

BENEATH THE BLACK ROSE

Beneath The Black Rose is an adventure for four or five players of 6th-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE

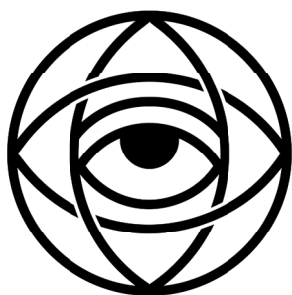


TABLE OF CONTENTS

Section	Page
Background and Synopsis	3
The Girl and the Ghost	4
Empty Tavern	5
Forgotten Door	6
Vampire Hunters	7
Wailing Dead	8
Eternal Reward	9
Aftermath	10
Appendix A: Maps	11
The Tavern	11
Cistern and Tunnels	12
Appendix B: New Monsters	13
Arena Champion	13
Eternal Scion	14
Hidden Lore	15
Acknowledgements and Credits	16



BACKGROUND

- The Black Rose Inn is a well-kept **inn** with hot meals, ale, and clean rooms for weary travelers. But fifty years ago, it was also the gathering place for a group of nobles who wanted to cheat their way out of death itself.
- These nobles formed a cult called the **Eternal Scions**. Lacking true knowledge, they built their evil rites around superstition, fumbling through half-understood tomes and consulting with self-titled “occult experts” pawning fraudulent secrets.
- One night, the Eternal Scions gathered in their hideout below the inn to enact their immortality **ritual**: Murdering an innocent woman in the name of the god of death and burying themselves beneath her blood so they could rise as vampires. But the god of death laughed at their hubris, turning the Eternal Scions into starving, mindless ghouls, instead.
- Decades later, the scions lurk forgotten beneath the Black Rose. Meanwhile, the ghost of their victim, **Eliza Long**, roams the inn’s halls at night, eternally searching for her young daughter and for a way to exact vengeance against the Eternal Scions.

SYNOPSIS

- The adventure begins when the characters stay the night at the Black Rose Inn.
- In the middle of the night, a young girl named **Nell** knocks on their door, telling the PCs that a ghost is hunting her. The group catches sight of Eliza’s spirit at the end of the hall.
- While pursuing the ghost, the PCs discover that there is a forgotten **cistern** beneath the inn. By exploring the cistern and its connected tunnels, they learn the history of the Eternal Scions and their cult.
- The PCs **confront** the undead Eternal Scions in their ritual chamber. By defeating them, they help lay Eliza to rest and save Nell from the ghost’s misguided attempts to possess her.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here’s what you’ll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That’s your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail the group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

THE GIRL AND THE GHOST

The adventure begins with the characters asleep at the Black Rose Inn. The inn is warm and clean and provided them with a pleasant meal of ale, bread, and stew.

Establish why the PCs are staying at the inn, and then move onto the following event:

EVENT: A KNOCK AT MIDNIGHT

- The door to the room jumps under a frantic, loud knock. A young girl on the other side cries, "Help! She's going to get me! Please!"

DEVELOPMENT

- Nell Brisly, a 7-year old girl, is out in the hall. The black-haired, green-eyed **ghost** of **Eliza Long** chases her, pale fingers reaching for the child. She gets to Nell in one round.
- If the PCs intervene to **protect** Nell, Eliza uses Horrifying Visage on them before retreating. If she reaches Nell, she possesses her and forces Nell to walk toward Area 1.
- PCs can end the **possession** by successfully using Turn Undead on Eliza or knocking Nell unconscious.
- Eliza won't fight. She **retreats** ethereally to Area 1 if the PCs attack her or Nell.
- If Nell reaches Area 1, Eliza possesses **Cecil** since the girl is too weak to open the trap door to the basement.
- Unbeknownst to anyone, Nell's **parents**, Victor and Naomi Brisly, are collapsed in Area 6 after trying to confront Eliza's ghost.



Nell Brisly, LG human **commoner**

"Dorothy says she's scared. But Mommy and Daddy told us to be brave."

- **Appearance.** Dark brown hair and eyes. Blue dress and a matching bow in her hair.
- **Does.** Hugs her rag doll, Dorothy, and bashfully hides behind it.
- **Secret.** Her parents are vampire hunters, but she's supposed to say they're priests.

Use some or all of the following hooks to introduce the characters to the adventure:

APPEAL TO REWARD

Nell tells the characters her parents always say, "good deeds results in blessings." If the characters help her find her parents and keep the ghost away, she bets her parents will buy them candy or even a baby kitten for doing something so kind.

APPEAL TO HEROISM

Nell says her parents left their room two hours ago, saying they had to "check downstairs." They haven't come back. Nell is worried about them, and she fears the ghost will come back for her. She asks the PCs to find her parents and make sure the ghost stays away.

APPEAL TO DISCOVERY

The ghost is pursuing Nell, but it's not clear why. The PCs have the chance to discover what the ghost is after and why it's haunting the inn.

TRANSITION

If the PCs search for Nell's parents, they don't find them in any of the guest rooms. Once they make their way to the tavern, go to Area 1 in *Empty Tavern*.

EMPTY TAVERN

AREA 1: THE TAVERN

- The once warm and welcoming tavern is now empty, the lamps and hearth extinguished.
- The wind in the chimney causes a low groan to howl through the room.
- **Cecil**, the owner of the Black Rose Inn, stands rigidly behind the shadowy bar. He polishes a glass, staring into the darkness.

DEVELOPMENT

- If **Nell** made it here while possessed by Eliza, she is no longer possessed and hides under a table, trembling.
- Eliza currently **possesses** Cecil. If the PCs talk to him, he robotically drops the glass on the floor and demands the PCs leave the inn. If they refuse, Eliza forces Cecil to attack them. Go to Combat.
- A heavy **trap door** behind the bar leads to the basement.

DRAMATIC QUESTION

Can the PCs save Cecil and learn the legend of Eliza's ghost?

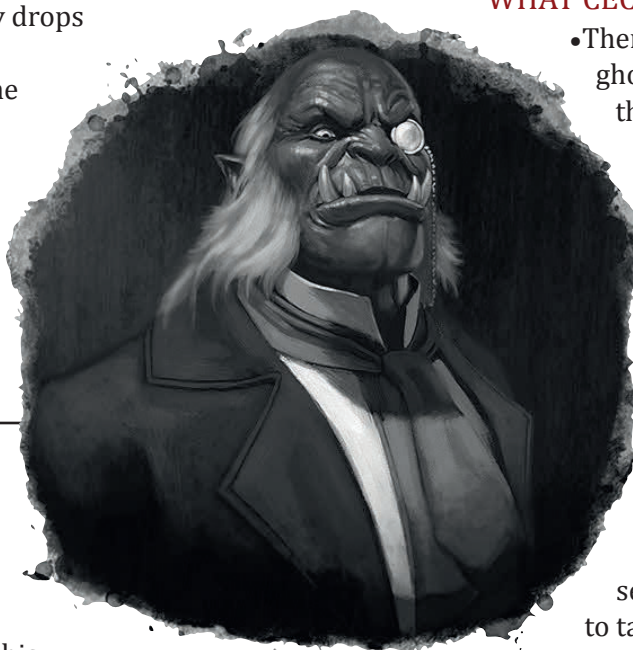
COMBAT

- Eliza forces **Cecil** to grab his weapons from behind the bar and leap over it, attacking the characters with reckless abandon.
- If the PCs defeat Cecil or successfully use Turn Undead on Eliza, the ghost retreats ethereally through the **trap door** behind the bar. She goes to Area 8 and waits for the PCs.
- If Cecil **survives** the fight, he shares the legend of Eliza's ghost with the PCs. Go to What Cecil Knows.

- If Cecil **dies**, he uses his last breath to wheeze, "The basement!" He points behind the bar before expiring. The PCs become local villains for killing beloved Cecil under such circumstances.

Cecil Downing, LG orc **arena champion**
"I'd much rather bake a pie than break a face."

- *Appearance.* Balding, white hair. Monocle. Fine jacket and silk neck sash.
- *Does.* Glares severely at people before breaking into deep laughter.
- *Secret.* Bought the Black Rose after winning his freedom in the gladiatorial arena.



WHAT CECIL KNOWS

- There's a **legend** of a ghost that has haunted the inn for decades, though she is rarely seen. Her name is Eliza.
 - The legend says Eliza was abducted and **murdered** in the inn, but nobody knows by whom. She searches the halls for her daughter so she can say goodbye. She also searches for her killer to take vengeance.
- There's a locked **door** in the basement that Cecil has never had the key to open — the previous owner didn't have it, either. It supposedly goes to a defunct cistern, but Cecil has always wondered if what's behind the door is connected to the legend of Eliza's ghost.

TRANSITION

If the PCs go through the trap door, go to Area 2 in *Forgotten Door*.

FORGOTTEN DOOR

Sidebar: What To Do With Nell

- If Cecil is still alive, he volunteers to guard Nell while the PCs explore beneath the inn.
- If the PCs bring Nell with them into Area 2 or beyond, she clings to the character who most reminds her of her parents. She can **sense** the presence of undead within 60 feet of her.
- If the PCs leave Nell unguarded, Eliza returns to possess her and bring her to Area 8.

AREA 2: BASEMENT

- Boxes and barrels fill the damp, lightless basement. A wooden **door** lurks in the corner, covered in dust and cobwebs.

DEVELOPMENT

- The door is locked. PCs can open it with a successful DC 20 Strength check or a DC 18 Dexterity check using thieves' tools.
- Behind it are stairs leading down. The smell of stagnant **water** rises from the darkness.
- There is no natural **light** in Areas 3-8.

AREA 3: RESERVOIR

- Waist-high, brackish water fills a wide cavern with a low ceiling. A set of stairs leads up to a **tunnel** hewn into the rear wall.
- Above the tunnel is a crude carving that says "Enter, and cast death aside."

DEVELOPMENT

- PCs who look into the water see an undead version of themselves reflected back. This effect is unsettling, but harmless.

Treasure

A PC who looks through the water and succeeds on a DC 16 Wisdom (Perception) check spots an algae-encrusted ring on the bottom. It's a *ring of feather falling*.

AREA 4: CULT COFFERS

- A packed dirt path leads to a small room with six burlap bags and two chests inside.

DEVELOPMENT

- The unlocked chests have poison needle **traps**. PCs who open a chest must succeed on a DC 18 Dexterity save or be struck by the needle, taking 5d6 poison damage (half on a success).
- The trapped chests and burlap bags contain a combined total of 800 cp and 34 sp.
- The PCs find a **secret door** with a successful DC 18 Wisdom (Perception) check.
- Inside the hidden room are five locked **chests** with five names on them: Irvenson, Moldavia, Bartov, Argovian, and Tullisse. The PCs recognize these as the surnames of local noble families.
- The chests have masterful **locks** and require successful DC 21 Dexterity checks with thieves' tools to open. The Eternal Scions in Area 8 have the keys to each on cords around their necks.

Treasure

The five chests contain 1,500 gp combined, as well as jewelry, statuettes, fine clothes, and gems worth an additional 500 gp. Some items are recognizable family heirlooms. The Tullisse chest also contains the deed to a castle keep.



TRANSITION

The PCs can move to Area 5 in *Vampire Hunters* or Area 7 in *Wailing Dead*.

VAMPIRE HUNTERS

DRAMATIC QUESTION

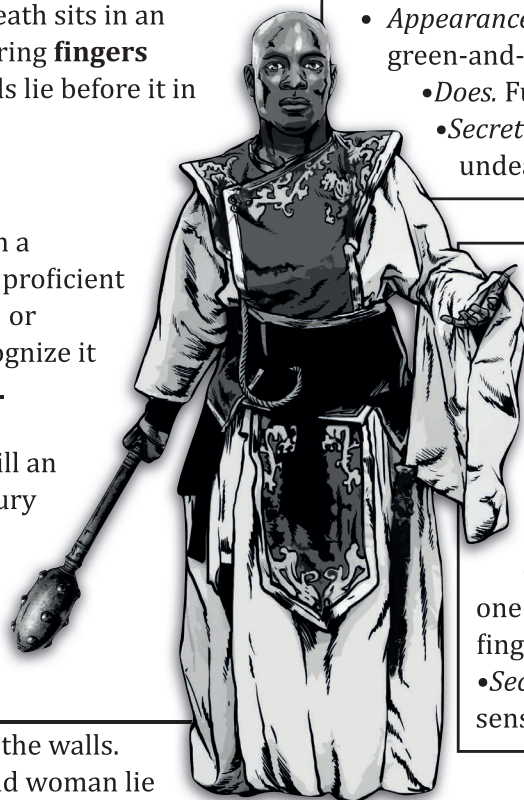
Can the PCs save Nell's parents and learn why they're down here?

AREA 5: MEETING ROOM

- High-backed chairs gather around a table scattered with yellowing **parchments**.
- A gilt plaque on the wall says "Secret Order of the Eternal Scions."
- An altar to the god of death sits in an alcove. Five desiccated ring **fingers** from five different hands lie before it in a bronze offering dish.

DEVELOPMENT

- The parchments explain a "vampirism ritual." PCs proficient in Intelligence (Arcana) or Wisdom (Religion) recognize it as a superstitious **hoax**.
- The **ritual** calls for the intended vampires to kill an innocent woman and bury themselves in the earth beneath her flowing blood.



Victor Brisly, NG human **priest**

"It's our duty to end undeath in all its forms."

- **Appearance.** White robes with an ornate green-and-silver surcoat.
- **Does.** Fusses over Naomi's wounds.
- **Secret.** Suspects Nell can sense undead, but hasn't told Naomi yet.

Naomi Brisly, CG human **veteran**

"If only a wooden stake worked on a blasted ghost."

- **Appearance.** Wears a bandoleer of wooden stakes and a blackened chain shirt.
- **Does.** Absent-mindedly flips one of the stakes between her fingers.
- **Secret.** Believes her daughter can sense undead, but hasn't told Victor.

AREA 6: LIBRARY

- Dusty bookshelves line the walls.
- The **bodies** of a man and woman lie on the floor, blood still running from their wounds.

DEVELOPMENT

- The two bodies are Victor and Naomi Brisly, Nell's parents. They're both unconscious. **Victor** is two failed death saves from dying due to wounds delivered by the longsword still in his wife's hand. **Naomi** is incapacitated, but stable. The PCs can revive them with magical healing or successful DC 15 Wisdom (Medicine) checks.
- The **books** in the library are about occultism. PCs proficient in Intelligence (Arcana) or Wisdom (Religion) recognize the books as pure folklore and nonsense.

VICTOR AND NAOMI

- Victor and Naomi ask the PCs if they know whether their **daughter** is safe.
- They tell the PCs they're vampire hunters by specialty and have never dealt with a ghost. Still, they came here to confront Eliza after they detected her lurking downstairs.
- Eliza was able to **possess** Victor. Naomi nearly had to kill him in the resulting fight.
- They believe Eliza needs vengeance and a proper farewell in order to finally **rest**.

TRANSITION

The PCs can go to the Areas 3 or 4 in *Forgotten Door*, Area 7 in *Wailing Dead*, or Area 8 in *Eternal Reward*.

WAILING DEAD

AREA 7: PRISONER ROOM

- A chasm opens up in the floor where the packed earth washed away. An ancient, creaking rope **bridge** crosses the abyss.
- Five hanging cages hold **skeletons** near the 20-foot ceiling. Moss and mold riddle their bones. Gold **bracers** glint on the arms of one of the skeletons suspended over the chasm.

DEVELOPMENT

- The chasm beneath the rope bridge is 60 feet deep. PCs **crossing** the bridge can do so safely if moving at half speed. If they move faster, they must succeed on DC 16 Dexterity saves or slip over the edge, taking 6d6 bludgeoning damage from the fall.
- The PCs can **climb** the walls of the chasm with successful DC 13 Strength (Athletics) checks. If they fail by 5 or more, they fall.
- If the PCs don't try to move quietly, they **awaken** the skeletons in the cages. The skeletons scream and thrash, causing a **ghost wind** to rise from the chasm. See Ghost Wind.
- The PCs can attempt DC 13 Dexterity (Stealth) checks each time they move to avoid awakening the skeletons.

GHOST WIND

- The ghost wind is a violent blast of green, stale air laced with the howling spirits of the dead. It lasts for **1d4 rounds** and fills the entire space of the chasm up to the ceiling.
- PCs caught in the ghost wind must pass DC 16 Constitution saves each round or take **2d6 necrotic damage** (half on a success). They are deafened for the ghost wind's duration.
- PCs on the bridge, climbing the chasm, or flying above it must succeed on DC 16 Dexterity saves or fall into the chasm.
- Once the ghost wind ends, the skeletons return to their **dormant** state. They can be awakened again by new noises.



DRAMATIC QUESTION

Can the PCs safely cross the chasm?

COMBAT

- The five **skeletons** are trapped and weaponless. They can't attack any targets that aren't adjacent to their cages.
- If the PCs destroy all the skeletons, the ghost wind ends and can't be summoned again.

Treasure

The gold bracers on the skeleton are *bracers of defense*.

TRANSITION

The PCs can go to the Areas 3 or 4 in *Forgotten Door*, Area 5 in *Vampire Hunters*, or Area 8 in *Eternal Reward*.

ETERNAL REWARD

AREA 8: RITUAL ROOM

- Unlocked doors open into a packed dirt cave.
- An obsidian **altar** rests in an alcove. An ancient skeleton in a moth-eaten dress lies on its surface.
- Five polished, mahogany **coffins** fill the alcove opposite the altar. Each has a name inscribed on it: Irvenson, Moldavia, Bartov, Argovian, and Tulusse.
- Brown, flaking **stains** run from gutters on the altar into the packed dirt floor.

DEVELOPMENT

- If **Eliza** is not currently possessing anyone, she is hovering over the altar and looking down at her skeleton mournfully.
- The **coffins** are empty. The PCs recognize the surnames as those of local noble families.
- Two rounds after the PCs **enter**, five **Eternal Scions** explode from the ground, surprising any unprepared PCs. Go to Combat.
- The PCs have a chance to give Eliza closure, allowing her move on to the afterlife. Use the **Appeasing Eliza** encounter during combat to determine if she joins the fight.
- If Eliza is **possessing** Nell, Nell walks to the altar, places a hand on Eliza's remains, and wishes her goodbye (reducing the conflict score by 1). Then, Eliza ends the possession.
- Victor and Naomi Brisly (see Area 6) are too wounded to wade into the fight. Instead, they choose one PC to **assist** each round, granting that character advantage on one attack roll or ability check.

DRAMATIC QUESTION

Can the PCs vanquish the Eternal Scions and appease or defeat Eliza?

APPEASING ELIZA

Eliza peacefully departs for the afterlife if the conflict score reaches 0. She joins the combat if it reaches 7.

- Eliza begins with a **conflict score of 3**.
- If Nell places a hand on Eliza's remains and wishes her **goodbye**, reduce her score by 1 (once only).
- Attacking the **Eternal Scions** reduces her score by 1 (once only). Defeating all of the Eternal Scions reduces her score by 2.
- Targeting **Eliza** with a harmful effect or attack increases her score by 1 each time.
- If **Nell** is injured, Eliza's score increases by 1.
- Speaking a prayer or offering Eliza **funeral** rites reduces her score by 1 (once only).
- A successful DC 16 **Charisma check** of any kind reduces her score by 1. A failed check increases her score by 1.
- A successful DC 16 Wisdom (**Insight**) check reveals one of the above details or the current conflict score.

COMBAT

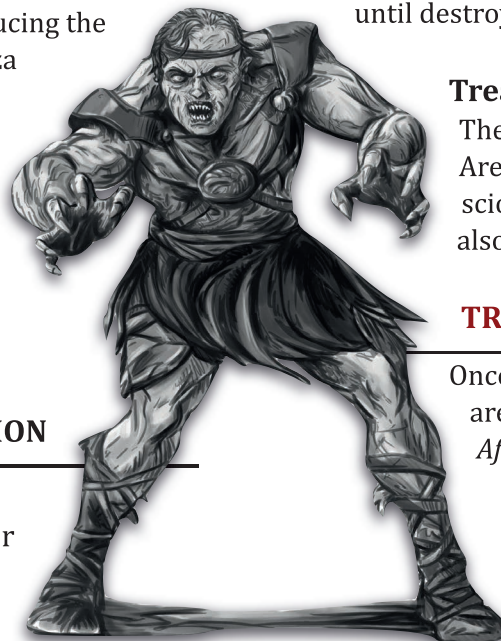
- The five **Eternal Scions** are mad with hunger. They use Pack Tactics to attack the closest targets.
- If **Eliza** joins the combat, she tries to possess the strongest melee fighter. She fights until destroyed.

Treasure

The keys to the locked chests in Area 4 are on cords around the scions' necks. One of the scions also wears a *circlet of blasting*.

TRANSITION

Once the battle and Eliza's fate are determined, go to *Aftermath*.



AFTERMATH

ELIZA PUT TO REST

- If the PCs were able to put Eliza to rest, her remains vanish. A bush of black roses suddenly blooms in the nearest cemetery, and on moonless nights, a woman can be heard happily singing to her child there.
- Eliza bestows a **blessing** on the characters. Each PC may call on Eliza one time while they are dying; upon doing so, Eliza appears and heals the dying PC for 2d8 hit points. The PC then gains resistance to bludgeoning, piercing, and slashing damage for three rounds.

ELIZA DESTROYED

- If the PCs destroyed Eliza's ghost, she reforms over the altar as a **wraith** in 1d6 days unless her remains were given funeral rites and buried in a cemetery.
- Eliza's memory and cruel murder **haunts** the PCs. On moonless nights, they hear the eerie crying of a woman. They must succeed on DC 15 Wisdom saves or gain no benefit from rest that night. Only an act of sacrifice and valor to bring Eliza justice can end this effect.

THE BRISLY FAMILY

- If the PCs made genuine attempts to help the Brisly family, they give the group five bottles of holy water, and, on Nell's insistence, a kitten who Nell says is named Dotty.
- More secretly, Victor and Naomi pass the PCs a letter of recommendation that would allow them to join the **Deathbringers**, a covert group of vampire hunters and undead destroyers. They tell the characters to find a tiefling named Hope in the nearest large city if they're interested.
- As **Nell** grows, her ability to sense undead becomes stronger, along with her keen sense of right and wrong. When she is of age, the god of light chooses her as a holy champion.

THE BLACK ROSE INN

- If Cecil **survived**, he offers the characters free rooms, ale, and peach pies any time they're in the area.
- If Cecil **perished** at the characters' hands, the group is viewed as a pack of villains, regardless of the fact that Cecil might have been possessed by a ghost at the time. Any NPCs from the area who are gladiators or professional warriors are hostile toward the characters.
- Builders seal off the entrance to the hideout beneath the Black Rose with a sturdy brick wall, and the clandestine Order of the Eternal Scions fades into legend.

FUTURE ADVENTURE HOOKS

- If Eliza returns as a **wraith**, the owner of the Black Rose Inn contacts the characters and asks for their help quelling this new, more dangerous threat.
- The group might decide to seek out Hope and the **Deathbringers**. Joining the elite team of undead hunters comes with many perks, but also many grave duties. The PCs' efforts to become Deathbringers could be the subject of several adventures.
- As **Nell** grows older, her parents realize she's destined for a holy duty far greater than they understand. They contact the PCs for guidance in how to deal with an "adventurous youth," and they ask the group to accompany Nell on a mission to reclaim one of the god of light's lost temples.
- The characters might seek out the noble families connected to the **Eternal Scions** to determine what, if any, connections the evil cultists had with their kin. While visiting one of the families, they notice the patriarch is missing a ring finger. Are there more Eternal Scions still alive and well?

APPENDIX A: MAPS

THE TAVERN





APPENDIX B: NEW MONSTERS

Arena Champion

The warrior with a silver laurel on his brow points his dark-bladed longsword at you in a challenge. His calm in the fever pitch of battle shows he has faced death a hundred times and triumphed.

Sole Survivor. The arena champion is the sole survivor of a grand melee where a dozen undefeated gladiators clash in a fight to the death. The grand melee only occurs once every five years, and its participants earn their invitation by triumphing in dozens of grueling pit fights.

Most gladiators destined for the grand melee become celebrities during their years moving up the ranks. Their fans have been known to attack each other when heated arguments about who is the superior warrior escalate too far.

The Ultimate Prize. The champion of the grand melee must be not only the greatest warrior, but the most adept performer, able to move the crowd in his or her favor and play to the bloodthirsty demands of the judges.

The victor earns the silver laurel and iron longsword, symbols of the freedom given to the champion of the ultimate gladiatorial event.



ARENA CHAMPION

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +5, Performance +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Brave. The arena champion has advantage on saving throws against being frightened.

Ultimate Brute. A melee weapon deals two extra dice of its damage when the arena champion hits with it (included in the attack).

Silver Laurel (1/Day). If the arena champion fails a saving throw, it may choose to succeed instead.

ACTIONS

Multiattack. The arena champion makes three melee attacks or two ranged attacks.

Iron Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, or 21 (3d10 + 5) slashing damage if used with two hands. Treat the iron longsword as a magic weapon for overcoming damage resistances.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 20 ft./60 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The arena champion adds 3 to its AC against one melee attack that would hit it. To do so, the arena champion must see the attacker and be wielding a melee weapon.

Eternal Scion

A leathery-skinned ghoul burrows from the earth, its jagged fangs gnashing in agony. It's missing a ring finger on one of its twitching, clawed hands. Ravenous hunger burns in its eyes, and it staggers forward to rend your flesh from your bones.

Mislead Cultists. The Eternal Scions were a group of wealthy nobles who felt their elite status gave them expertise far beyond what poorer folk could achieve (including the true experts). This hubris lead them to collect rituals, superstitions, and occult texts that were nothing more than shams and frauds peddled by self-titled “mystics” and “seers.”

One of these scams sold by a traveling “mind-reader” was a ritual to turn its participants into immortal vampires. While grotesque, the murderous ritual was powerless to invoke true necromantic magic.

In their confidence and ignorance, the Eternal Scions enacted the ritual. They earned nothing but displeasure from the god of death, who would never grant an ultimate form of undeath to such deluded and feeble supplicants. So the god struck down the Eternal Scions in humiliating fashion, turning them into mindless, starving mockeries of vampires.

Missing Finger. As a mark of dedication, an Eternal Scion who wishes to join the secret order must cut off one of his or her ring fingers and offer it to the god of death. After this ritual, the aspirant joins the ranks of the scions knowing that if one of their own is caught due to a breach of secrecy, all others will be easily identified.

ETERNAL SCION

Medium undead, chaotic evil

Armor Class 11

Hit Points 78 (12d8 + 24)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 2 (450 XP)

Pack Tactics. The Eternal Scion has advantage on an attack roll against a creature if at least one of the Eternal Scion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Greedy. If the Eternal Scion hits the same target with two Claws attacks on the same turn, it may use its Bonus action to make a Bite attack against that target.

ACTIONS

Multiattack. The Eternal Scion makes two Claws attacks.

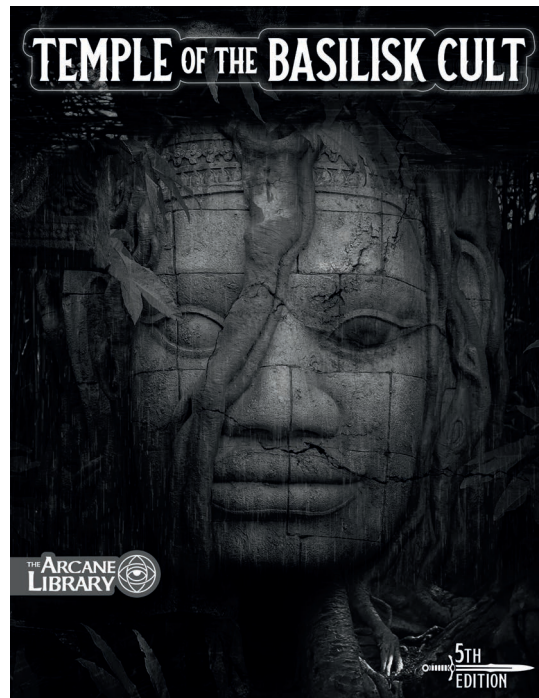
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



THE ARCANES LIBRARY

If you [join The Arcane Library's](#) newsletter, you'll get a FREE copy of *Temple of the Basilisk Cult*, a 1st-level adventure set in the jungle!



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This adventure is dedicated to Jim and Deb. Thank you for always believing in me. Love you!

Art Credits

Logos, trade dress, and art direction: Jessee Egan / jesseeegan.com

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