

THE DM TOOL CHEST

THE WAYWARD TEMPLAR



THE SHADOW OF A FORMER WARLOCK HAS RISEN ONCE MORE
TO FINISH ITS DARK RITUAL OF SACRIFICE



THE WAYWARD TEMPLAR

The *Wayward Templar* is a Fifth Edition adventure intended for **three to five characters of 5th to 7th level** and optimized for **four characters with an average party level (APL) of 6**. A devious warlock infiltrated a templar order, seeking to sacrifice them to fuel an eldritch ritual. The warlock hoped to break the covenant with their patron and free themselves of the terrible price they owed for the power they had been granted. The ritual failed, and the ground rose to swallow the shrine deep under the mountains. Three hundred years passed, and the location of the missing shrine was lost to time until a group of unlucky miners broke through its walls. This adventure occurs in the Freelands campaign setting but fits any existing campaign with only a few modifications and name changes.

BACKGROUND

The clans of Northreach have always been at odds against each other, with the Kingdoms of Svellvegr and Glarewyn looking for an edge over each other. Being aligned to neither, Bildsfell has prospered as a town of merchants, smugglers, and go-betweens. Recognizing the precarious position between the two kingdoms of

the island, the Jarl of Bildsfell quietly set up a mining operation to gather stone and increase the town's defenses. Things were going well until last week when an earthquake struck the mine and miners went missing. Those that came back to the town were so terrified after giving their report that they refused to even return to the mines. Their stories of sinister things forming from the blackness have now spread throughout the superstitious town. The Jarl has resigned himself to bringing in outsiders to solve the problem quickly and return the missing miners before he loses the respect of his people.

ADVENTURE SUMMARY

The characters are hired to bring back the missing townsfolk from the mine of Bildsfellgruve. There they discover a tunnel leading to an ancient shrine hidden beneath the mountain. The characters explore the shrine and find evidence of a templar order dedicated to the goddess Jöro. They come face to face with ghosts of the former templars who tell a tale of betrayal and the warlock Helvalgt Skyggedottir, who haunts the shrine. The characters must save the captured miners before the warlock can draw sufficient power from them to break loose.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

ACCURSED SUPERSTITION

Whispers are beginning to circulate through the taverns and gossip-mongers that the Jarl of Bildsfell may be about to lose his seat of power. He lost a group of miners to a collapsed tunnel that no one will enter because the superstitious townfolk believe it's haunted. The jarl is desperate to find out the truth of the situation and has called out to anyone brave enough to enter the mine.

SOMETHING MUST BE DONE

Rumors abound through the town of Bildsfell of a supernatural terror in the mines that have captured townfolk working the nearby mine. Their beliefs might be silly, but people shouldn't be left to die because of superstition. Those townfolk with missing family members approach the characters (particularly good-aligned characters) to investigate the matter.

A LUCRATIVE POSITION

The characters' patron tells them of a well-paying job in Bildsfell. The jarl is willing to pay a hefty sum for a group of heroes to investigate a collapsed mine that is said to be haunted. The characters are directed to speak with the jarl for further information.

BILDSFELL

Nestled by the water of the Ikorel Sound, Bildsfell is forever on its guard against the giantkin of the Ironspine Mountains to the south and the clans of the Kingdom of Svellvegr. King Halfgar One-Eye leads Svellvegr from Karlsbrekka to the northwest and has constantly wrestled with the advances from the Kingdom of Glarewyn on the southern shore. This has led to steadily increasing demand for the goods plundered by the primarily human vikings that call Bildsfell home. This trade has made the town wealthy and—as a consequence—a target for raiding parties. The local jarl, Øybiorn Ludinsson, established a mine in the Ironspine Mountains and has been fortifying the town, which now boasts a solid stone wall around its perimeter and strong iron gates. The rest of the town is much more haphazard, with the houses of the four hundred residents mingled amongst forges and shipwrights with no seeming order. The people here are tough and value the lives of those that stand next to them in battle. They are also highly superstitious, a trait that grows stronger the more time they spend at sea.

THE LONGHOUSE

In the center of the town, on a small green hillock sits the longhouse where Jarl Øybiorn Ludinsson resides. It is also the town's focal point, used for public meetings

during the day and feasting in the evenings. The longhouse is visible above the encircling wall made of logs that have been carved to massive stakes, standing 10 feet above the ground in which they are deeply embedded. More logs brace the outside wooden walls of the hall, which have the shape of a ship's hull but with flat ends. The longhouse is 80 feet long and 40 feet across at its widest, which narrows to 20 feet at the entrance. There are four **guards** and a **veteran** at the gate dressed in heavy furs, sternly standing with their hands always on the hilts of their swords. The characters have been invited to an audience with the jarl at the evening meal and are led inside by one of the guards.

Once the characters enter the longhouse, read aloud the following:

As you enter the longhouse from the crisp evening outside, your senses are immediately overwhelmed by the smells of a feast being prepared. The longhouse is dominated by a central fire pit lined with stone that runs down the middle and burns brightly. Above the firepit, cauldrons full of hearty broth and rich stews give off tantalizing aromas. Spits span the cooking fire, heavily laden with crackling boars and large birds. They are occasionally turned by whoever sits nearest at the long lines of simple tables and benches to the sides. Forty townfolk eat, drink, and tell stories to one another while musicians sit against the walls playing hand drums and long whistles.

At the far end of the longhouse is a raised platform made of stone, upon which sit fine rugs and a single simple chair. It seems clear that jarl must be the one sitting in that chair, based on the look of consternation on his brow and the small crowd of people around him all talking over one another. The guard leads you behind the tables and waits for the jarl to waive you to approach.



JARL ØYBIORN LUDINSSON

JARL ØYBIORN LUDINSSON

Øybiorn Ludinsson is a forty-five-year-old human male. He is bald but with a thick beard. He was a vikingr captain for twenty years before he became the jarl of Bildsfell three years ago and has several scars that make his experience (or perhaps luck) obvious. The jarl has been successful in both roles because he is cautious but decisive, and when Øybiorn acts, he does so with everything within his power.

When the characters arrive, the jarl thanks them for coming and tells them that six townsfolk who were part of a mining group at Bildsfellgruve have disappeared. The survivors who returned spoke of feeling watched as they entered a new section of tunnels that had just been excavated. Then the tunnels were struck by a tremor, and the miners fled as the rocks fell around them. The survivors also swear that they saw figures form out of the very darkness itself. They have been telling this to the other townsfolk, who are now busily debating what it could be. The only thing that they can agree on is that it is a dire omen.

The jarl asks the characters to rescue the missing townsfolk and make the mine safe to operate again, offering 2,000 gp for their assistance. A character who succeeds on a DC 15 Charisma (Persuasion or Intimidation) check convinces him to increase this to 3,000 gp. Characters receive advantage on this check for any promise of a speedy resolution or similar.

The jarl can share the following helpful information when asked:

- The mine is a day's travel away, following a difficult trail and frequently exposed to the icy wind. It is a challenging and cold journey on foot, and he warns that mounts will struggle to keep their footing in the snows.
- The mine is a source of protection and wealth for Bildsfell. He plans to add defensive towers to bolster the gated entrances and wants the mine re-opened as quickly as possible.
- The people of Bildsfell will not act against their superstitions—it is part of the nature of those that take to the seas. This is especially true after tales are inevitably distorted through repeated re-telling and exaggeration.
- He will lose his reputation as a decisive leader if he fails to act quickly to rescue the townspeople, and his leadership will also be questioned.
- There is enough money available in the coffers to afford help from capable outsiders. He is willing to part with more if that resolves the situation faster.

TRAVELING TO THE MINE

When the characters agree to take the task, the jarl loudly announces that brave champions will see the people of Bildsfell returned to them. A cheer goes up in the longhouse, and he points out Una Ufidottir (NG dwarf **commoner**), a merchant who can see to the

characters' needs as required. The party can purchase adventuring gear worth 25 gp or less and weapons and armor worth 50 gp or less. They are also provided with 2 days worth of rations from tonight's feast and any cold-weather gear they might need for their journey for free.

The townsfolk are too superstitious about the mine to send a guide with the characters, but the jarl provides clear directions to the easily found trail. The journey is arduous through difficult terrain, and it takes 8 hours to travel to reach the mine. The frigid wind whips in the faces of the characters for much of the trip. If the party travels at night, any character without cold-weather gear must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw.

BILDSFELLGRUVE

The mine of Bildsfellgruve has been operating for the past three years, with granite blocks and iron ore being collected and returned to the town of Bildsfell by mules. When the characters have resolved any complications of their journey, read the following aloud:

At last, you catch sight of Bildsfellgruve. The snow-covered trees blanket the foothills directly up to the rocky cliff face, where a mud and gravel path leads to the mine. From the fading light that illuminates the entrance, you can see a single tunnel around 5 feet wide and tall, roughly hewn from the rock. Reinforcing timber braces every 20 to 30 feet with a single unlit candle held in a metal brace on one side of each. A squat wooden notice board stands on the gravel in front of the entrance with an ingenious overhang to keep the parchment inside dry.

As the characters approach the notice board, they feel a tremor lasting 30 seconds and strong enough to shift the gravel underfoot, filling the air with dust from the cavern. It also knocks over the notice board, spilling various bits of paper onto the ground nearby. Characters spending at least 2 minutes inspecting the notice board and spilled documents find a collection of productivity reports, lewd joke messages from the miners, and a note which reads "New Section - Lower 2 East access tunneling complete. Only to be entered by vanguard unless instructed." A small map is attached to the board and marks the new section of the relatively small mine.

ENTERING THE MINES

As the character enter the mines, read the following aloud:

The air inside the entrance is stale and has a substantial amount of dust on every surface. There doesn't seem to

have been a great deal of finesse in this mining operation, and everything appears hastily built. The single shaft winds down into the mine with occasional 10-foot-wide pockets where more material has been removed. After 10 minutes, you reach a fork in the tunnel. A sign pointing to the left-hand path hung off a newer-looking brace just inside that tunnel that reads “Lower 2 East Section.”

Once in the section, any character with a passive Wisdom (Perception) score of 15 or higher notices that there are small, loose rocks on the tunnel floor that appear freshly broken from the ceiling. After a further 1 minute traveling further into the section, the characters hear a rumble from behind them that approaches rapidly—it feels almost as if the very land is trying to swallow this place. The tunnel shakes violently, and you hear the cracking of the support beams as debris starts to fall nearby.

Development: Ceiling Collapse. The ceiling crumbles and collapses. Characters must succeed on a DC 11 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on failed save, or half as much damage on a successful one. The tunnel ahead is filled with dust. The tunnel behind is filled with rubble for 60 feet, and the earth has moved such that any teleportation cannot locate an open space. Any candles and torches that were lit are choked out. It takes 2 hours of work to clear the tunnel of the debris to escape the mine.

THE HIDDEN SHRINE

The single tunnel ahead continues for a further minute before you see a break in the wall. Read the following aloud:

As you round the corner, you see that the tunnel ahead has broken through into a small chamber made from what might once have been fine-dressed stone. The smell of stagnant water mixes with the thick dust of the tunnel.

The tunnel leads directly to the broken entrance (area 1) of Kapellavjörden.



KAPELLAVJÖRDEN

This shrine is in honor of Jöro, the goddess of the land. It was home to The Order of the Mother's Radiance, a templar order who did works in her name for many decades. The paladins pledged their devotion to the land and to making it all it could be without disrupting the natural beauty of this corner of Northreach. This site in the Ironspine Mountains was chosen to be close to the impressive fruits of their lady's works, and so that a pilgrimage to the shrine was a meaningful journey.

Occasionally such pilgrims would pledge themselves to the order. This was no small thing, as the life of a templar is hard. Most of these brave individuals were put to work transferring supplies or taking care of other necessary administrative functions. Sometimes, however, a soul would shine, which had more to its destiny than the individual knew, and the templars would add a new member to their ranks.

GENERAL FEATURES

Kapellavjörden is an ancient shrine that has the following features unless otherwise noted in the adventure text:

Ceilings, Floors, and Walls. The shrine is built from archaic engraved granite blocks, and the walls are cracked in places with some evidence of water ingress. The ceilings are 8-foot-high throughout, and the floor has small amounts of rubble created from natural damage to the walls.

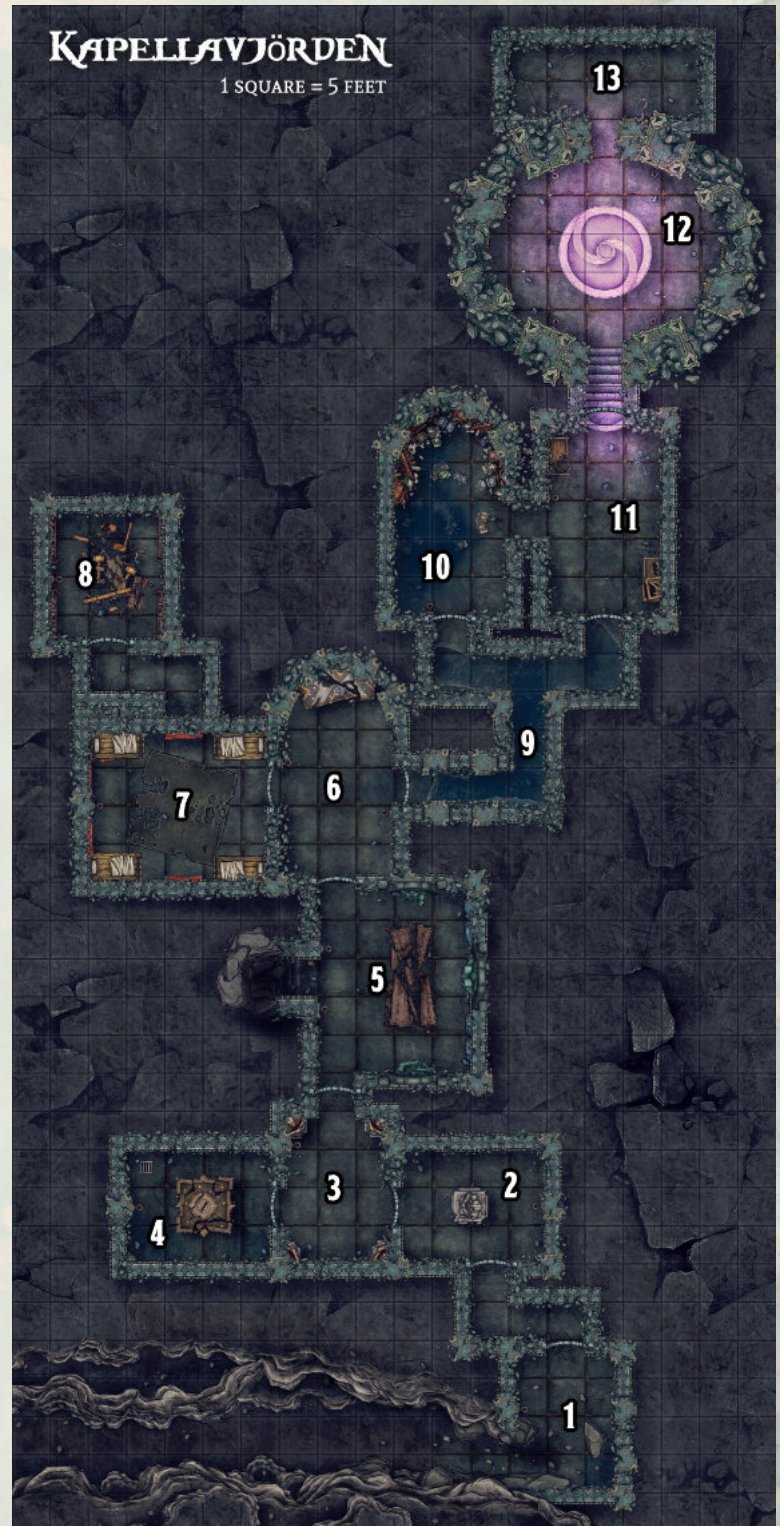
Doors. The rotted remains of doors can be seen in doorways, and they are patchy and partially obscure vision.

Lights. There are no light sources in the shrine, and the location descriptions assume the characters have their own or assisted vision.

Climate. The air is dank and musty, and every breath is choked with ancient dust.

Movement in the Shadows. Any character who has a passive Wisdom (Perception) score of 16 or higher notices movement in the shadows when they come around corners. Other characters feel the hairs on the backs of their neck stand up.

Time is of the Essence. Once the characters enter the shrine and every 45 minutes in real-time, a scream rings out. Keep track of the number of screams, including the first (as described in area 1), as this will be the number of **shadows** present in the encounter in the inner sanctum (area 12). Each scream also reduces the number of the six miners in the holding cell (area 13).



KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of Kapellavjorden:

1. A BROKEN ENTRANCE

As you enter this area, you note how fine the dressed stone could have once been. However, there are cracks in many places and small piles of rubble that correspond to damage on the walls and ceiling nearby. A chill runs through you as a pained but defiant scream echoes in the distance before being cut short.

Any light source (natural or arcane) will reveal the dust hanging thick in the air. A character who has a passive Wisdom (Perception) score of 15 or higher and any character who succeeds on a DC 12 Wisdom (Survival) check notices several sets of smeared footprints in the dust that lead further into the shrine.

2. OUTER CLOISTERS

A statue of a knight dominates this room with a marble plaque with a large crack running through it on its plinth.

The plaque commemorates the opening of Kapellavjörde, and the date reads from 394 years ago. A character who succeeds on a DC 15 Intelligence (History or Religion) check knows this is a shrine (or chapel) to Jöro, goddess of the land. They also know that shrines like this were typically run by specific orders of templar (paladins).

3. THE ENTRANCE HALL

There is a suit of armor mounted on a base in each corner of this otherwise empty room. The armor looks to be of the same type as the statue in the adjacent room. Above the open archway to the north is an inscription in Common.

The inscription reads: *“Touch the lives of those around you, for the land touches us all.”* A character who succeeds on a DC 15 Intelligence (Investigation) blows away the dust from the archway and finds a small area of wear on the arch’s keystone. Jöro grants her favor to any character who touches this spot, and they gain the benefits of a *bless* spell for 10 minutes without the need for concentration. This blessing may only be applied to each character once per day.

4. BALNEARY

A dry fountain stands in the middle of this room, with a large crack in the 10-foot-diameter basin. The plain nature of the central fountainhead and the drain in the corner of the floor indicate that this was most likely a bathing room.

A simple metal bucket lies on the floor, heavily rusted with a hole in the bottom.

Treasure. Scattered around the bottom of the fountain are 12 tarnished platinum coins.

5. REFECTORY

The remains of a large wooden table lay heaped in the middle of the room. To the west, a set of carved stone steps leading upwards is blocked by large boulders. On all of the walls, large marble tablets with engraved text adorn the walls. Simple friezes atop each tablet depict scenes of knights in relief.

Each character who takes 10 minutes to study the writing or scenes learns one or more of the following:

- This is a shrine to Jöro, goddess of the land. The templar (paladin) Order of the Mother’s Radiance was based here. They chose the location so that they could be close to the land and that a journey to seek their aid would be challenging and only attempted by those truly in need.
- The templars gave thanks for the divine magic they used to create food and water for themselves and their guests. These ceremonies were performed in this room, and all were welcome.
- The templars took vows of service not just to Jöro but to the people of her land. No person who sought out aid was turned away, and no person who offered help was rebuffed. After training and testing, candidates that proved themselves were ordained as new templar of the Order.
- A list of new templars ordained into the Order is engraved on one wall. The last name on the list is Helvalgt Skyggedottir, and there was no other name for a decade beforehand.
- Each year, two templars were sent out to work amongst the people of Northreach, returning to the shrine at the end of their service. A list of templars who performed this sacred duty is engraved on one wall.

Treasure. Among the remains of the table is a dented and ornate silver bowl worth 50 gp and 5 tarnished silver goblets worth 20 gp each.

6. ORATORY

Damaged murals cover the walls and ceiling of this room, the missing pieces lying on the floor beneath them. An ornate silver chalice rests on its side atop the small marble altar at the far end of the room.

Encounter: The Fallen. When a character touches the chalice or is about to leave through the flooded eastern passage (area 9), two spirits materialize and call out to them. The spirits of Ragnar Bjarkisson (he uses **wraith** statistics) and Astil Opirdottir (she uses **wight** statistics) appear in armor and vestments similar to those depicted elsewhere in the shrine. They tell the characters of how Helvalgt Skyggedottir infiltrated their order and killed the Order members in an attempt to fuel an eldritch ritual. Whatever its purpose, there weren't enough victims to complete the spell, and with his final breath, Ragnar prayed to Jöro to protect her followers. She reshaped the mountains to ensure that nobody would stumble into the shrine and unwittingly provide the means to complete the ritual. The spirits plead with the characters to turn back and ensure that no others can ever return. They only came into being when mortal souls set foot once more in the shrine and could not stop the townsfolk from being taken. The spirits appear mournful as they explain that the captured miners won't possess sufficient energy to allow the ritual to complete. If hardened adventurers were taken, however, that could result in ruin for this land. They attack apologetically if the characters insist on proceeding through the eastern passage (area 9), saying it is for the greater good. They fight to their demise, and when defeated, the characters hear a whisper as stillness returns to the air: "You must not fail."

Treasure. The silver chalice is worth 125 gp. A rotted, threadbare pouch lies on the floor containing 15 pink tourmaline stones worth 100 gp each.



7. DORMITORY

There are eight sparse bunk beds in the corners of this dormitory. The remains of moth-eaten tapestries hang on the walls between the bunks.

The timbers of the bunks have deteriorated, but there is enough residual strength to hold them intact. The bunks collapse if a character interacts with any of them. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a secret passage in the wall to the north that leads to a small Armory (area 8).

Treasure. On the floor beneath one of the beds rests a puzzle box made from polished marble worth 150 gp. The chest is locked, but the mechanism is corroded and comes free at any attempt to force or pick it. Inside is a *potion of poison resistance* and a *potion of restoration* that restores 4d4 + 4 hit points when consumed.

8. ARMORY

The weapons, armor, and shields in this small room show significant signs of corrosion, and most lie on the floor where they have fallen as rotten racks have given way. Among the piles of rust, you see a small box lying open with a small pristine dagger resting inside.

Treasure. The blade is a silver *dagger +1* with heraldic imagery of a mountain profile engraved on the pommel and crossguard.

9. FLOODED PASSAGE

This corridor seems to have subsided. Water drips down from a crack in the ceiling and has accumulated water in the corner which now stands murky and calf-deep.

A character who has a passive Wisdom (Perception) score of 15 or higher notices areas of discoloration in the dust to the right towards the threshold (area 11), where it has been wetted and then dried again.

Hazard: Leeches. Any creature that steps in the water emerges with 1d6 small black leeches attached to them, burrowing through gaps in clothing and armor to bite their skin. They must make a DC 15 Constitution saving throw, taking 1 necrotic damage per leech on a failed save. The leeches remain attached unless the characters spend an action to remove 1d6 of them. Armored characters must remove their armor first to get to the parasites. Affected creatures must repeat the saving throw each round they are infested with leeches.

10. LIBRARY

A spectral figure dressed in a simple robe wipes its brow before placing ghostly spectacles back on its face. It is floating over piles of rotting parchment and scrolls muttering to itself and takes no notice of you.

Encounter: The Hopeful Scholar. In life, Svart Magisson (LG **ghost**) was the scholar of the Order. He is searching desperately for a way to stop the ritual in progress in the inner sanctum below but cannot make it past the ward on the threshold (area 11). He is not hostile towards the characters and begs them to assist him before it is too late. He knows the townsfolk were

dragged through by “the traitor,” but none of the spirits can cross the ward. He is unaware that the ward only prevents the undead from crossing it.

Treasure. Among the piles of rotted parchment, the characters find a *spell scroll of protection from evil and good*.

11. THRESHOLD

A small set of stone steps leads down to the north with a faint purple glow emanating from below. Shadowy runes adorn the threshold of the stairwell.

A *detect magic* spell registers both evocation and necromantic energy coming from the runes. A character who succeeds on a DC 15 Intelligence (Arcana) check can read the runes as a ward against the undead and knows that living creatures can freely pass the threshold.

12. INNER SANCTUM

As you reach the bottom of the stairs, you see silhouettes floating in the air above a glowing magic circle. The largest of these black forms turns to you, the soft purple glow of the circle reflecting off the impossibly keen blade of the large scythe they are holding. It drops an empty, blood-stained fur jerkin from its other hand—the sort that a miner might typically wear in this harsh climate. There are other similar jerkins on the floor, as well as robes and rusted heraldic armor. In your mind you hear an insidious voice whisper, “Ah! Here is the power I need to complete my return...” as the figure starts to glide towards you.

Time was of the Essence. The number of **shadows** present in the encounter below equals the number of screams that rang out during the adventure (see General Features). Remove this number of townsfolk from the holding room (area 13).

After the original ritual failed, Helvalgt Skyggedottir’s warlock patron stripped her of her powers and turned her into her current shadowy form as punishment. Helvalgt waited in this twilight state for centuries until other souls arrived that she could use to complete the ritual. She hopes this will free her of the bond to her former patron and reverse the effects visited upon her.

Encounter: The Darkest Hour. Helvalgt Skyggedotti is a **shadow reaper** (see Appendix) that attacks the characters along with a **specter** and several **shadows** (see “Time was of the Essence” above). They focus their attacks on anybody that demonstrates an ability to create sunlight or who uses divine magic. The glow from the magic circle provides dim light throughout this lower level. The magic circle also has the following lair effects applied to this location:

Lair Effect: Defiled. Undead creatures in the inner sanctum have advantage on saving throws against effects that turn undead.

Lair Effect: Magic Circle. On initiative count 20 (winning any ties), living creatures within the magic circle are affected as if targeted by a *dispel magic* spell cast at 3rd level, as the magic circle attempts to draw power into itself to fuel the ritual.

Development: The Finest Hour. When the **shadow reaper** is defeated, any remaining enemies dissipate as their anchor to this plane fades. Read the following aloud:

As the monstrous shadowy form is disbursed, the scythe clatters to the ground noisily. It no longer exudes the shadows from its former bearer but doesn’t look any less keen. The glow of the magic circle fades, and the distressed murmurs of the captive townsfolk are thrown into sharp relief against the otherwise sudden silence.

Treasure. The scythe is a two-handed melee weapon with the heavy and reach properties. It deals 1d10 slashing base damage, and wielders have a +2 bonus to attack and damage rolls made with this magic weapon.

13. HOLDING ROOM

This small room is unremarkable save for the empty manacles and loose gags scattered on the floor near the huddled forms of the bound townsfolk.

Time was of the Essence. The number of Shadows present in the encounter above equals the number of screams that rang out during the adventure. Reduce the number of townsfolk (they use the **tribal warrior** stat block) from the six taken. They are bound and gagged and terrified of everything—including the characters.

CONCLUSION

If the characters defeated the shadow reaper. The characters shepherd the traumatized townsfolk back to Hildsfell and return them to the care of their people at the longhouse. Jarl Øybiorn Ludinsson rewards the characters as promised, and if three or more of the townsfolk were saved, he also presses a *stone of good luck* into their hands with hearty thanks for a job well done.

If the characters did not defeat the shadow reaper. The mines of Hildsfellgruve remain troubled for the foreseeable future. The people call for the removal of Jarl Øybiorn Ludinsson after failing to honor his bond to them, and the spies of the various clans slink back home to report a town much riper for the picking than her walls might suggest.



SHADOW REAPER

Shadow reapers are born from the shadows of the vilest of evil creatures after their deaths. They resemble nightmarish humanoids made from the darkest of shadows. Shadow reapers stalk cemeteries, crypts, and other places of death and despair. They desire only to continue spreading the evil that their living counterparts embodied and take pleasure in ripping the shadows from their victims.

Reaping. A reaper's scythe slices the connection between their victim and their shadow and turns it against them.

Fear Aura. Only the most courageous can stand toe-to-toe with a reaper, while those with a weaker will cower in fear in its very presence.

Undead Nature. A shadow reaper doesn't require air, food, drink, or sleep.

SHADOW REAPER

Medium undead, chaotic evil

Armor Class 13

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	9 (-1)	12 (+1)	8 (-1)

Skills Stealth +6

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

Shadow Stealth. While in dim light or darkness, the reaper can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the reaper has disadvantage on attack rolls, ability checks, and saving throws.

Fear Aura. Any creature hostile to the reaper that starts its turn within 5 feet of the reaper must make a DC 15 Wisdom saving throw, unless the reaper is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the reaper's Fear Aura for the next 24 hours.

ACTIONS

Multiattack. The reaper makes one attack with its sword and one attack with its scythe.

Shadow Scythe. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or have their shadow ripped from them. The shadow appears in the closest unoccupied space next to the target. The target regains its normal shadow after a short or long rest.

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

CREDITS

Author: MykeMyke

Editing & Proofing: TJ Phoenix

Production & Design: [THE DM TOOL CHEST](#)

Cartography: TJ Phoenix

Map Assets: Inkarnate

Cover & Interior Illustrations: Shutterstock

THANK YOU TO ALL OUR PATRONS, YOU ALL ROCK!

PATREON | THEDMTOOLCHEST

LEGAL NOTICE

Product Identity: The following items are hereby identified a Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialog, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress.

Open Game Content: The Open content in this book includes the monster names, description, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.

OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Some images used under license from Shutterstock.com.

"The Wayward Templar" © 2021 The DM Tool Chest, Author MykeMyke.

END OF LICENSE