest.

A humanoid slain in this way rises the next round as a wraith under the dread knight's control, taking its turn immediately after the dread knight's.

Reactions

Parry. The dread knight adds +5 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Attack. The dread knight makes one melee weapon attack.

Defensive Position (Costs 2 Actions). The dread knight takes the Dodge action.

Soul Thirster (Costs 3 Actions). The dread knight regains one use of its Soul Siphon.



GHOST KNIGHT

Medium undead, lawful evil

Armor Class 17 (half plate armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	7 (-2)

Skills Animal Handling +3, Athletics +6, Perception +3, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge. If the ghost knight is mounted and moves at least 30 feet in a straight line toward a target and hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage.

Mounted Warrior. When mounted, the ghost knight has advantage on attacks against unmounted creatures smaller than its mount. If the ghost knight's mount is subjected to an effect that allows it to take half damage with a successful Dexterity saving throw, the mount instead takes no damage if it succeeds on the saving throw and half damage if it fails.

Turning Defiance. The ghost knight and all darakhul or ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The ghost knight makes three melee attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 10 (3d6) necrotic damage.

GHOST KNIGHT

The ghost knight has accepted the blessing of undeath to advance through the ranks. Mounted on a warhorse skeleton, the ghost knight is a dangerous foe, spearing enemies with its lance and trampling foes under her mount's hooves.

HIEROPHANT LICH

"A pious word always on its dusty lips, the lich seemed content to count its beads and let dust rattle in its throat. Until, at last, it turned to us and said "I will share my dark blessings with your feeble souls"—and unleashed horrors I shudder to remember."

— *Final words of Lady Nardial, Commander of the Silver Squadron*

The hierophant lich is a dry, dusty skeleton with fragments of hair and skin and a fierce, raging light of unholy zeal blazing in its eyes. It is often crowned by a black halo, wreathed in purple flames, or wielding a staff topped with a demonic head that whispers vile suggestions or wicked prophecies to it.

Servants of Dark Gods. The hierophant lich is always a devout follower of a dark god, demon lord, arch-devil, or creature of outer darkness. When the hierophant's mortal lifetime would normally end, its dark master grants it additional life, so that it may continue to serve darkness. Usually, this gift is dispensed as part of the burial rites of the hierophant lich. The creature rises just as its body is about to be buried. In other cases, it leaves its tomb shortly after burial, or it stands up when the fires of its cremation are just starting to catch.

Reborn at the Altar. Each hierophant lich has a sacred vessel that protects its vile soul. So long as this altar, unholy relic, or other sacred object remains whole, the hierophant lich is never permanently slain.

Pure Evil Bones. The bones of a hierophant lich are said to contain deep, unholy power that serves to produce unholy scrolls, wardings, or wands.

Undead Nature. A hierophant lich doesn't require air, food, drink, or sleep.

LAIR ACTIONS

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

- The hierophant lich gains an unholy shield of protection in the form of a shadowy halo of shifting purple. It gains 20 temporary hp until initiative count 20 on the next round.
- The hierophant lich calls on its god to smite a creature that the lich can see within 60 feet of it. The target must make a DC 17 Wisdom saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. If the target fails, it is poisoned until initiative count 20 on the next round.
- Channeling its god's energy, the hierophant lich grants up to five allies advantage on their next attack rolls.

HIEROPHANT LICH

Medium undead, any evil alignment

Armor Class 14 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Con +6, Int +5, Wis +9

Skills Insight +9, Perception +9, Religion +5

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 19

Languages Abyssal, Common, Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

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

Levitate. As a bonus action, a hierophant lich can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the levitate spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.

Rejuvenation. If it has a sacred vessel, a destroyed hierophant lich gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the vessel.

Spellcasting. The hierophant lich is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The hierophant lich has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, detect magic, protection from evil and good, sanctuary*

2nd level (3 slots): *blindness/deafness, hold person, silence*

3rd level (3 slots): *animate dead, dispel magic, spirit guardians*

4th level (3 slots): *banishment, freedom of movement, guardian of faith*

5th level (1 slot): *flame strike*

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

Actions

Unholy Smite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 +1) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. The charmed target must defend the hierophant. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An undead target that fails is charmed for 24 hours and can only repeat the saving throw once every 24 hours.

Legendary Actions

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

Cantrip. The hierophant lich casts a cantrip.

Unholy Smite (Costs 2 Actions). The hierophant lich uses its Unholy Smite.

Damnation (Costs 2 Actions). The hierophant lich threatens one creature within 10 feet of it with eternal suffering. The target must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hierophant lich's Damnation for the next 24 hours.

ROTTING WIND

Large undead, neutral evil

Armor Class 15

Hit Points 82 (11d10 + 22)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Air Form. The rotting wind can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Befouling Presence. All normal plant life and liquid in the same space as a rotting wind at the end of the wind's turn is blighted and cursed. Normal vegetation dies in 1d4 days, while plant creatures take double damage from the wind of decay action. Unattended liquids become noxious and undrinkable.

Invisibility. The rotting wind is invisible as per a greater invisibility spell.

Actions

Wind of Decay. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with tomb rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the remove curse spell or comparable magic.

ROTTING WIND

A rotting wind brings a chilling gust to the air, turning nearby foliage to rot and raising a sense of dread in all creatures in its path.

Air of Tombs. A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by innumerable undead creatures within lost tombs and grand necropoli.

Scouts for Undead Armies. A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations.

Withering Crops. Rotting winds sometimes drifts mindlessly across a moor or desert, blighting all life they find and leaving only famine and death in its wake. This is especially dangerous when they drift across fields full of crops; they can destroy an entire harvest in minutes.

SKELETAL NECROMANCER

Medium undead, lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Arcana +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Spellcasting. The necromancer is a 7th-level spellcaster. Charisma is its spellcasting ability (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*

1st level (4 slots): *burning hands*, *fog cloud*, *mage armor*, *magic missile*

2nd level (3 slots): *blindness/deafness*, *darkness*

3rd level (3 slots): *animate dead*, *fear*, *vampiric touch*

4th level (1 slot): *blight*, *dimension door*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Chill Touch. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage.

SWORDBREAKER ETTIN SKELETON

Any creature that has been dead for more than 100 years and that has a skeletal structure can be animated as a swordbreaker skeleton.

Undead Nature. The swordbreaker skeleton no longer requires air, food, drink, or sleep.

SWORDBREAKER ETTIN SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +3

Damage Vulnerabilities thunder

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Giant and Orc but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker Skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to Damage Rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical Ammunition made of metal or wood that hits the swordbreaker Skeleton is destroyed after dealing damage.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The swordbreaker ettin skeleton makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

General Ability Description. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

WARP HOG

Medium elemental, unaligned

Armor Class 11 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charge. If the warp hog moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Hold Breath. The warp hog can hold its breath for 1 hour.

Relentless (Recharges after a Short or Long Rest). If the warp hog takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Plane Hop (Recharge 6.) The warp hog conjures a portal linking an unoccupied space it can see within range to a random location on one of the elemental planes. Roll a d4 to determine to which plane the portal goes: 1-air, 2-earth, 3-fire, 4-water. The portal is a circular opening, measuring 10 feet in diameter. The hog can orient the portal in any direction it chooses. The portal lasts for 1 minute or until the warp hog uses this ability again.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

YOUNG BLACK DRAGON SKELETON

The corpse of any true dragon can be animated as a dragon skeleton.

Undead Nature. The dragon skeleton no longer requires air, food, drink, or sleep.

YOUNG BLACK DRAGON SKELETON

Large undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +5, Con +5, Wis +3, Cha +2

Damage Vulnerabilities bludgeoning

Damage Immunities acid, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10

Languages understands Common and Draconic but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Actions

Multiattack. The dragon skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage

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

Breath Weapon (Recharge 5-6). The dragon skeleton can use one of the following breath weapons:

Shard Breath. The skeleton exhales bone shards in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 49 (11d8) piercing damage on a failed save, or half as much damage on a successful one.

Noxious Breath. The skeleton exhales gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.



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