



Quest Book

1

NEKROBENT

ROLE PLAYING



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Lair of the Stitch Witch



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NEKROBYS
ROLE PLAYING



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In a faraway place...

In a time best forgot...

There was the coming of a titan.

He was OCASSUS the end bringer!

his flesh was the dead.

His will...

...Only Consumption.

Within his wake all became living death.

*A world of armies united in the defense of life only to
fall and rise again as animate flesh of the beast.*

There was one who resisted.

An old man, master of the magic arts...

He climbed the highest peak.

Defiant!

*From here he summoned a storm so massive it tore a
maelstrom in the fabrics of time and space themselves.*

Then with a mighty clash...

...OCASSUS was defeated!

*The head of the titan was banished into far out space
and all that was reanimate fell.*

But way out drifting in nothingness the will of
OCASSUS lived on as the skull of a titan collapsed.

His final breath became as air...

As his bone became as stone...

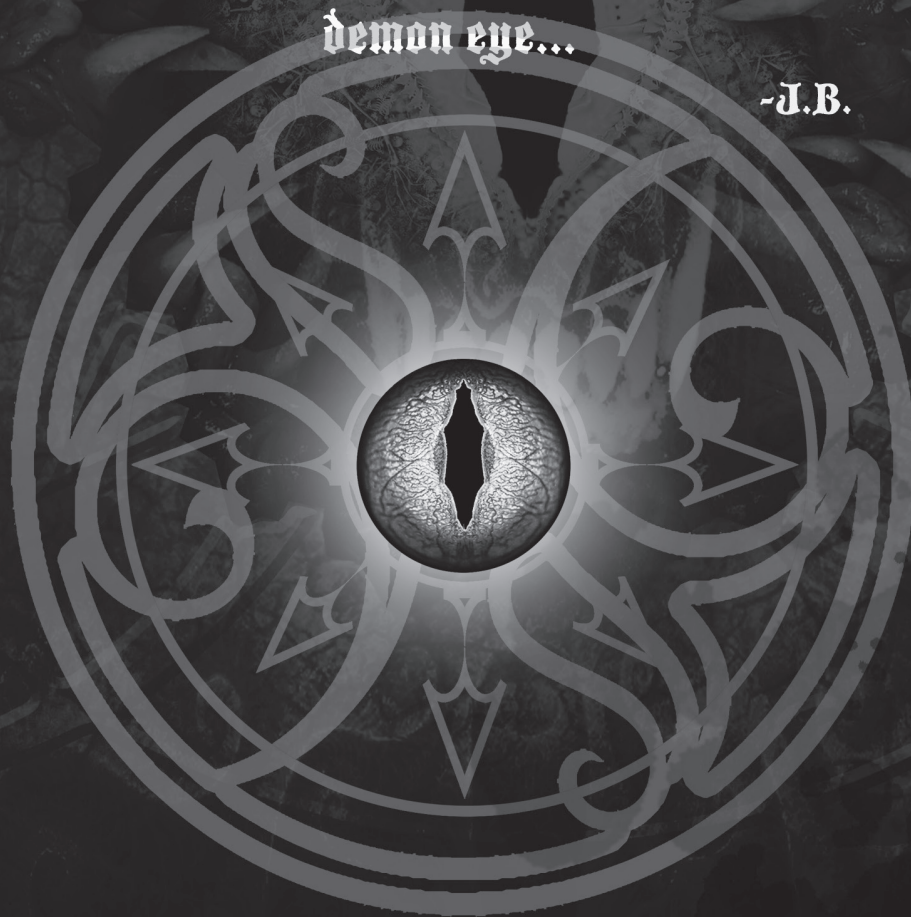
Rivers sprang forth of his blood...

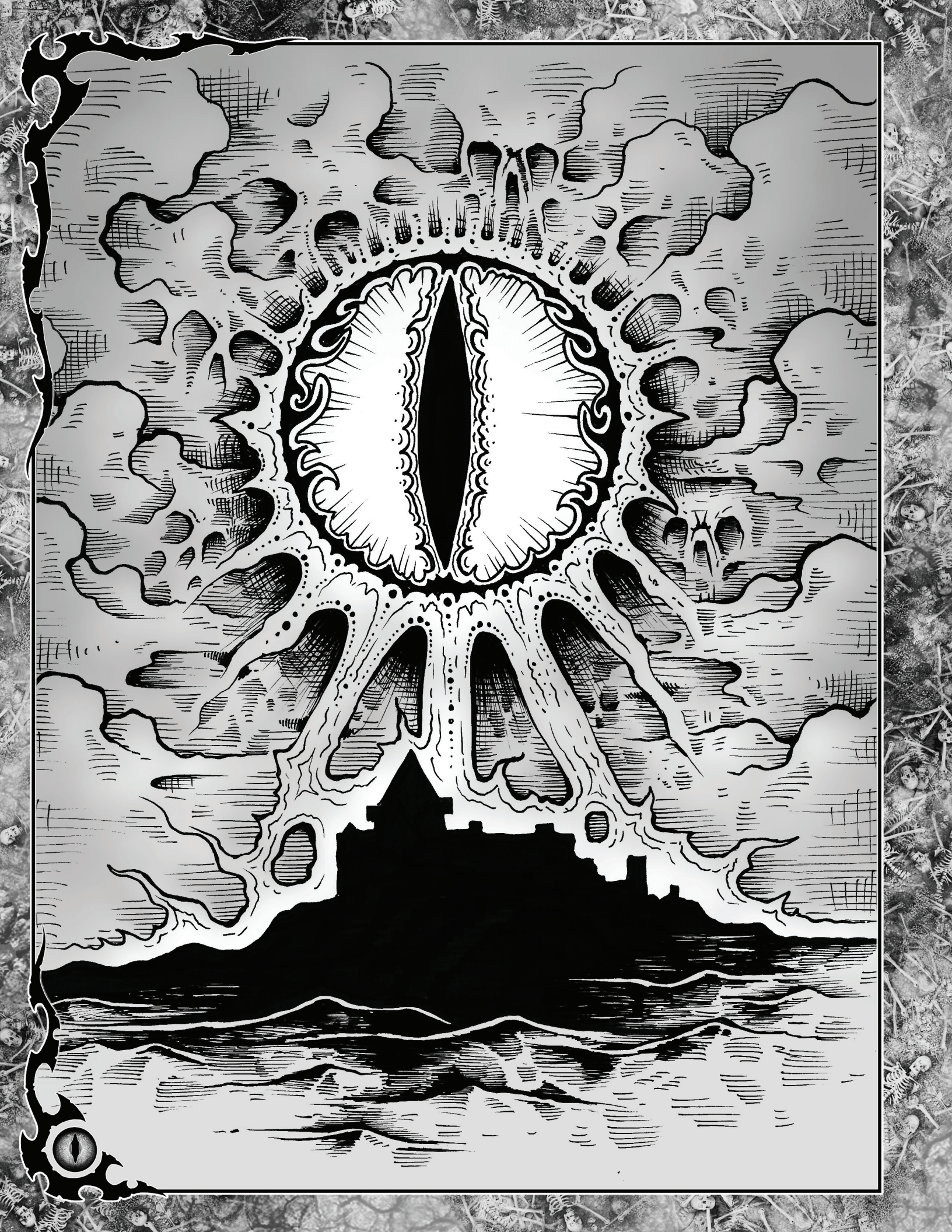
...And the NECROBYSS was born!

For but an instant during banishment the necrobyss
touched all of existence. Crashing back to reality
it left its spidered tendrils in the Foul and accepting...

Hence portals now lie through the darkest of
demon eye...

-J.B.





Lair of the Stitch Witch

An introductory adventure for use with any 5e Compatible Fantasy setting.

In this adventure, the characters encounter a portal to another, darker world. The Necrobyss is a horrific land suspended in the deepest regions of space, far from the more civilized worlds of the multiverse. Connected to various planes and numerous worlds through portals known as the Eyes of Ocassus, the Necrobyss is a land forged from the crushed head of a long-dead titan. In the Necrobyss, the land itself is formed from the bone of this once undead monstrosity. Rivers made of the titan's blood flow across the land, and those beings native to this terrible place have learned to survive in such a horrific landscape through foul magic, unparalleled cunning, and brutal tribalism.

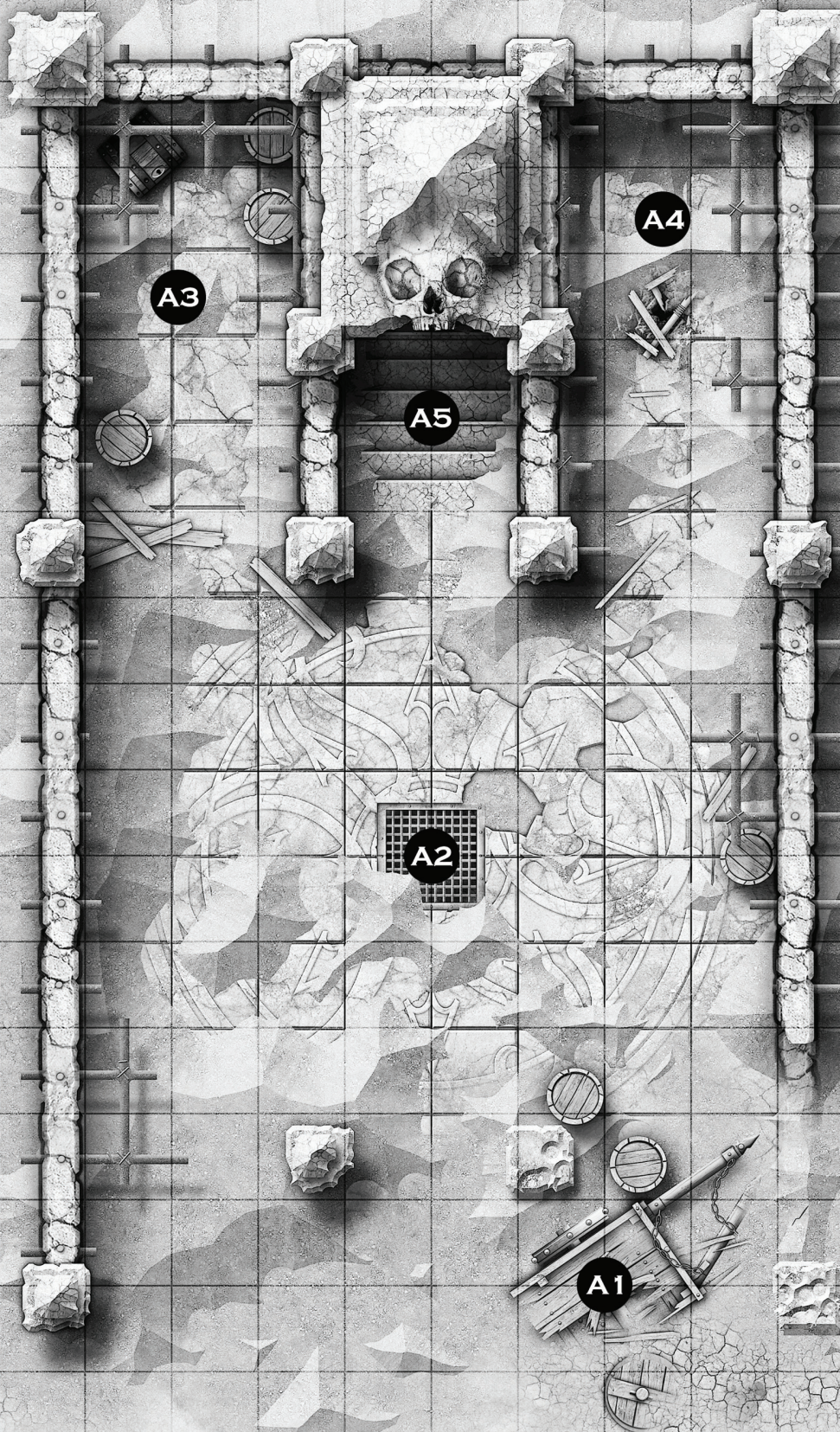
The Lair of the Stitch Witch brings the characters to one of these Eyes of Ocassus, and through it, into an initial encounter with the world of the Necrobyss. The initial encounter with the Eye of Ocassus is created to be able to be dropped into virtually any fantasy setting, permitting the GM to drop this adventure into any existing campaign, or to use it as a launch point for a new campaign. Should the characters survive, they will discover the existence of the Necrobyss, and the abhorrent beings who call this strange world home.

Part I: The Eye Discovered A Desert Ruin

The adventure begins with the characters exploring a remote desert ruin. This can be placed virtually anywhere that is within a suitable climate in your home campaign world. The most significant factors of the geography of the ruin are that it is remote and crumbling, with the land overrunning the few remaining structures. The ruin should be at least a full day's travel from the nearest settlement. If any lore exists in your world regarding the ruin, it should be of an ominous and forbidding tone, but lacking in detail. Rumors such as, "the old ruin is haunted by the angry spirits of snake-worshippers who dwelt there an age ago," or, "any who have ever ventured into the old ruin either return mad or not at all," are appropriate for the characters to encounter in regards to the ruin.

The party's reasons for visiting the ruin can vary depending on the flavor and feel you would like to create for your campaign. Perhaps they are a band of hired adventurers who have been tasked with discovering the truth behind the various rumors about the ruin. Alternatively, they could be treasure hunters who have heard

Desert Ruin



=5ft

a rumor of a trove buried beneath the sands in the forbidding region. If you favor a more exploratory or random approach, the party could simply stumble upon the ruins, discovering unexpected adventure as they investigate.

Features of the Desert Ruin

Light: Appropriate for the time of day. The remaining buildings in the ruins have such large sections of their walls and ceilings missing that the prevailing lighting conditions are the same as outside. The only exception to this is the Chamber of the Eye (Area A6), which is underground and is in darkness.

Movement: Due to accumulated detritus, fragments of crumbling structures and loose, shifting sand, the entirety of the desert ruin is difficult terrain.

Ceilings: Those bits of ceiling that do exist on the remaining structures are 18 feet high. The ceiling in the Chamber of the Eye is fully intact and 24 feet high.

Area A1

The exterior wall of the desert ruin is completely destroyed on this end of the outer structure. Just inside the ruin a broken wooden wagon lies overturned and half-buried in the sand. Characters who step within 10 feet of the wagon may make a Wisdom (Perception) check at DC 14. On a success, the characters notice a **giant poisonous snake** (page xx) coiled up and ready to strike beneath the overturned wagon. If the wagon is disturbed in any way (such as being turned right side up or searched) the snake strikes. If no character notices the snake prior to disturbing the wagon, the characters are surprised by the attack. If the characters do not disturb the wagon, the snake simply remains hidden and does not attack.

Area A2

Buried beneath the sand here sits an iron grate at the center of an elaborate carving in the stone floor. Characters succeeding on an Intelligence (Religion) check at DC 10 will be able to determine that the symbol appears to be devoted to the worship of bizarre, tentacled aberrations, but none that the characters can easily recognize. If the grate is pried up (requiring a Strength check at DC 20), it reveals a square pit 5 feet by 5 feet, which descends 20 feet before abruptly ending in a pile of sand. A DC 10 Intelligence (Investigation) check reveals scratches and abrasions along the inside walls of this pit, indicating that something alive was moving in here at some point.

Area A3

This alcove was once a storage area for the former residents of the ruins. Several empty barrels litter the area. In the far corner of this section sits a treasure chest, half buried in the sand. A successful Wisdom (Perception) check at DC 15 reveals the presence of an explosive trap built into the lid. Any attempt to open the chest without first successfully disarming the trap results in gout of flame shooting forth from the lid of the chest. Characters within 15 feet of the chest must succeed at a DC 15 Dexterity saving throw, taking 10 (2d10) hit points of fire damage on a failed save, or half that on a successful save. The trap can be disarmed with a successful DC 15 check using thieves' tools, if the characters notice the trap.

The chest contains 25 gp in assorted coins, a priest's pack, including vestments and a holy symbol. Characters succeeding on an Intelligence (Religion) check at DC 10 will be able to determine that the symbol appears to be devoted to the worship of bizarre, tentacled aberrations, but none that the characters can easily recognize. It is similar to the symbol etched into the floor in area A2. The chest also contains a scroll of unseen servant and a scroll of mage armor.

Area A4

This alcove was once a storage area for the former residents of the ruins. Unlike area A3, there is nothing of value here, only broken, rotted wood. Still, the GM may wish to have the characters make an Intelligence (Investigation) or Wisdom (Perception) check at DC 12 when entering the area, just to build tension. There is nothing here to find.

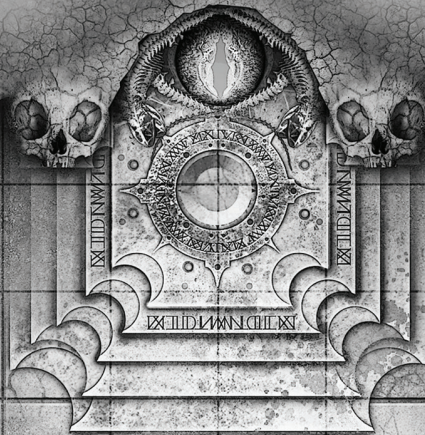
Area A5

This hallway slopes downward, leading to a set of wooden double doors. The edges of the hallway are filled with accumulated dust and sand, which is piled up against the walls of the hallway and has built up in front of the doors. The doors swing outward, and the piled-up sand would pose a serious impediment were it not for the dry rot that has seized the wood. Due to the terrible condition of the wood, the doors can be broken open with a DC 10 Strength check. This creates a hole large enough to allow any medium sized creature entry into Area A6.

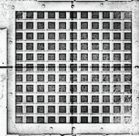
Area A6

The Chamber of the Eye is an underground temple filled with broken relics, torn and rotten tapestries, and desiccated tomes that crumble to dust when touched. Characters succeeding on an Intelligence (Religion) check at DC 10 will be able to determine that the relics and artwork that remain appear to be devoted to the worship of bizarre, tentacled aberrations, but none that the characters can easily

Chamber of the Eye



A6



A5

=5ft

recognize. Due to accumulated dust and filth, the area is lightly obscured. The only light in the Chamber of the Eye is the light the characters bring with them.

At the far end of the room sits an Eye of Ocassus. The Eye is closed when the characters enter the room, and appears to be a pristine bronze sculpture, untouched by the ravages of time. Unlike everything else in the chamber, the Eye of Ocassus is clean of dust and debris. The bronze eyelids are polished and clean and the obsidian inlays along the eyelids and the outer rim of the eye sparkle under any light that hits them.

If any character enters a space within 15 feet of the Eye of Ocassus, the eye opens slowly over the course of one round. Once the Eye is open, each character within the Chamber of the Eye must succeed on a DC 24 Charisma saving throw or be transported to Area 1 of the Lair of the Stitch Witch. This effect remains active and repeats on initiative count 20 each round until the chamber is emptied, at which point the Eye of Ocassus closes. Characters who succeed at their Charisma saving throw may choose to succumb to the effect, particularly if they see several of their companions suddenly disappear.

Once the Eye of Ocassus closes, it may not be reopened unless another character enters the aforementioned space in Area A6, or the Stitch Witch is killed.

Part II: The Lair

A Tomb of Terror

Once the characters travel through the Eye of Ocassus, they arrive in area B1 of the Lair of the Stitch Witch. Buried deep beneath the rocky surface of the Necrobyss, the Lair of the Stitch Witch is only accessible via magic. This permits the Stitch Witch to work in solitude without fear of interruptions. It also prevents her experiments from escaping.

Features of the Stitch Witch's Lair

Light: Braziers appear where indicated on the map, casting bright light in a 20-foot radius and dim light for an additional 20 feet. All other areas are in darkness.

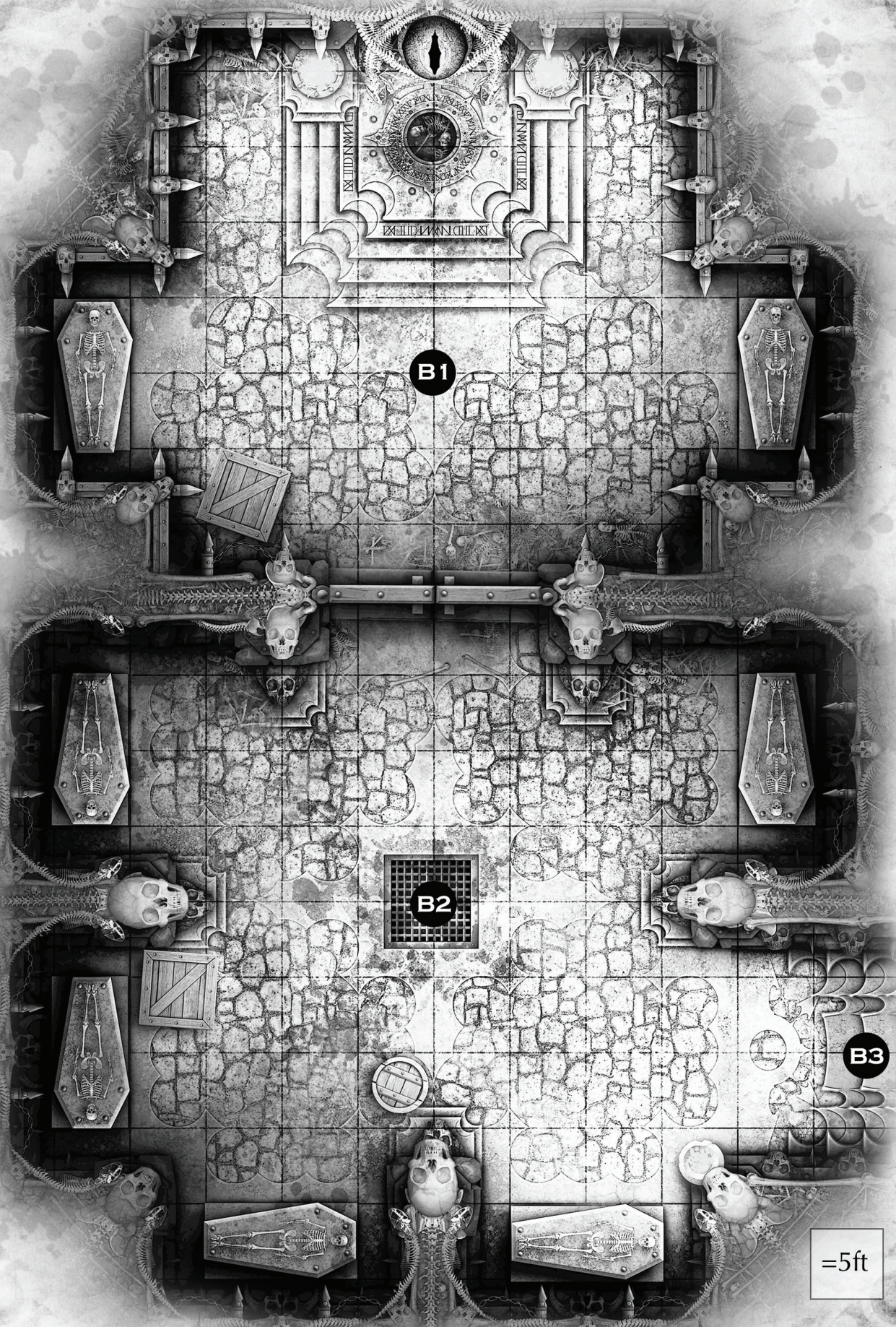
Movement: While the stone floors are spattered with various gore and bodily fluids, they are considered standard terrain.

Ceilings: The stone ceilings in the Lair of the Stitch Witch are 18 feet high.

Area B1

This chamber serves as the entrance to the lair. The Eye of Ocassus is embedded in the northern wall. Unlike the Eye in area A6, this eye does not have lids, but rather is held fast by a structure created from the spines and skulls of two giant snakes. The characters exit the eye, appearing on a landing that is caked in blood

A Tomb of Terror



and gore. The landing sits five feet from the floor of the room at the the top of a series of risers. To the left and right of the eye, atop the risers, sit large burning braziers, which cast bright light for 30 feet and dim light for an additional 30 feet. Discarded bones litter the corners of the floor.

Characters may study the Eye of Ocassus to try and determine how to activate it. A DC 10 Intelligence (Arcana) check determines that an activation word and a somatic component (i.e. a series of hand movements over the surface of the eye) are required to open and direct the eye.

Depressions in the eastern and western walls each contain one sarcophagus. Unless every character succeeds at a DC 12 Dexterity (Stealth) check, the sarcophagi begin to open as soon as the characters set foot on the main floor. The sarcophagus to the east holds a **one-eyed werejackal** (page xx) while the western sarcophagus houses a **mutilated darkmantle** (page xx). These creatures are angry and in extreme agony, attacking any creature other than the Stitch Witch who enters the chamber. Both creatures will fight to the death.

In the southwestern corner of the chamber sits a wooden crate. (AC 15, 4 hit points) If the characters open the crate, they find it filled with the dried up internal organs of various humanoids and beasts.

On the southern wall is an iron double door, which is locked. The lock can be picked with a successful Dexterity check at DC 10 using thieves' tools. The lock can also be broken with a successful Strength check at DC 20. The doors have AC 19, 18 hit points, and a damage threshold of 6. The doors are immune to poison and psychic damage.

Area B2

This chamber contains several more sarcophagi. The floor is angled downward slightly in this area, toward the center of the room. Pools of slime and bile slowly leak toward the grating, indicating a relatively recent spill. If the characters picked the lock to enter this area from area B1, they may each make a Dexterity (Stealth) check at DC 13. If the party is successful, they may move through the room without disturbing the inhabitants of the sarcophagi. However, if any member of the party fails, the sarcophagi immediately begin to open upon the characters' entry to the room. If the lock or door were broken, the characters have disadvantage on this check.

The sarcophagi in the northwestern and northeastern corners of this room are each occupied by one **giant crab amputee** (page xx.) The sarcophagus in the

southwestern corner of the room, as well as the two sarcophagi along the southern wall, each contain one **skinned sprite** (page xx.) These creatures are angry and in extreme agony, attacking any creature other than the Stitch Witch who enters the chamber. All creatures in this room will fight to the death.

Next to the sarcophagus in the southwestern corner sits a wooden crate (AC 15, 4 hit points) If the characters open the crate, they find it filled with soil. Though the characters are unlikely to discover the true nature of this dirt, it is the earth from a child's grave, to be used as a material component for spellcasting by the Stitch Witch.

Between the two sarcophagi along the southern wall sits a cask filled with liquid poison. If ingested, this poison forces the victim to make a DC 15 Constitution saving throw. On failure, the victim suffers 4d6 poison damage, suffers the poisoned condition and falls unconscious for 1d4+1 hours. Such a victim cannot be awakened by mundane means, though any spell or effect that can end the poisoned condition will allow the character to be awakened. On a success, the victim suffers half damage, as well as the poisoned condition for 1d4 hours, but remains conscious.

In the southwest corner of the room sits a standard brazier, which provides the light for area B2 and area B3.

Area B3

This 30-foot long hallway is brightly lit, due to the placement of the braziers in area B2 and area B4. This hallway contains a poison darts trap, which is activated by stepping on a pressure plate in the center of the hallway. A successful Intelligence (Investigation) or Wisdom (Perception) check at DC 10 will spot the holes in the wall signifying the trap, as well as locate the pressure plate, which can be disarmed with a Dexterity check at DC 10. If the trap is set off, each character in the hallway takes 3 (1d4 +1) hit points of piercing damage, and must make a Constitution saving throw at DC 13, taking 8 (2d6 +2) poison damage on a failed save, and half damage on a successful one.

Area B4

This chamber contains four more sarcophagi. The floor is angled downward slightly in this area, toward the center of the room. Pools of slime and bile are encrusted on the floor near the grating. As the characters pass through the room, they may each make a Dexterity (Stealth) check at DC 13. If the party is successful, they may move through the room without disturbing the inhabitants of the sarcophagi. However, if any member of the party fails, the sarcophagi immediately

begin to open upon the characters' entry to the room. If the trap in area B3 was set off as the party passed through, the characters have disadvantage on this check.

The two sarcophagi along the southern wall of this room are each occupied by one **tortured pseudodragon** (page xx.) The two sarcophagi along the eastern wall each contain one **flayed zombie** (page xx.) These creatures are angry and in extreme agony, attacking any creature other than the Stitch Witch who enters the chamber. All creatures in this room will fight to the death.

On the northern end of the chamber is an iron double door, which is locked. The lock can be picked with a successful Dexterity check at DC 10 using thieves' tools. The lock can also be broken with a successful Strength check at DC 20. The doors have AC 19, 18 hit points, and a damage threshold of 6. The doors are immune to poison and psychic damage. Attempting to batter down the door or break the lock immediately alerts the creatures in the sarcophagi in this area (if they have not been disturbed already) as well as alerting the Stitch Witch in area B5.

Area B5

This chamber is the Stitch Witch's laboratory, where she conducts her grisly experiments, grafting the organs of her victims into her own flesh in horrific observance of the rituals of the cult of Aedifex the Artist. The Stitch Witch seeks to attain perfection of the soul through transformation of the flesh. Her work is not mere experimentation, but a holy ritual.

Needless to say, she does not appreciate interruptions.

The Stitch Witch immediately notices if the doors leading to this chamber are opened. She will not parley with intruders. Instead, she will attack with brutal purpose.

The Stitch Witch is a human warlock who has used a magic item, the Aedifex-Craft Kit, to stitch bits of various creatures to herself to steal their power. The Stitch Witch has: A werejackal's eye, a darkmantle's darkness gland, giant crab pincers grafted to her forearms (in addition to human hands), sprite and zombie skin grafted onto her flesh in patches, a pseudodragon's higher brain implanted within her own, and a pseudodragon's stinger.

In two cages on the western wall of the room, the Stitch Witch has her next two planned experiments, a pair of winged kobolds. The kobolds are drugged with an alchemical concoction, which makes them susceptible to the Stitch Witch's control, but imparts the poisoned condition upon them. If the Stitch Witch suffers 11



B5

B3

B4

or more hit points worth of damage, or any negative condition, she will release the kobolds to fight on her side.

The center of the room contains a digestive pit, which attempts to chew and devour anything that is placed (or falls) into it. The pit grapples any creature who falls in, requiring a DC 15 Strength check to escape. Any creature who begins its turn within the maw of the pit suffers 10 (2d6 +4) piercing damage as it is chewed by the mouth.

A storage alcove in the southwestern corner of the room contains two casks filled with poison. The poison in these casks functions as the poison described in area B2. A wooden crate (AC 15, 4 hit points) filled with random, rotting organs sits in the corner of the room. These organs are leftovers from previous experiments, which have been kept to feed the pit in the center of the room. They have been heavily salted as a preservative measure.

Next to the wooden crate sits a wooden chest (AC 15, 15 hit points) containing various experimentation notes, personal journals, coins and gems totaling 350 gp in value, a set of common clothes and a Cloak of Protection. Within the journals are instructions for tuning the Eye of Ocassus to various locations, including the character's plane of origin (i.e. reopening the eye in area A6), as well as opening a gateway into the Necrobyss, and whatever other travel location the GM would like to permit.

Part III: Denouement

The Party Victorious

If the party has defeated the Stitch Witch, they have effectively gained access to her laboratory. With the instructions on how to use the Eye of Ocassus, this laboratory can serve as an extradimensional base of operations, storage unit, or bolt hole. More importantly, the party has learned of the existence of the Necrobyss and the cult of Aedifex. This can lead to all manner of adventures, should the party be brave enough to plumb the depth of the Necrobyss!

The Party Defeated

If the party falls to the claws (stinger, spells, other weird appendages or abilities) of the Stitch Witch or her experiments, they find themselves at her mercy. Their final moments are a haze of drugged agony as their bodies are shredded to be used for parts, their leftover components fed to the laboratory pit where they will be digested over a fortnight.



Gallery of Fiends

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Flayed Zombie



The flayed zombies where once human Reanimates. After being skinned their blood lust became not only hunger but also Murderous anger!

The flayed zombies are not exactly in pain in the sense that living creatures feel pain. They are, however, confused and disturbed by the experiments they suffered through. A Wisdom (insight) check at DC 14 can recognize this fear and confusion for what it is. It is possible (though unlikely) that characters who recognize the confusion happening in the zombies can make some attempt to communicate or calm them, provided they have some effective means of doing so.

Medium Undead,
Neutral Evil

AC- 8
HP- 22 (3D8+9)
SPD- 20FT

STR- 13 (+1)
DEX- 6 (-2)
CON- 16 (+3)
INT- 3 (-4)
WIS- 6 (-2)
CHA- 5 (-3)

SAVING TROWS: Wis +0
DMG. IMMUNITIES: POISON
CON. IMMUNITIES: POISONED
SENSES: DARKVISION 60FT,
PERCEPTION 8

LANGUAGES: UNDERSTANDS THE
LANGUAGES IT KNEW IN LIFE BUT
CAN'T SPEAK.

CHALLENGE: 1 / 4 (50xp)

UNDEAD FORTITUDE: IF DAMAGE
REDUCES ZOMBIE TO 0 HP, IT MUST
MAKE A CONSTITUTION SAVING
THROW WITH A DC OF 5+ THE
DAMAGE TAKEN, UNLESS DAMAGE IS
RADIANT OR FROM A CRITICAL HIT.
ON A SUCCESS, THE ZOMBIE DROPS
TO 1 HIT POINT INSTEAD.

ACTIONS-

SLAM: Melee Weapon Attack:
+3 TO HIT, REACH 5FT., ONE TARGET.
Hit:4 (1D6 + 1) BLUDGEONING DMG.

TENDRIL GUTS: Melee Weapon Attack:
+3 TO HIT, REACH 25FT.,
ONE TARGET. Hit; THE TARGET IS
GRAPPLED (ESCAPE DC 11). UNTIL
THE GRAPPLE ENDS, THE TARGET IS
RESTRAINED AND HAS DISADVANTAGE
ON STRENGTH CHECKS AND STRENGTH
SAVING TROWS.

REEL: THE FLAYED ZOMBIE PULLS A
TARGET GRAPPLED BY IT UP TO 25FT.
STRAIGHT TOWARD IT.

Medium Beast,
Unaligned

AC- 15 (NATURAL ARMOR)

HP- 13 (3D8)

SPD- 30FT, SWIM 30FT

STR- 13 (+1)

DEX- 15 (+2)

CON- 11 (+0)

INT- 1 (-5)

WIS- 9 (-1)

CHA- 3 (-4)

SKILLS: STEALTH +4

SENSES: BLINDSIGHT 30FT,
PASSIVE PERCEPTION 9

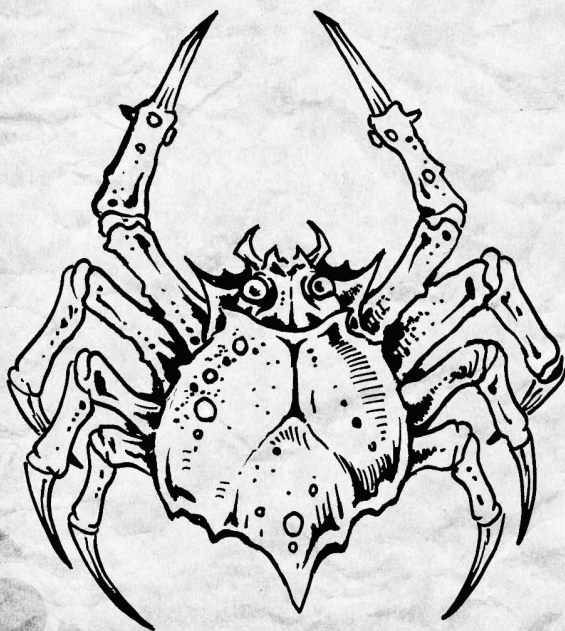
LANGUAGES: -

CHALLENGE: 1/8 (25XP)

AMPHIBIOUS: THE GIANT CRAB AMPUTEE CAN BREATHE AIR AND WATER.

ACTIONS-

STUMP IMPALE: *Melee Weapon Attack*: +3 TO HIT, REACH 5FT., ONE TARGET. *Hit*: 4 (1D6 + 1) PIERCING DMG, IF HIT CAUSES 3 OR MORE DAMAGE THE TARGET IS IMPALED AND BECOMES GRAPPLIED BY BARBS (ESCAPE DC 11). THE GIANT CRAB AMPUTEE HAS TWO IRON SPIKES WHERE ITS CLAWS ONCE WERE, EACH OF WHICH CAN IMPALE ONLY ONE TARGET.



A massive crustacean rent of it's claws and equipped with two brutal spikes. These giant crabs see all as foe!

The giant crab amputees are cognizant of the fact that they are wounded and probably dying. As such they are aggressive and highly unlikely to be sated. If a character is able to communicate with the giant crab amputee, it will lash out angrily. The only hope of calming the creature without killing it is to alleviate its pain through some sort of healing magic.

Giant Poisonous Snake



Medium Beast,
Unaligned

AC- 14 (NATURAL ARMOR)
HP- 11 (2D8+2)
SPD- 30 FT., SWIM 30 FT.

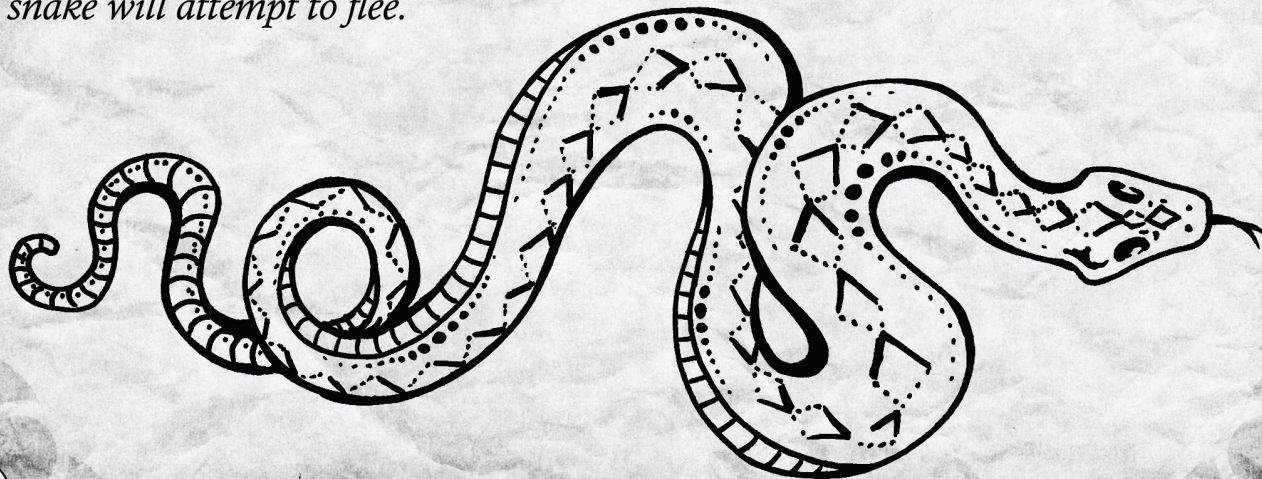
STR- 10 (+0)
DEX- 18 (+4)
CON- 13 (+1)
INT- 2 (-4)
WIS- 10 (+0)
CHA- 3 (-4)

SKILLS: PERCEPTION +2
SENSES: BLINDSIGHT 10 FT.,
PASSIVE PERCEPTION 12
CHALLENGE: 1/4 (50XP)

ACTIONS-

BITE: Melee Weapon Attack:
+6 TO HIT, REACH 10 FT., ONE TARGET.
Hit: 6 (1D4 +4) PIERCING DMG, IF HIT
CAUSES 3 OR MORE DAMAGE, AND
THE TARGET MUST MAKE A
DC 11 CONSTITUTION SAVING THROW,
TAKING 10 (3D6) POISON DAMAGE ON
A FAILED SAVE, OR HALF AS MUCH
DAMAGE ON A SUCCESSFUL ONE.

The giant poisonous snake is a patient creature, waiting for food to come to it in its comfortable hiding spot. Snakes need to eat very rarely, so the giant poisonous snake can afford to be patient. The giant poisonous snake will only strike if it feels secure in doing so. Once attacked it will fight until wounded beyond half of its HP. If wounded more seriously than that, the giant poisonous snake will attempt to flee.





Mutilated Darkmantle

*Mutilated and spiteful..
Clinging in shadows...
Lying in wait...
To the unexpected who wander
these crypts the mutilated
darkmantle is death from above!*

The mutilated darkmantle lacks even a rudimentary sense of reason. It is, like any wounded simple creature, lashing out at anyone who attempts to go near it. The mutilated darkmantle cannot be calmed down or reasoned with. If isolated, the creature will become docile so long as it cannot perceive any potential threats.

*Small Monstrosity,
Unsigned*

AC- 11
HP- 22 (5D6+5)
SPD- 10FT, FLY 30FT

STR- 16 (+3)
DEX- 12 (+1)
CON- 13 (+1)
INT- 2 (-4)
WIS- 10 (+0)
CHA- 5 (-3)

SKILLS: STEALTH +3
SENSES: BLINDSIGHT 60FT,
PASSIVE PERCEPTION 10
LANGUAGES: -
CHALLENGE: 1/2 (100xp)

ECHOLOLOCATION: THE MUTILATED DARKMANTLE CAN'T USE BLINDSIGHT WHILE DEAFENED.

FALSE APPEARANCE: WHILE THE DARKMANTLE REMAINS MOTIONLESS, IT IS INDISTINGUISHABLE FROM A CAVE FORMATION SUCH AS A STALACTITE OR STALAGMITE.

ACTIONS-

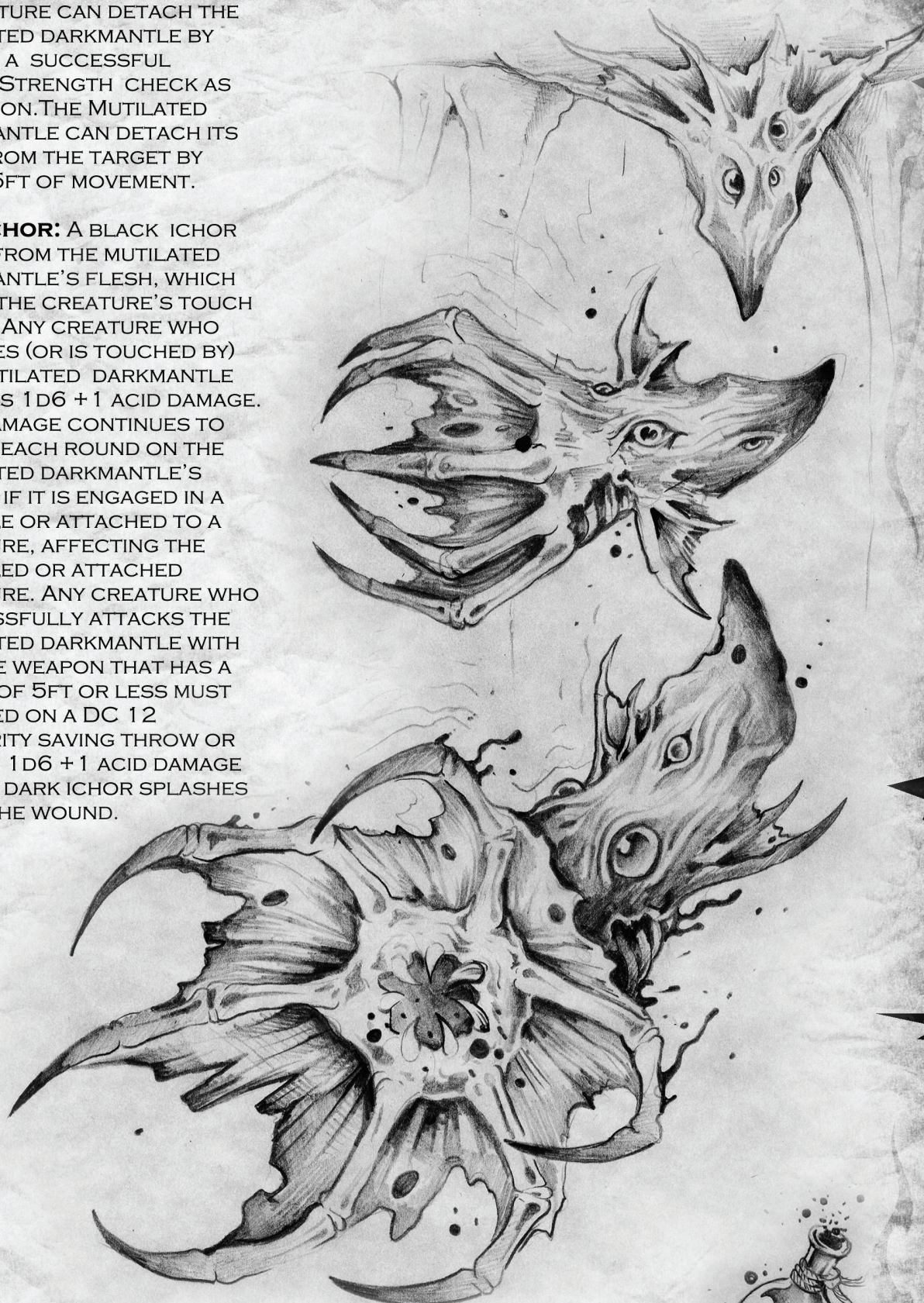
CRUSH: *Melee Weapon Attack:*
+5 TO HIT, REACH 5FT., ONE CREATURE. *Hit:* 6 (1D6 +3) BLUDGEONING DMG. AND THE MUTILATED DARKMANTLE ATTACHES TO THE TARGET. IF THE TARGET IS MEDIUM OR SMALLER AND THE DARK MANTLE HAS ADVANTAGE ON THE ATTACK ROLL, IT ATTACHES BY ENGULFING THE TARGET'S HEAD, AND THE TARGET IS ALSO BLINDED AND UNABLE TO BREATHE WHILE DARKMANTLE IS ATTACHED THIS WAY.

WHILE ATTACHED TO TARGET, THE MUTILATED DARKMANTLE CAN ATTACK NO OTHER CREATURE EXCEPT THE TARGET BUT HAS ADVANTAGE ON IT'S ATTACK ROLLS. THE DARKMANTLE'S SPEED ALSO BECOMES 0, IT CAN'T BENEFIT FROM ANY BONUS TO ITS SPEED, AND IT MOVES WITH THE TARGET.

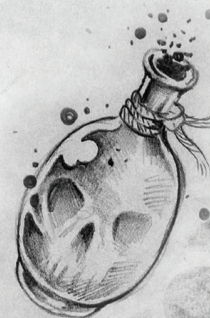
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A CREATURE CAN DETACH THE MUTILATED DARKMANTLE BY MAKING A SUCCESSFUL DC 13 STRENGTH CHECK AS AN ACTION. THE MUTILATED DARKMANTLE CAN DETACH ITS SELF FROM THE TARGET BY USING 5FT OF MOVEMENT.

DARK ICHOR: A BLACK ICHOR LEAKS FROM THE MUTILATED DARKMANTLE'S FLESH, WHICH MAKES THE CREATURE'S TOUCH ACIDIC. ANY CREATURE WHO TOUCHES (OR IS TOUCHED BY) THE MUTILATED DARKMANTLE SUFFERS 1D6 + 1 ACID DAMAGE. THIS DAMAGE CONTINUES TO OCCUR EACH ROUND ON THE MUTILATED DARKMANTLE'S ACTION IF IT IS ENGAGED IN A GRAPPLE OR ATTACHED TO A CREATURE, AFFECTING THE GRAPPLED OR ATTACHED CREATURE. ANY CREATURE WHO SUCCESSFULLY ATTACKS THE MUTILATED DARKMANTLE WITH A MELEE WEAPON THAT HAS A REACH OF 5FT OR LESS MUST SUCCEED ON A DC 12 DEXTERITY SAVING THROW OR SUFFER 1D6 + 1 ACID DAMAGE AS THIS DARK ICHOR SPLASHES FROM THE WOUND.



VIAL OF ICHOR: ONCE SLAIN THE ICHOR OF THE MUTILATED DARKMANTLE CAN BE COLLECTED WITH AN EMPTY VIAL TO PRODUCE A VIAL OF ICHOR. THE VIAL OF ICHOR MAY BE THROWN UP TO 20FT, SHATTERING ON IMPACT. ALL CREATURES WITHIN 10FT OF IMPACT MUST SUCCEED ON A DC 13 DEXTERITY CHECK OR SUFFER 1D6 + 1 ACID DAMAGE.





One-Eyed Werejackal

Knapped with dried blood and disfigured this werejackal is stuck in canine form.

Bestial...

...Confused and vengeful.

The one-eyed werejackal is disoriented and traumatized from being experimented on. It will lash out aggressively at any perceived threat, and given its circumstances, it perceives just about any creature as a threat. Though frightened and disoriented, the werejackal does maintain the wherewithal to utilize its attacks effectively. If calmed by the party (such as with a calm emotions spell), it can potentially be reasoned with.

Medium Humanoid
(HUMAN, SHAPECHANGER)
Chaotic Evil

AC- 12

HP- 33 (6D8+6)

SPD- 30FT

STR- 10 (+0)

DEX- 15 (+2)

CON- 12 (+1)

INT- 11 (+0)

WIS- 10 (+0)

CHA- 8 (-1)

SENSES: DARKVISION 60FT,
PASSIVE PERCEPTION 12

LANGUAGES: COMMON (CAN'T
SPEAK IN CURRENT FORM)

CHALLENGE: 2 (450XP)

KEEN HEARING AND SMELL: THE ONE-EYED WEREJACKAL HAS ADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING OR SMELL.

ACTIONS

MULTIATTACK: THE WEREJACKAL MAKES TWO ATTACKS, ONLY ONE OF WHICH CAN BE A BITE.

BITE: *Melee Weapon Attack*:
+4 TO HIT, REACH 5FT., ONE
TARGET. *Hit*:5 (1D6 +2)
PIERCING DAMAGE.

SHORTSWORD: *Melee Weapon Attack*:
+4 TO HIT, REACH 5FT., ONE
TARGET. *Hit*:4 (1D4 +2)
PIERCING DAMAGE.

SLEEP GAZE: IF A CREATURE STARTS IT'S TURN WITHIN 30 FT. OF THE ONE-EYED WEREJACKAL AND THE TWO OF THEM CAN SEE EACH OTHER, THE ONE-EYED WEREJACKAL CAN USE AN ACTION TO FORCE THE CREATURE TO MAKE A DC 10 WISDOM SAVING THROW IF THE ONE-EYED WEREJACKAL ISN'T INCAPACITATED. ON A FAILED SAVE, THE CREATURE MAGICALLY FALLS ASLEEP FOR 10 MIN, OR UNTIL IT TAKES DAMAGE OR ANOTHER CREATURE USES AN ACTION TO SHAKE IT AWAKE.

CONTINUED ON NEXT PAGE...

A CREATURE THAT ISN'T SURPRISED
CAN AVERT ITS EYES TO AVOID THE
SAVING THROW AT THE START OF ITS
TURN. IF IT DOES SO, IT CAN'T SEE
THE ONE-EYED WEREJACKAL
UNTIL THE START OF ITS NEXT
TURN. IF IT LOOKS AT THE
ONE-EYED WEREJACKAL IN
THE MEANTIME, IT MUST
IMMEDIATELY MAKE THE SAVE.



Tiny Dragon
Neutral Good

AC- 13 (NATURAL ARMOR)
HP- 7 (2D4 +2)
SPD- 15 FT, FLY 60FT.

STR- 6 (-2)
DEX- 15 (+2)
CON- 13 (+1)
INT- 10 (+0)
WIS- 12 (+1)
CHA- 10 (+0)

SENSES: BLINDSIGHT 10FT.
DARKVISION 60FT. PASSIVE
PERCEPTION 13

LANGUAGES: UNDERSTANDS
COMMON AND DRACONIC BUT
CAN NOT SPEAK

CHALLENGE: 1/4 (50XP)

KEEN SENSES: THE PSEUDODRAGON
HAS ADVANTAGE ON WISDOM
(PERCEPTION) CHECKS THAT RELY ON
SIGHT, HEARING, OR SMELL.

MAGIC RESISTANCE: THE
PSEUDODRAGON HAS ADVANTAGE ON
SAVING THROWS AGAINST SPELLS
AND OTHER MAGICAL EFFECTS.

ACTIONS-

BITE: *Melee Attack:* +4 TO HIT, REACH
5FT., ONE TARGET. *Hit:* 6 (1D4 +4)
PIERCING DAMAGE.

STING: *Melee Attack:* +4 TO HIT, REACH
5FT., ONE TARGET. *Hit:* 6 (1D4 +4)
PIERCING DAMAGE, AND THE TARGET
MUST SUCCEED ON A DC 11
CONSTITUTION SAVING THROW OR
BECOME POISONED FOR 1 HOUR.
IF THE SAVING THROW FAILS BY 5 OR
MORE, THE TARGET FALLS
UNCONSCIOUS FOR THE SAME
DURATION, OR UNTIL IT TAKES
DAMAGE OR ANOTHER CREATURE
USES AN ACTION TO SHAKE IT AWAKE.

Raging Pseudodragon



Victim of a savage brain surgery this pseudodragon is left with just enough cognitive ability to process pure and unreasoned rage!

The raging pseudodragon is beyond any sort of calming or consolation. What is left of its mind is completely shattered due to pain. It lashes out at anything that moves, trying to kill its target. Being robbed of its telepathic ability, it can no longer communicate with any other life form, save for communication in the language of violence.

Skinned Sprite



*Once a light hearted fey...
Now, through bloody ordeals, skinless
and fallen to darkness!*

*The skinned sprites are in sheer agony.
They are beyond being calmed down
or reasoned with. They are not
necessarily malicious, they are just in
so much pain that all they can do is
scream. Psionically. Directly into the
mind of any thinking creature they
can get their hands on.*

*Tiny Humanoid
Chaotic Evil*

AC- 15 (LEATHER ARMOR)

HP- 2 (1D4)

SPD- 10FT, FLY 40FT.

STR- 3 (-4)

DEX- 18 (+4)

CON- 10 (+0)

INT- 14 (+2)

WIS- 13 (+1)

CHA- 11 (+0)

SKILLS: PERCEPTION +3,

STEALTH +8,

SENSES: PASSIVE PERCEPTION 13

LANGUAGES: COMMON, ELVISH,
SYLVAN

CHALLENGE: 1 / 4 (50XP)

ACTIONS-

LONGSWORD: *Melee Weapon Attack:*

+6 TO HIT, REACH 5FT., ONE

TARGET. *Hit:* 1 SLASHING DAMAGE.,

BOW: *Ranged Weapon Attack:*

+4 TO HIT, RANGE 40 / 160FT., ONE

TARGET. *Hit:* 1 PIERCING DAMAGE.

AND THE TARGET MUST SUCCEED ON A

DC 10 CONSTITUTION SAVING

THROW OR BECOME POISONED FOR 1

MINUTE. IF ITS SAVING THROW RESULT

IS 5 OR LOWER, THE POISONED TARGET

FALLS UNCONSCIOUS FOR THE SAME

DURATION, OR UNTIL IT TAKES DAMAGE

OR ANOTHER CREATURE TAKES AN

ACTION TO SHAKE IT AWAKE.

SHARE PAIN: THE SKINNED SPRITE
TOUCHES A CREATURE AND MAGICALLY
SHARES ITS AGONY WITH THE TARGET.
IF THE TARGET FAILS A DC 11
CHARISMA SAVING THROW, THE
TARGET BECOMES STUNNED FOR A
FULL ROUND AS IT FEELS THE SKINNED
SPRITE'S PAIN FROM BEING PLAYED
ALIVE.



Stitch-Witch

Medium Human,
Neutral Evil

AC- 13 (LEATHER ARMOR)

HP- 33 (6D8 +6)

SPD- 30FT

STR- 11 (+0)

DEX- 14 (+2)

CON- 12 (+1)

INT- 10 (+0)

WIS- 13 (+1)

CHA- 14 (+2)

SKILLS: DECEPTION +4,
INTIMIDATION +4, RELIGION +2

DAMAGE IMMUNITIES: POISON

CONDITION IMMUNITIES: POISONED

SENSES: DEVIL'S SIGHT 120FT,
PASSIVE PERCEPTION 11

LANGUAGES: ANY ONE LANGUAGE
(USUALLY COMMON)

CHALLENGE: 2 (450XP)

DARK DEVOTION: THE STITCH WITCH HAS ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED OR FRIEGHTENED.

GRAFTED FORTITUDE: IF DAMAGE REDUCES THE STITCH WITCH TO 0 HIT POINTS, IT MUST MAKE A CONSTITUTION SAVING THROW WITH A DC OF 5 + THE DAMAGE TAKEN, UNLESS THE DAMAGE IS FIRE, PIERCING, PSYCHIC, RADIANT, OR FROM A CRITICAL HIT. ON A SUCCESS, THE STITCH WITCH DROPS TO 1 HIT POINT INSTEAD.

SPELLCASTING: THE STITCH WITCH IS A 4TH-LEVEL SPELLCASTER. HER SPELLCASTING ABILITY IS CHARISMA (SPELL SAVE DC 12, +4 TO HIT WITH SPELL ATTACKS). THE STITCH WITCH HAS THE FOLLOWING WARLOCK SPELLS PREPARED:

CATRIPS (AT WILL): CHILL TOUCH, ELDRITCH BLAST, SPARE THE DYING (PACT OF THE TOME), THAUMATURGY (PACT OF THE TOME), TRUE STRIKE, VICIOUS MOCKERY (PACT OF THE TOME)

1ST LEVEL (0 SLOTS): BURNING HANDS, COMMAND, DETECT MAGIC (RITUAL, BOOK OF ANCIENT SECRETS), SPEAK WITH ANIMALS (RITUAL, BOOK OF ANCIENT SECRETS)

2ND LEVEL (2 SLOTS): HOLD PERSON, RAY OF ENFEEBLEMENT.

Solitary in her arts, the stitch witch seeks immortality by altering herself. She experiments on a variety of creatures, removing bits of this and that and grafts them to her own flesh. The few who survive her mutilations are kept in sarcophagi within her lair. These twisted forms serve as both stock of flesh and guardians of her crypt. The stitch witch is well beyond obsessed and only ventures from her hidden lair when she is in need of living supplies!

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ACTIONS-

MULTIATTACK: THE STITCH WITCH MAKES 2 MELEE ATTACKS.

DAGGER: *Melee or Ranged Weapon Attack:* +4 TO HIT, REACH 5FT. OR RANGE 20/60FT., ONE CREATURE. *Hit:* 4 (1D4 +2) PIERCING DAMAGE.

CLAW: *Melee Weapon Attack:* +2 TO HIT, REACH 5FT., ONE TARGET. *Hit:* 3 (1D6) BLUDGEONING DAMAGE, AND THE TARGET IS GRAPPLED (ESCAPE DC 11). THE STICH WITCH HAS 2 CLAWS, EACH OF WHICH CAN GRAPPLE ONLY ONE TARGET.

DARKNESS AURA (1/DAY): A 15FT RADIUS OF MAGICAL DARKNESS EXTENDS OUT FROM THE STICH WITCH, IT MOVES WITH HER AND SPREADS AROUND CORNERS. THE DARKNESS LASTS AS LONG AS THE STICH WITCH MAINTAINS CONCENTRATION, UP TO 10 MINUTES (AS IF CONCENTRATING ON A SPELL) DARKVISION CAN NOT PENETRATE THIS DARKNESS, AND NO NATURAL LIGHT CAN ILLUMINATE IT. IF ANY OF THE DARKNESS OVERLAPS WITH AN AREA OF LIGHT CREATED BY A SPELL OF 2ND LEVEL OR LOWER, THE SPELL CREATING THE LIGHT IS DISPELLED.

INVISIBILITY: THE STICH WITCH MAGICALLY TURNS INVISIBLE UNTIL IT ATTACKS OR CASTS A SPELL, OR UNTIL ITS CONCENTRATION ENDS (AS IF CONCENTRATING ON A SPELL). ANY EQUIPMENT THE STICH WITCH WEARS OR CARRIES IS INVISIBLE WITH IT.

LIMITED TELEPATHY: THE STICH WITCH CAN MAGICALLY COMMUNICATE SIMPLE IDEAS, EMOTIONS, AND IMAGES TELEPATHICALLY WITH ANY CREATURE WITHIN 100FT. OF IT THAT CAN UNDERSTAND A LANGUAGE.

SLEEP GAZE (4/DAY): IF A CREATURE STARTS IT'S TURN WITHIN 30 FT. OF THE STICH WITCH AND THE TWO OF THEM CAN SEE EACH OTHER, THE STICH WITCH CAN USE AN ACTION TO FORCE THE CREATURE TO MAKE A DC 12 WISDOM SAVING THROW IF THE STICH WITCH ISN'T INCAPACITATED. ON A FAILED SAVE, THE CREATURE MAGICALLY FALLS ASLEEP FOR 10 MIN, OR UNTIL IT TAKES DAMAGE OR ANOTHER CREATURE USES AN ACTION TO SHAKE IT AWAKE.

A CREATURE THAT ISN'T SURPRISED CAN AVERT ITS EYES TO AVOID THE SAVING THROW AT THE START OF ITS TURN. IF IT DOSE SO, IT CAN'T SEE THE STICH WITCH UNTIL THE START OF ITS NEXT TURN. IF IT LOOKS AT THE STICH WITCH IN THE MEANTIME, IT MUST IMMEDIATELY MAKE THE SAVE.

CLAW: *Melee Weapon Attack:* +4 TO HIT, REACH 5FT., ONE CREATURE. *Hit:* 2 (1D4 +0) PIERCING DAMAGE, AND THE TARGET MUST SUCCEED ON A DC 11 CONSTITUTION SAVE OR BECOME POISONED FOR 1 HOUR. IF THE SAVING THROW FAILS BY 5 OR MORE, THE TARGET FALLS UNCONSCIOUS FOR THE SAME DURATION, OR UNTIL IT TAKES DAMAGE OR ANOTHER CREATURE USES AN ACTION TO SHAKE IT AWAKE.

MAGIC ITEM-

AEDIFEX-CRAFT KIT: WONDROUS ITEM, LEGENDARY, REQUIRES ATTUNEMENT. CRAFTED FROM CALVARIAM AMBER, THIS SET OF SURGEON'S TOOLS ALLOW THE USER TO REMOVE ORGANS FROM ONE CREATURE AND GRAFT THEM ONTO ANOTHER. THIS PRESERVES ANY SUPERNATURAL ABILITIES HOUSED WITHIN THE ORGAN, ALLOWING THE RECIPIENT ACCESS TO NEW FUNCTIONS. THE AEDIFEX-CRAFT KIT HOLDS 6 CHARGES, AND DEPLETES ONE CHARGE TO REMOVE AN ORGAN AND ONE CHARGE TO ATTACH AN ORGAN. BATHING THE KIT IN A QUART OF BLOOD FROM A SENTIENT CREATURE FOR 12 HOURS REPLENISHES ONE EXPENDED CHARGE. IF ALL CHARGES ARE EXPENDED AND THE KIT IS NOT BATHED IN BLOOD WITHIN 24 HOURS OF THE USE OF THE FINAL CHARGE, THE KIT CRUMBLES TO DUST.



Tiny Dragon
Neutral Good

AC- 13 (NATURAL ARMOR)
HP- 7 (2D4 +2)
SPD- 15 FT, FLY 60FT.

STR- 6 (-2)
DEX- 15 (+2)
CON- 13 (+1)
INT- 10 (+0)
WIS- 12 (+1)
CHA- 10 (+0)

SENSES: BLINDSIGHT 10FT.
DARKVISION 60FT. PASSIVE
PERCEPTION 13

LANGUAGES: UNDERSTANDS
COMMON AND DRACONIC BUT
CAN NOT SPEAK

CHALLENGE: 1/4 (50xp)

KEEN SENSES: THE PSEUDODRAGON
HAS ADVANTAGE ON WISDOM
(PERCEPTION) CHECKS THAT RELY ON
SIGHT, HEARING, OR SMELL.

MAGIC RESISTANCE: THE
PSEUDODRAGON HAS ADVANTAGE ON
SAVING THROWS AGAINST SPELLS
AND OTHER MAGICAL EFFECTS.

LIMITED TELEPATHY: THE
PSEUDODRAGON CAN MAGICALLY
COMMUNICATE SIMPLE IDEAS,
EMOTIONS, AND IMAGES
TELEPATHICALLY WITH ANY CREATURE
WITHIN 100 FEET OF IT THAT CAN
UNDERSTAND A LANGUAGE.

ACTIONS-

BITE: *Melee Attack:* +4 TO HIT, REACH
5FT., ONE TARGET. *Hit:* 6 (1D4 +4)
PIERCING DAMAGE.

TELEPATHIC SCREAM:

ONE CREATURE THAT THE
PSEUDODRAGON CAN SEE MUST
SUCCEED ON A DC 11 WISDOM
SAVING THROW OR SUFFER 4 (1D4+2)
PSYCHIC DAMAGE, AS THE TARGET IS
OVERWHELMED BY THE PSYCHIC
SCREAMS OF THE TORTURED
PSEUDODRAGON. IF THE SAVING THROW
FAILS BY 5 OR MORE, THE TARGET FALLS
UNCONSCIOUS FOR ONE HOUR, OR UNTIL
IT TAKES DAMAGE OR ANOTHER
CREATURE USES AN ACTION TO SHAKE IT
AWAKE.



*Agonized and hateful this once proud
pseudodragon, like all of the stitch
witch's victims, now strives only
to inflict it's torment on others!*

*The tortured pseudodragon, like the
skinned sprite, is in sheer agony and has
the means to share the agony with
anyone nearby. This offers the tortured
pseudodragon no relief or comfort, nor
can any action by the player characters,
aside from ending the pitiful creature's
life. All the pseudodragon knows
anymore is pain and suffering.*

Winged Kobold



Tiny terrors on leathery wings, a gift from the dragon queen and the envy of common kobold!

These are standard urds who have been captured by the stitch witch, but not yet experimented on. Like most kobolds, they are exceptionally adept at following orders and acting as minions. If the stitch witch releases the winged kobolds from their cages and commands them to fight for her, they will do so, despite it not being in their best interests to do so. Quick thinking players with charm spells or high charisma scores may be able to convince the kobolds of the danger they are in and persuade the urds to join the player character's side.

*Small Humanoid (kobold)
Lawful Evil*

AC- 12 (LEATHER ARMOR)
HP- 5 (2D6-2)
SPD- 30FT, FLY 30FT.

STR- 7 (-2)
DEX- 15 (+2)
CON- 9 (-1)
INT- 8 (-1)
WIS- 7 (-2)
CHA- 8 (-1)

SENSES: DARKVISION 60FT.,
PASSIVE PERCEPTION 8

LANGUAGES: COMMON, DRACONIC,
CHALLENGE: 1/4 (50XP)

SUNLIGHT SENSITIVITY: WHILE IN
SUNLIGHT, THE KOBOLD HAS
DISADVANTAGE ON ATTACK ROLLS,
AS WELL AS ON WISDOM (PERCEPTION)
CHECKS THAT RELY ON SIGHT.

PACK TACTICS: THE KOBOLD HAS
ADVANTAGE ON AN ATTACK ROLL
AGAINST A CREATURE IF AT LEAST ONE
OF THE KOBOLD'S ALLIES IS WITHIN
5 FEET OF THE CREATURE AND THE
ALLY ISN'T INCAPACITATED.

ACTIONS-

DAGGER: Melee Weapon Attack:
+4 TO HIT, REACH 5FT., ONE
TARGET. *Hit:* 4 (1D4+2) PIERCING
DAMAGE.,

SLING: Ranged Weapon Attack:
+4 TO HIT, RANGE 30/120FT., ONE
TARGET. *Hit:* 4 (1D4+2) BLUDGEONING
DAMAGE.



Background:

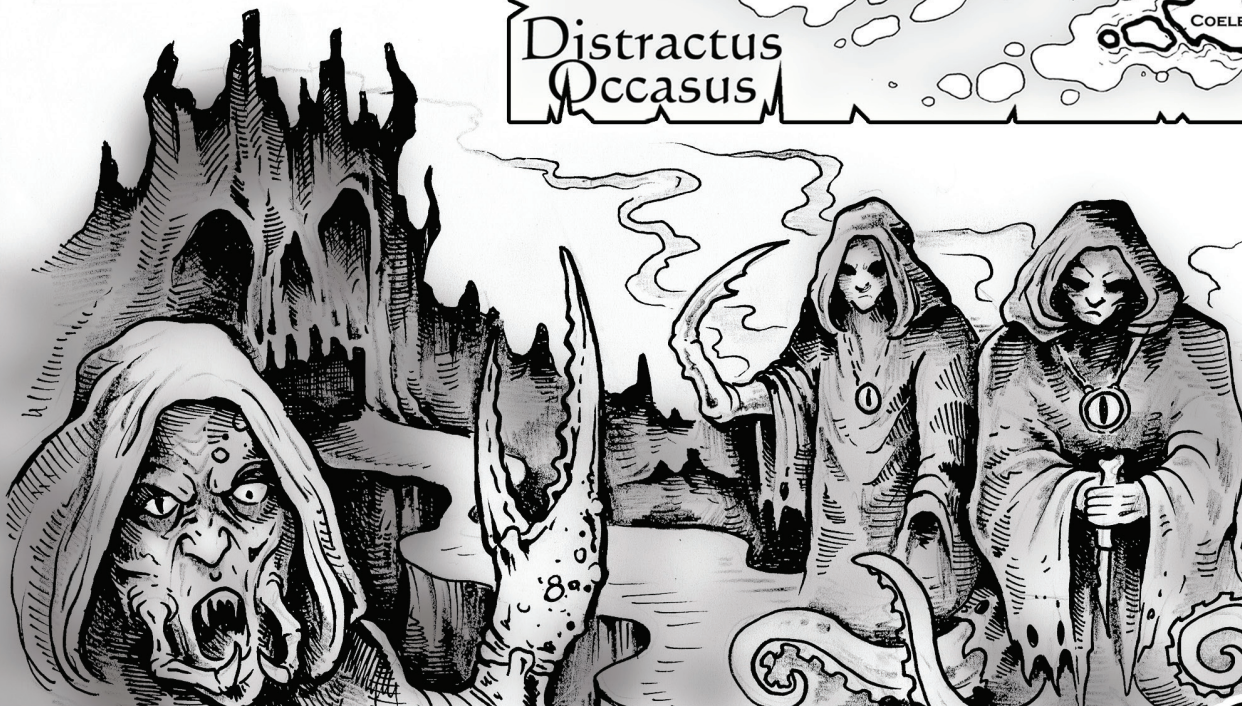
Wayward and nameless apprentice of the Vocato, the Stitch Witch seeks solitude in her arts amongst one of the many forgotten crypts of the Necrobyss. With no physical passages in or out, The exact location of the Stitch Witch's lair is unknown to all but the magics of an eye of Occasus. Here in solitaire the witch studies Aedifex's Craft.

The Vocato are cultists that worship Aedifex the artist, master of the Crimson Cauldron, and lord of the Calvariam Mons. Aedifex was once a man but through modification and forced evolution he has become great and tentacled, almost a god. Wielding the power of the Crimson Cauldron Aedifex and his followers create legions of strange and monstrous abominations. These legions exact vengeance on the men of Ora and reap life to fuel the great cauldron of the Mons.

Necrobyss



Distractus Occasus





Glimpse the Beyond

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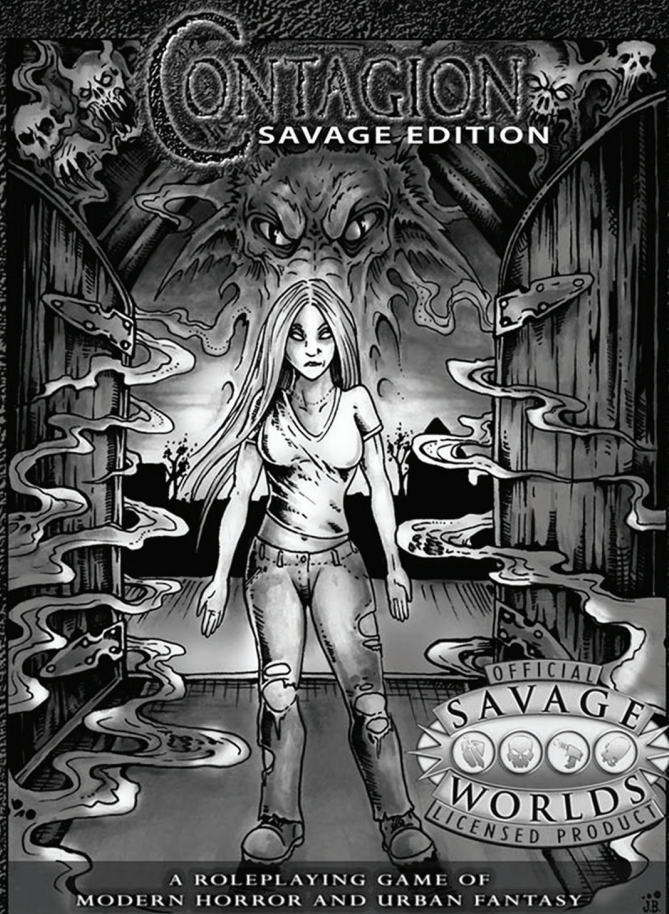
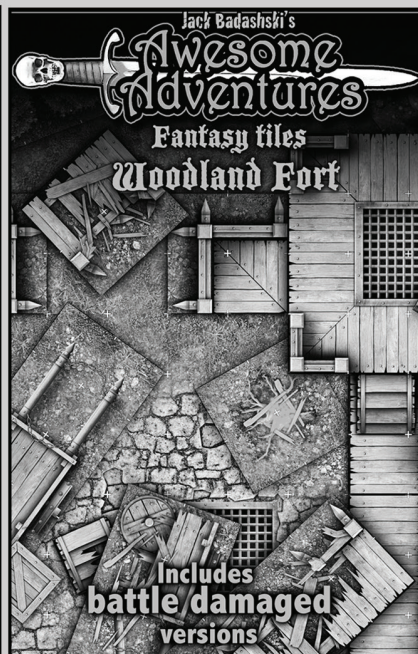


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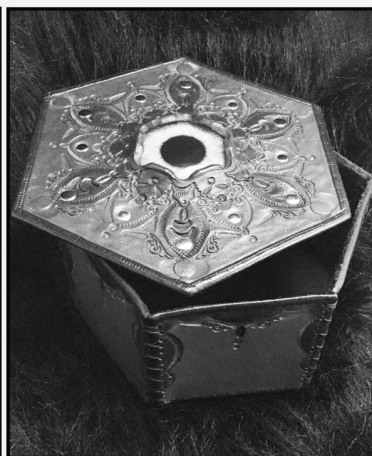
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